

# Where in the World is Carmen Sandiego? FAQ/Walkthrough

by GauRocks

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The Where in the World is Carmen Sandiego Walkthrough  
By: GauRocks (TheRealGau@this.is.useless.comcast.net)  
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1. Introduction

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Everyone knows Carmen Sandiego, but nobody knows where she is. She has to be the most notorious criminal in the world. She was trained as a spy, but now runs a criminal organization known as V.I.L.E. Your mission is to stop them, and my mission is to tell you how to stop all of Carmen's flunkies until you're skilled enough to take a shot (or two, or three) at Carmen herself.

You see my e-mail address at the top? If you can't figure out what I added to block spam, you don't deserve to e-mail me. As long as you're capable of taking out useless info, you can e-mail me with any questions or comments. Put the word FAQ in the title. Now, shall we begin?

2. FAQ (Frequently Asked Questions)

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If you have a question about this game or this guide, read this. If you still have a question, you can then e-mail me. If you ask something I answer in here, you will be blocked. So read this first.

Q: What is this clock for?

A: The clock is not real-time. It limits you to a certain number of actions. You are almost always given enough time to investigate every building in every correct location, but don't goof around once you know the criminal and where to go next. You have to sleep, which means that when the clock reaches 11:00 PM, you're out until 8:00 AM the next morning. What's worse, if you were partway through any operation, you continue the next morning, and must still use the full time. You're not even smart enough to sleep on the plane.

Q: What do you mean by "search the area" and "look around"?

A: Use all three of the green commands in the search menu. This gathers information about your next destination as well as the criminal.

Q: Why do I need a warrant if I found the criminal with the loot?

A: You need a warrant to search them for whatever they stole. Otherwise you don't get credit for the case and they go free.

Q: Why did an axe or knife fly across the screen at me, or a gun pop out and shoot?

A: You're in the same city as the criminal. Search the area and they'll come out.

Q: Why did you write this?

A: There are a few reasons, I guess. The first is that I was bored and decided to play this game. I wanted to see if there were any FAQs on it, so I could see the list of criminals. Sadly, there was not. That would be reason two, because nobody else had yet. As to why I bothered to finish it, see the very last two lines of the guide.

Q: Anything else?

A: You can listen to the theme song at <http://witwicisd.ytmnd.com/> and bring back memories. If you have no memories of the show, I have no idea why you would even consider playing this game. But the song is decent anyway.

### 3. How to Play

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The menu system in this game is kind of difficult to learn. There are four buttons in a toolbar along the bottom right. From left to right, they display:  
The word "options" (Game Options Menu)  
An airplane (Travel Menu)  
A magnifying glass (Search Menu)  
A computer (Data Menu)

The functions of each menu are as follows. Any function that takes time will have the amount of time noted.

Game Options Menu: This menu displays six options. "About Carmen" displays the credits for the game. "Show Password" gives you a three letter password to return to your point in the game. "Select Language" allows you to change the in game language between the five settings. "Review Brief" repeats the information given to you at the beginning of a level. "Quit Game" asks you if you're sure, gives you a password, and then returns you to the title screen. Finally, "Exit menu" lets you select another menu.

Travel Menu: This menu displays three to five travel destinations. Selecting the one you are currently at takes no time, and returns you to the menu. Selecting any other location will take 2-6 hours and put you at that location.

Search Menu: This menu displays four options. The first three will be buildings. Choosing the leftmost building takes two or three hours. The central building takes three or four hours. The rightmost building takes three to six hours. At each building, you are given information about what a person there knows about the thief and their destination. If you accidentally revisit a building, there is no additional time penalty. Finally, "Exit menu" lets you select another menu.

Data Menu: This menu displays three options. "Warrant" allows you to input your gathered information about the criminal and determine the culprit. To get

the results back takes three hours, and a warrant will be issued if you have been specific enough. "Dossiers" displays the information on each of the ten criminals. This information is provided in section 5. Finally, "Exit menu" lets you select another menu.

#### 4. Walkthrough

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So, now you know how to play, and you're ready to get down to solving things. Unfortunately, the cases are selected in random order. And you can even bust the same criminal twice in a row. You begin as a Rookie. After one case, you are promoted to Cadet. Four more criminals earns you the title of Private Eye. A whopping seven more earns you the rank of Investigator. Eight after that gives you the title of Ace Detective. Then you can feel happy, since you only need ten more to complete the game! For directions on how to solve specific cases, see the guidelines in the next section.

#### 4A. Basic Guidelines

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In a normal game, I could list each of the places, and list all the possible thefts and criminals, so you could just match up your case to a list and be done with it. Unfortunately, after extensive testing, the criminal is actually completely random in each case, excepting the final one. To further complicate matters, the locations, paths, and crimes are always random. So instead, I have provided a list of guidelines on how to proceed, as well as a list of which clues signify which locations and criminals. Together, these three elements create a flexible walkthrough that can be used to complete each possible combination with minimal effort.

1. Before you start, half the suspects will be eliminated because you learn the gender of the criminal. Remember this or write it down.
2. As soon as you start a case, search the area. People in the first city might not know anything, or they might be able to completely identify the criminal. Watch for any mention of hair color, hobby, vehicle, or an identifying mark or object. Ignore anything mentioning food, boats, or planes.
3. Pay close attention to the clues about location that each person gives to you. Once you have them, use the City Clues sections to determine where you need to go next. Going to the wrong place will waste a minimum of six hours. In some harder levels, you can't afford that.
4. Do not attempt to get a warrant until you know three of the five details about the criminal. Note that the gender you got in step one is one of the three. Three clues will give you a warrant in all but three scenarios, which are listed in guideline 4A. Once you do have enough for a warrant, get it as soon as possible, before you forget. If you want to complete the game as quickly as possible, check the Dossiers section once you have two clues. A few criminals can be identified with only gender and one other clue.

4A. A male who likes croquet and drives a limousine may be either Ihor Ihorovich or Scar Graynolt. You will need to obtain another clue to determine who the criminal is.

A female with brown hair who enjoys mountain climbing may be Merey LaRoc or Katherine Drib. You will need to obtain another clue to determine who the criminal is.

A female with brown hair wearing fancy jewelry is Merey LaRoc, unless you

are on the final case. Use the three clues you have along with the hobby of mountain climbing to obtain a warrant. If you are on case thirty, see guideline 8 to obtain your warrant.

5. Check every building (exception: guideline 6) until you know the thief and get a warrant. After that, once you get a good clue, move on. If you can save time in one city, it's never a bad thing. You have no reason to interrogate everyone once you know who you're after. Again, check each clue against the lists in the City Clues section to see when you have enough information to move on.

6. If the central building is a clue about the flag, don't waste your time in the rightmost building. A huge majority of the time they will have the same exact clue, and even if it is unique, you won't ever need it, unless you decide not to use the City Clue lists for some reason.

7. If people start telling you to watch out, and random weapons fly across the screen, search every building to find your thief. If you manage to do this before 5:00 Sunday, and you have a warrant, you make progress. If you fail in either aspect, you get nothing and have to start the case over, with a different set of locations and a new criminal. This game is long enough, so follow the strategy above and you'll keep the repetition to a minimum.

8. Once you manage to complete 29 cases, you will be chasing Carmen Sandiego for your final case. In this case, you'll need to use a different strategy. You should immediately get your warrant. Female, brown hair, convertible will give you one for Carmen. Don't worry about gathering clues, it's always her. Also, by this time, you should know every location by one or two clues. You need to use as few as possible. Even using only one clue from each city, I didn't get near Carmen until late Friday. She makes a lot of stops. Don't be irritated if you have to do this one a couple times before it all plays out the right way. Once you do catch her, enjoy the mediocre ending. You've earned it, for sitting through all thirty of these cases.

#### 4B. Generic City Clues

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There are only a few generic clues, and one is not specific enough to determine which city the criminal in question has fled to. However, if you check the list of possible travel options, one or two of these clues can be sufficient a great majority of the time. Currency, flag colors, and leadership details are considered generic clues. Each type has a section below, followed by a list of possible details in alphabetical order, and a list of which cities those details could indicate. If you have any other type of clue, check the Specific City Clues section below.

If the currency is:

australs, your city is:

Buenos Aires

bahts, your city is:

Bangkok

cruzados, your city is:

Rio de Janeiro

dinars, your city is:

Baghdad

dollars, your city could be:

Montreal

New York

Singapore

Sydney  
drachmas, your city is:  
Athens  
forints, your city is:  
Budapest  
francs, your city could be:  
Bamako  
Kigali  
Moroni  
Paris  
inties, your city is:  
Lima  
kinas, your city is:  
Port Moresby  
kroner, your city is:  
Oslo  
kronur, your city is:  
Reykjavik  
lira, your city could be:  
Istanbul  
Rome  
San Marino  
pesos, your city is:  
Mexico City  
pounds, your city could be:  
Cairo  
London  
rubles, your city is:  
Moscow  
rupees, your city could be:  
Colombo  
Kathmandu  
New Delhi  
yuans, your city is:  
Peking  
yen, your city is:  
Tokyo

If the flag is:

a blue and white flag, your city could be:  
Athens  
San Marino  
a crescent and star flag, your city is:  
Istanbul  
a double triangle flag, your city is:  
Kathmandu  
a Golden Lion flag, your city is:  
Colombo  
a green, blue, and yellow flag, your city is:  
Rio de Janeiro  
a green and white flag, your city is:  
Moroni  
a green, white, and red flag, your city is:  
Rome  
a green, yellow and red flag, your city is:  
Bamako  
a maple leaf flag, your city is:  
Montreal  
an orange, white and green flag, your city is:  
New Delhi

a red flag, your city could be:

Moscow

Peking

a red and blue flag, your city is:

Reykjavik

a red and blue cross flag, your city is:

Oslo

a red, green, and white flag, your city is:

Mexico City

a red and white flag, your city could be:

Istanbul

Lima

Montreal

Singapore

Tokyo

a red, white and black flag, your city could be:

Baghdad

Cairo

a red, white and blue flag, your city could be:

Bangkok

London

New York

Paris

Sydney

a red, white and green flag, your city is:

Budapest

a red, yellow and black flag, your city is:

Port Moresby

a red, yellow and green flag, your city is:

Kigali

a sun flag, your city is:

Buenos Aires

If the leadership is:

a King, your city could be:

Bangkok

Kathmandu

Oslo

a Party Chairman, your city is:

Peking

a Party Secretary, your city is:

Moscow

a President, your city could be:

Bamako

Budapest

Buenos Aires

Cairo

Kigali

Lima

Mexico City

Moroni

New York

Paris

Rome

Singapore

a Prime Minister, your city could be:

Athens

London

Port Moresby

Sydney

the Regents, your city is:

San Marino

a Ruling Council, your city is:

Baghdad

The other cities will never have clues about the leaders.

#### 4C. Specific Clues

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These are the most useful clues. With very few exceptions, these clues will tell you exactly where to find the thief. If there is an exception, the semi-useful clues will be marked with an asterisk, and relevant information is provided that the bottom of that section. If you get a clue that does not fall under a category in the above list, you will find it listed under the building where it can be received here. To conserve space, the city is the main entry. The details that point to a specific city are listed under that city's name. To find the clue you're looking for, use Ctrl+F. These lists also indicate that certain buildings are better to go to for clues. Museums and libraries are by far the most useful, as other buildings give these clues less often.

Warning: "Volcano" is a horrible keyword to search for. Although every clue can be uniquely identified, some are very similar, and others are exactly the same but from different buildings. Be very careful if you choose to try to use a volcano clue. This is why all clues containing the word volcano are marked with a percent sign (%).

Stock Market/Marketplace Clues: These are objects that the thief would like to buy, sell, or trade. These buildings rarely appear, and sometimes give clues about currency instead of these clues.

Athens:

Cretan art

olives

Baghdad:

crude oil

Bamako:

artifacts from ancient Timbuktu

peanuts

Tuareg artifacts

Bangkok:

pepper

\*rice\*

teak

Budapest:

a palm reading by a Gypsy

bauxite

Buenos Aires:

cattle

gaucho costumes

Spanish colonial maps

Cairo:

cotton

Nubian baskets

sugar

Colombo:

ancient Serendip relics

coconuts

Istanbul:

figs

nuts

Kathmandu:

- a quartz quarry
- Gurkhan artifacts
- hides
- jute
- Tibetan embroideries

Kigali:

- coffee beans
- wolframite

Lima:

- a copper mine
- Incan artifacts
- molybdenum
- sardines

London:

- a Druid costume
- tweed

Mexico City:

- embroidered fabric from the Yucatan

Montreal:

- lead
- nickel
- potash
- silver
- zinc

Moroni:

- Moslem art
- vanilla beans

Moscow:

- Faberge eggs
- Mongol art
- sugar beets

New Delhi:

- a Sikh turban
- copra
- spices

New York:

- a seat on the stock exchange
- contemporary art
- designer jeans
- fashion

Oslo:

- paper
- pyrite
- shipping

Paris:

- ancient Frankish coins
- fashion
- perfume

Peking:

- a jade horse
- Shang dynasty artifacts
- silk

Port Moresby:

- shrunken heads

Reykjavik:

- fish
- turnips
- Viking artifacts
- volcanic rock



Rio de Janeiro:

a rare golden parakeet  
titanium

Rome:

textiles

San Marino:

ceramics  
postage stamps

Singapore:

a rubber plantation  
rubber

Sydney:

a sheep ranch  
wool

Tokyo:

electronics  
\*rice\*

\*: Bangkok and Tokyo both have rice. If both appear on the travel list, you need another clue.

Library Clues: These are books or subjects that the thief is interested in. They are almost always found by going to a library.

Athens:

animal husbandry in ancient Crete  
Spartan lifestyle  
the Hellenic Republic

Baghdad:

Assyrians  
how to drill an oil well  
Mesopotamia  
Mesopotamian pot shards

Bamako:

rainfall for the Sahara  
Tuareg creation myths

Bangkok:

"Anna and the King of Siam"  
Chulalongkorn  
teak forests

Budapest:

Croatian wedding customs  
history of the Gypsies  
Magyars

Buenos Aires:

a guide to restaurants in Tierra del Fuego  
gaucho romance

Cairo:

a navigator's map of the Nile  
how to make mummies  
solve the riddle of the Sphinx

Colombo:

ancient Taprobane  
the Veddah people

Istanbul:

Kurdish kinship systems  
political intrigue in the Byzantine Empire

Kathmandu:

geology of the Himalayas  
Gurkha art  
history of the Gurkhas

Kigali:

genetic research on extremely tall people  
mountain gorillas  
Pygmy creation myths

Lima:

Francisco Pizarro  
geology of the Andes  
Incan agricultural practices

London:

a genealogy chart for the House of Windsor  
Celtic legends

Mexico City:

Aztec purification rituals  
origins of the Mayan calendar  
Toltec art

Montreal:

Jacques Cartier  
Sir Arthur Mackenzie  
the migration of whooping cranes

Moroni:

a vanilla bean cookbook  
the perfume industry

Moscow:

a collection of Ivan the Terrible's love letters  
Georgian history  
Tsarist genealogy

New Delhi:

field guide to cobras  
migratory patterns of wild yaks

New York:

a subway map  
history of skyscrapers  
modern art  
socio-economic consequences of skyscrapers

Oslo:

bibliography of Ibsen's plays  
guidebook to the fjords  
Viking lullabies

Paris:

Frankish rule  
textile and fashion design

Peking:

Shang dynasty art  
the life cycle of silkworms  
Wuchan Uprising

Port Moresby:

statistics on volcanic eruptions  
taipans

Reykjavik:

a novel to read while in a hot spring  
%guidebook to volcanoes of the world%  
history of Danish colonies

Rio de Janeiro:

map of the Amazon Basin  
thin-spined porcupines

Rome:

%European volcanoes%

San Marino:

a "Most Serene Republic"  
ceramic production  
history of postage stamps

Singapore:

economics of rubber plantations

Sydney:

aboriginal art

Captain Cook

metabolism of tiger snakes

temperament of Tasmanian devils

Tokyo:

Commodore Perry

Emperor Jimmu

%research on volcanoes%

samurai warriors

Shinto shrines

Hotel Clues: These are clues about things the thief wants to do or know as a tourist. They can be found at hotels, about as often as clues about the thief.

Athens:

a Greek dictionary

measure the Parthenon

Baghdad:

drive a jeep across the Syrian Desert

take a streamer down the Tigris River

tide table for the Persian Gulf

Bamako:

Bambara language tape

raincoat in the Sahara

Bangkok:

guided tour of Siamese wats

map of Muang Thai

Budapest:

day tours on the Danube

guide to Magyar art

humming a Gypsy melody

Hungarian dictionary

Buenos Aires:

directions to the Parana River

timetable for the Patagonian Express

Cairo:

Arabic phrase book

barge trips down the Nile

fees for the Suez Canal

Kathmandu:

five-star hotels on the Ganges plain

map of the Himalayas

Kigali:

planning to climb Mount Karsimbi

Lima:

explore Incan temples

London:

practicing Welsh pronunciation

set their watch by Big Ben

Mexico City:

Spanish phrase book

Montreal:

French dictionary

tour the Baffin Island

Moroni:

ferry across the Mozambique Channel

Mabigasy dictionary

Moscow:

guided tours of the Kremlin

Uralian dictionary

New Delhi:

bathe in the Ganges

New York:

ride an elevator to the top of the World Trade Center

Paris:

if the Louvre is open on Mondays

Peking:

if it was forbidden to visit the Forbidden City

paint landscapes of the Kunlan mountains

studying Mandarin

tours of the Great Wall

Port Moresby:

explore Mount Menam

take a freighter to the Coral Sea

Reykjavik:

boil eggs in a hot spring

reading an Icelandic saga

Rio de Janeiro:

good restaurants in Brasilia

hunting rare golden parakeets

Rome:

boat rides on the Po

box seats for a chariot race in the Colosseum

San Marino:

Italian dictionary

photograph Mount Titano at daybreak

tour a postage stamp printing plant

Singapore:

English dictionary

sail to one of the world's largest ports

Sydney:

attend an opera down under

English dictionary

if koalas are nocturnal

Tokyo:

practicing Japanese characters

tours of the Imperial Palace

Sport Club Clues: These are activities that the thief would like to do. They can be occasionally found at sports clubs, though you usually get a clue about the thief or a flag clue instead.

Athens:

hike in the Pindus Mountains

map of the Balkan Peninsula

Baghdad:

kayak down the Tigris

sailing conditions on the Euphrates

snare for venomous puff adders

Bamako:

drive a dune buggy over the Sahara

swim in the Niger River

Bangkok:

fish in the Chao Phraya River

search for a lost Siamese temple

Budapest:

playing polo on the Alford plain

Buenos Aires:

fly a glider over the Gran Chaco plain

scale Mount Aconcagua

Cairo:

collect cockroaches from a pharaoh's tomb

Colombo:

backpack to the ruins of an ancient Veddah village

scuba dive in the Gulf of Mannar

Istanbul:

jog across an oil field

strong enough to work on an oil rig

Kathmandu:

climb Annapurna

Kigali:

%explore a chain of volcanoes%

Lima:

climb Mount Solimana

llama backpacking trip

scale Mount Huascoran

London:

go scuba diving in Loch Ness

Mexico City:

capture gila monsters

climb Mount Popocapetl

search for a lost Aztec city

Montreal:

second largest country in land size

swim across Lake Winnipeg

travel through the Yukon by dog sled

Moroni:

climb Mount Karthala

Moscow:

sailing conditions on Lake Lagoda

sing with the Volga boatmen

trek across Moldova

New Delhi:

looking for a specimen of the saw-scaled viper

see Nonda Devi

New York:

sail down the Hudson River

Oslo:

kayak through the fjords

learn Nordic skiing

swimming conditions in the Barents Sea

Paris:

barge trip down the Seine

climb Mount Blanc

Peking:

sailing on the Yellow Sea

visit Minya Konka

Port Moresby:

capture a taipan

climb Mount Karkar

Reykjavik:

hang glide over an island nation

Rio de Janeiro:

capture a bushmaster

travel to the headwaters of the Amazon

Rome:

hiking in the Apennines

sailing on the Tyrrhenian Sea

San Marino:

backpack through all of Italy's neighbors  
roller skate through a ceramics factory

Singapore:

capture a venomous stonefish  
dive in the Strait of Malacca  
explore a rain forest  
sail in the South China Sea

Sydney:

learn secrets of aerobic fitness from the aborigines  
ride a camel across the Great Sandy Desert  
techniques of wallaby wrestling  
sail around an island continent  
visit a continent in the southern hemisphere

Tokyo:

backpack through an archipelago  
ski on Mount Fuji

Museum Clues: These are subjects that the thief is interested in. They can almost always be found at museums.

Athens:

ancient Sparta  
Plato's republic

Baghdad:

foraging habits of Arabian gazelles  
Sumerian writing

Bamako:

archaeological dig in ancient Timbuktu  
Monde woodcarvings

Bangkok:

collection of Siamese art  
the spread of Buddhism

Budapest:

Gypsy dialects  
Magyar artifacts

Buenos Aires:

geography of Tierra del Fuego  
Spanish colonial history

Cairo:

arthropods of the Sinai Desert  
Bedouin weaving  
history of ancient Alexandria

Colombo:

ancient Vedda culture and mythology

Istanbul:

Hittite pottery  
sewage system of ancient Constantinople

Kathmandu:

if they would have to take off their shoes in Hindu temples

Kigali:

researching volcanic activity  
study mountain gorillas

Lima:

retrace the route of a Spanish conquistador  
Spain's colonial empire

London:

study Saxon manuscripts

Mexico City:

field study of gila monsters  
history of cannibalism among the Aztecs

Montreal:

birds of the Northwest Territories

French colonial history

Moroni:

how perfume is made

%study the composition of gases in an active volcano%

Moscow:

history of Ukrainian Easter eggs

see authentic Tsarist treasures

survey the Ural mountains

New Delhi:

a use for cobra venom

New York:

be a United Nations tour guide

survey a major subway system

Oslo:

construction of Viking ships

influence of Ibsen on Ingmar Bergman

maps of Harald the Fairhaired's journeys

Paris:

culture of the ancient Franks

Peking:

the diet of giant pandas

work in a silkworm factory

Yuan dynasty art

Port Moresby:

how to shrink a head

Melanesian kinship systems

%question about volcanoes%

Reykjavik:

geothermal activity

%volcanoes of the world%

Rio de Janeiro:

indigo macaw population

photograph bushmasters at work and play

Rome:

preservation of Etruscan wall paintings

San Marino:

modern methods of postage stamp production

the oldest republic in Europe

Singapore:

British colonial rule

Malayan art

Sydney:

aboriginal dreams

Tokyo:

researching an archipelago

Shinto rituals

Airport Clues: These are assorted actions and interests of the thief. They are very rarely found at airports instead of flag clues.

Athens:

see the Pindus Mountains

Baghdad:

has a job waiting at an oil field

tour a petrochemical plant

Budapest:

one of Austria's neighbors

visit a country in east-central Europe

Colombo:

visit an island nation

Kathmandu:

going to a mountainous nation  
visit one of India's neighbors

London:

night flights to Orkney Island

Montreal:

spend a night on Prince Edward Island

Moroni:

spend their vacation in an island nation

Moscow:

going to the largest country in the world

Port Moresby:

visit New Ireland

Singapore:

going to an island in Southeast Asia

## 5. Dossiers

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This is here so that you know whether or not you have enough information for a warrant. The in-game information can get confusing, and trying for a warrant only to find that you need more information takes valuable time, so comparing your notes to this list could be very handy.

Carmen Sandiego

Sex: female  
Hobby: tennis  
Hair: brown  
Feature: jewelry  
Vehicle: convertible

Dazzle Annie

Sex: female  
Hobby: tennis  
Hair: blond  
Feature: tattoo  
Vehicle: limousine

Fast Eddie B

Sex: male  
Hobby: croquet  
Hair: black  
Feature: jewelry  
Vehicle: convertible

Katherine Drib

Sex: female  
Hobby: mountain climbing  
Hair: brown  
Feature: tattoo  
Vehicle: motorcycle

Ihor Ihorovich

Sex: male  
Hobby: croquet  
Hair: blond  
Feature: tattoo  
Vehicle: limousine



Lady Agatha

Sex: female  
Hobby: tennis  
Hair: red  
Feature: ring  
Vehicle: convertible

Len Bulk

Sex: male  
Hobby: mountain climbing  
Hair: red  
Feature: tattoo  
Vehicle: convertible

Merey LaRoc

Sex: female  
Hobby: mountain climbing  
Hair: brown  
Feature: jewelry  
Vehicle: limousine

Nick Brunch

Sex: male  
Hobby: mountain climbing  
Hair: black  
Feature: ring  
Vehicle: motorcycle

Scar Graynolt

Sex: male  
Hobby: croquet  
Hair: red  
Feature: ring  
Vehicle: limousine

## 6. Legal Stuff

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Here is where most authors tell you never to take their work and post it or sell it anywhere ever or they will take their crack team of lawyers and hunt you down. Well, I have a different policy.

If you want to post my guide, or use a portion of it, just mention me. You don't have to tell me, although a thank you message is always appreciated. I'm just glad if someone finds a use for this. If you want to sell this, and you actually find someone dumb enough to pay money for it, go ahead and sell it. In fact, feel free to e-mail me and gloat about how you sold this to someone. I'll laugh at the moron right along with you. Basically, use it how you like, and if it's not too much trouble, let me know.

Also, all trademarks and copyrights contained in this document are owned by their respective trademark and copyright holders. This guide is not endorsed by any individual other than myself.

## 7. Version History

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Version 2.1 (8/30/05) - Nothing major, just a few formatting changes that

I noticed while writing my next FAQ.

Version 2.0 (8/16/04) - I finished off the guide. There should be no more missing clues, but if you find something really, really rare that I managed to miss, let me know. The descriptions and guidelines are much clearer in this version.

Version 1.51 (3/28/04) - E-mail address change.

Version 1.5 (3/21/04) - Added most of the clue lists to the walkthrough section. There are thirty empty spaces, and a few extras still missing, but a large majority is done.

Version 1.0 (3/15/04) - I put together the basic information on how to play the game and submitted.

## 8. Conclusion

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There, wasn't that fun? Yeah, I didn't think so either, but maybe someone did. Congratulations on wasting your life. I'd like to take this opportunity to thank a few companies/people/hideous demons.

Nintendo - Because I played it on a Super NES.

Broderbund and Electronic Arts - For making this game, since without the game, this walkthrough wouldn't be here.

CJayC - For creating GameFAQs and posting this walkthrough, along with thousands of other useful documents on almost every game ever made.

Auriga - For listening to me ramble on and on and on about my current progress. He also gave me the information on the flag colors, which I had completely skipped over in my rush to do the harder clue lists.

Carmen Sandiego - For hiding so well.

The demon in my brain - For making me insane, such that I must complete every game I ever play. I hate him most of the time, but this walkthrough wouldn't exist without him.

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