

# CARMEN SANDIEGO

*The Secret of the Stolen Drums* <sup>TM</sup>



**WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — **IMMEDIATELY** discontinue use and consult your physician before resuming play.

**WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

**USE OF UNAUTHORIZED PRODUCT:**

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

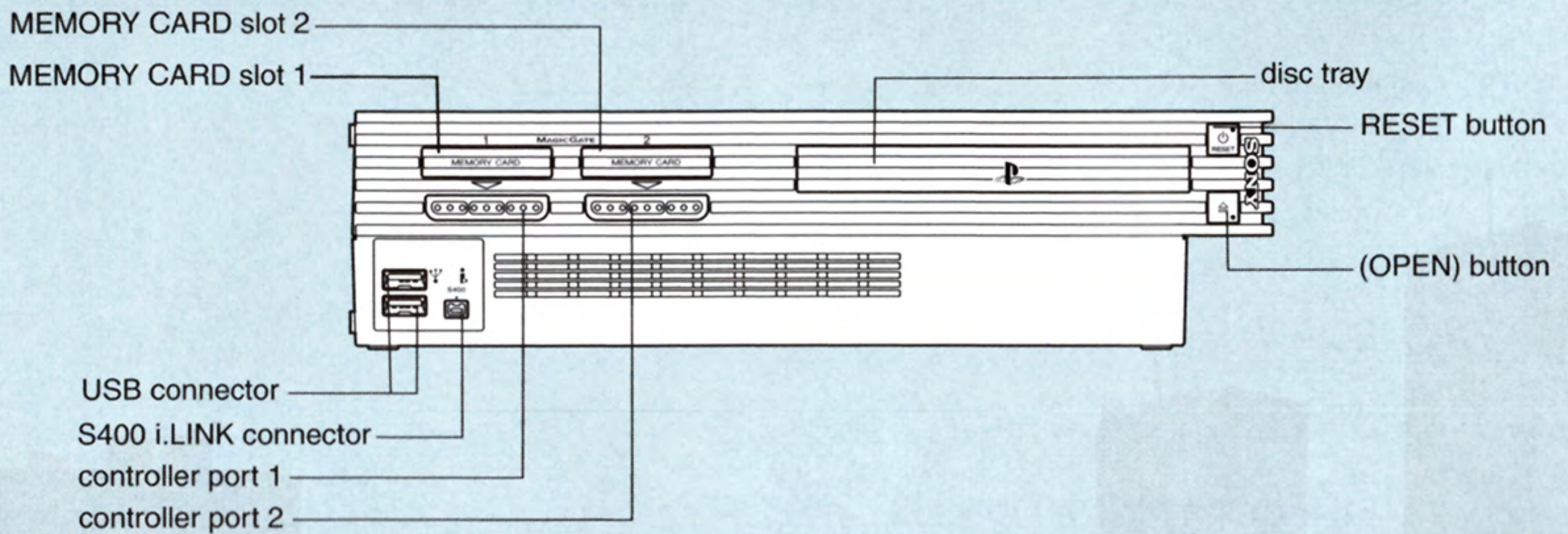
**HANDLING YOUR PLAYSTATION 2 FORMAT DISC:**

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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# SETTING UP

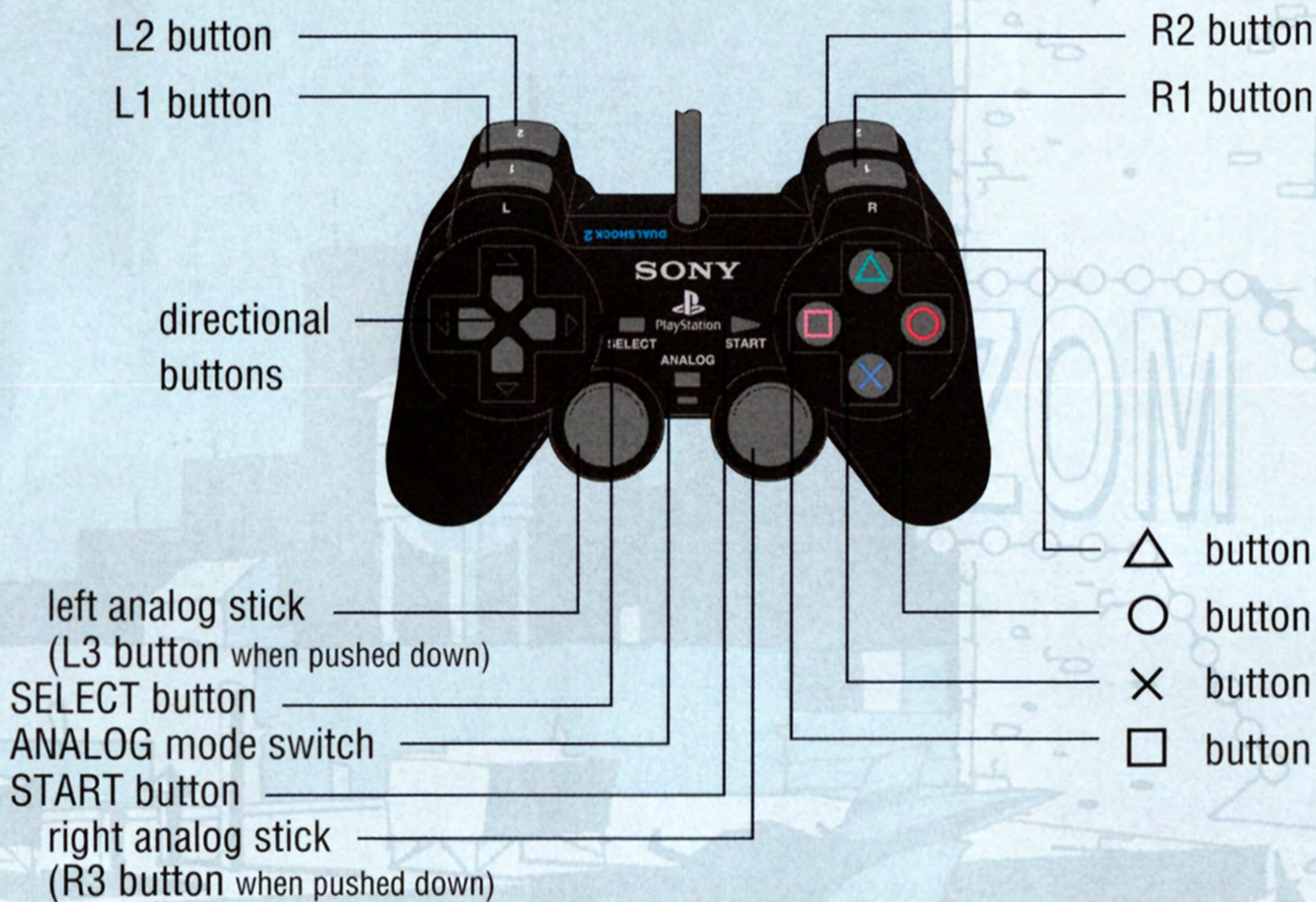


Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the **Carmen Sandiego™** disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

# GAME CONTROLS

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## DUALSHOCK<sup>®</sup>2 ANALOG CONTROLLER CONFIGURATIONS



# MENU CONTROLS

Highlight menu item

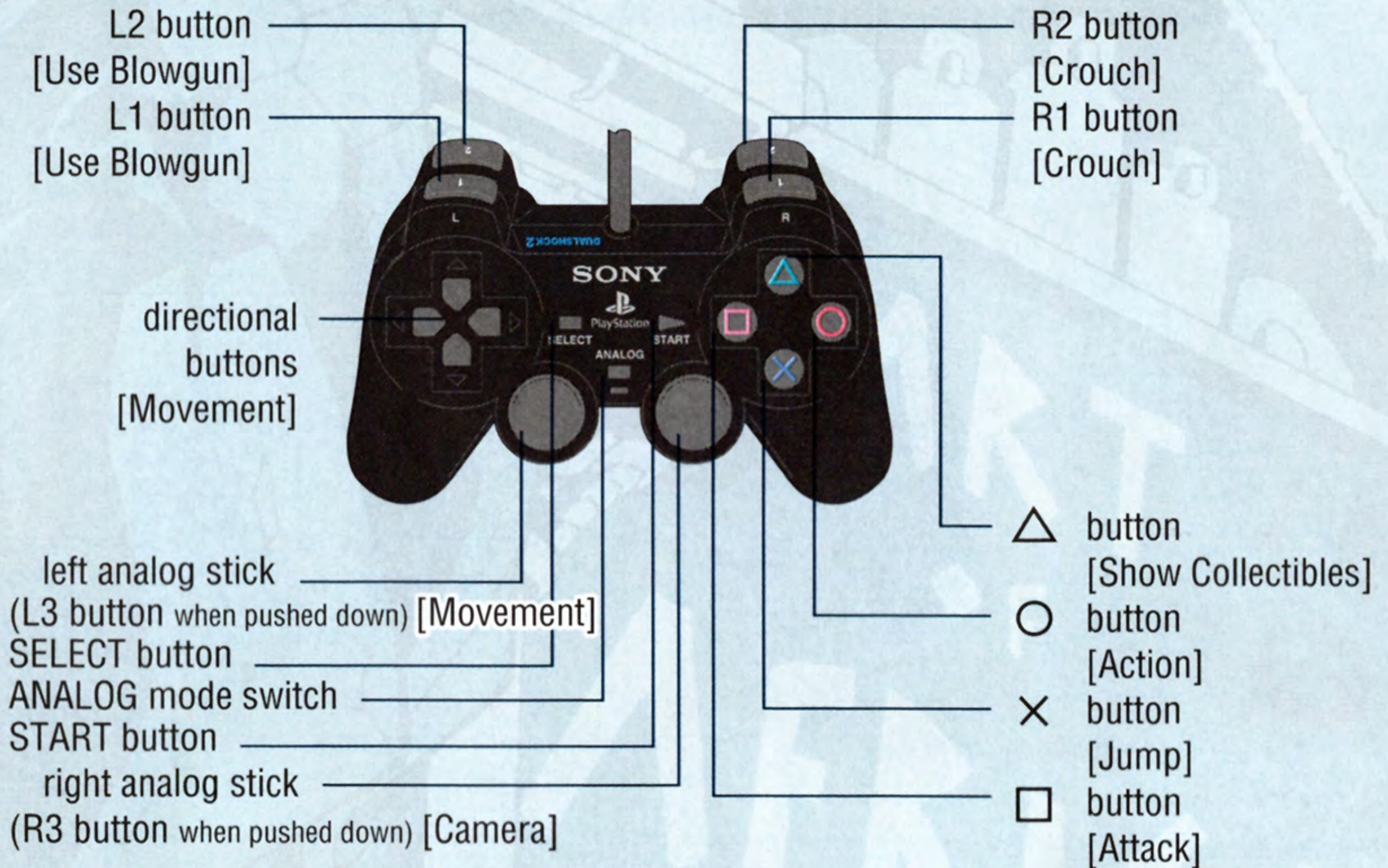
↑ ↓ ← → directional buttons or left analog stick

Select / Go to next screen

⊗ button

Cancel / Return to previous screen

△ button


**DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS****COLE'S BASIC CONTROLS**

- ↑ ↓ ← → or left analog stick      Run forward, backward, left or right. Remember, running makes a lot of noise...

left analog stick      To sneak silently, move the left analog stick lightly. To run, move the left analog stick all the way.
- △ button      Show HUD
- button      Action

  - When next to a wall, press and hold the ○ button while using the left analog stick to sneak along the wall and peek around the corner.
  - When on a ledge, press the ○ button to hang from the ledge.
  - Approaching a pipe or ladder from the top, press the ○ button to climb on.
  - While running, press the ○ button to perform a Pole Vault, the most powerful attack in Cole's arsenal! This is also necessary to Jump long distances and to break through gates, wooden doors, and windows.
- button      Staff Attack
- × button      Jump. Press the × button twice to Double Jump and catch maximum air.

**L1** button, **L2** button

Aim Cole's Blowgun in a first-person perspective and press the  button to fire. Use the right analog stick to zoom the camera in and out.

**R1** button, **R2** button

Press and hold either button to crouch. To roll silently, crouch and move in any direction.

R3 button (Push the right analog stick down into the control pad)

Reset camera behind Cole.

right analog stick


Move camera




## COMBAT



Cole is a master of the martial arts, Bojutsu and Aikido. He remains unrivaled with his expertise of the Blowgun and Staff.




### Staff


Staff Swing  button

2-Hit Combo ,  buttons

3-Hit Combo , ,  buttons. This is one of Cole's strongest attacks.

Jump Attack ,  button


Overhead Smash , ,  button

Pole Vault Press the  button while running to give any enemy the brunt of Cole's most powerful attack! The Pole Vault is also very useful for Jumping long distances and smashing through weak doors and gates.

**TIP:** To increase the Staff's attack power, use some of the more difficult attacks like the 3-Hit Combo or Pole Vault. You may also increase the Staff's damage ability by collecting Amulets. With every 100 Amulets collected, the Staff's power increases! The trail of Cole's staff changes color whenever he gets an upgrade.

### Blowgun

The Blowgun is a very useful tool! Use it to activate switches, shoot Magic Targets, distract Robots, and to shoot down Air Spirits.

Bring up the Blowgun screen by pressing the **L1** or **L2** button. Use the right analog stick to zoom the camera in and out to increase accuracy. Move the Blowgun cursor over your target. If the circle cursor appears as a transparent blue color, your shot is either blocked or too far away. Move the cursor until the circle is red, then press the  button to fire.

## GAME CONTROLS

The Blowgun holds up to 25 Pellets. The Ammo Meter in the lower-right corner shows you how many Pellets are left.

### **INTERACTING WITH OBJECTS**

#### **Climb ladders or pipes**

Move toward the ladder or pipe to grab onto it. Then you can press **▲** or **▼** to climb up or slide down. When you reach the top, press the **⊗** button to Jump up. Press the **⊙** button to let go and Jump off of the ladder or pipe.

To descend, press the **⊙** button to crawl down onto it, then press the **▼** button to slide down.

#### **Hang from ledges and shimmy**

When Cole is close to falling off a ledge or doesn't make a complete Jump, he automatically grabs onto the ledge.

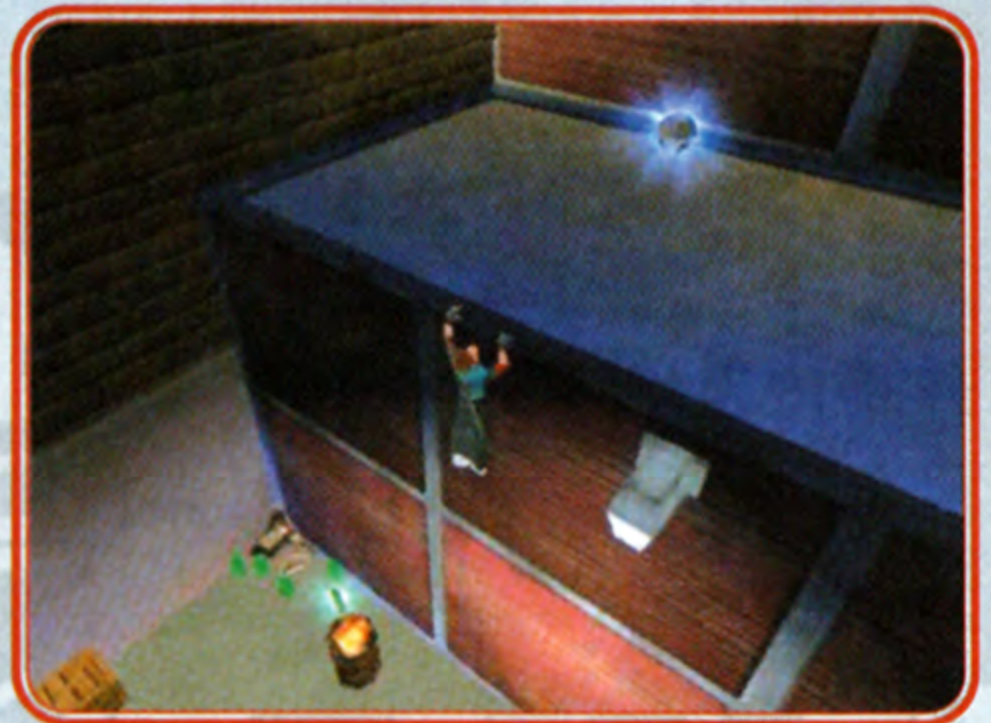
If Cole is standing on top of a ledge, press the **⊙** button to drop down and hang from the ledge.

Move left or right while hanging to shimmy.

**It's very important to note that Cole can shimmy around corners.** Press the **⊗** button to climb up and the **⊙** button to drop down.

#### **Sneak silently along walls and thin ledges**

When next to a wall, press and hold the **⊙** button while moving left or right to sneak along the wall. Walking to the end of the wall like this will cause Cole to peek quietly around the corner!





# GAME CONTROLS

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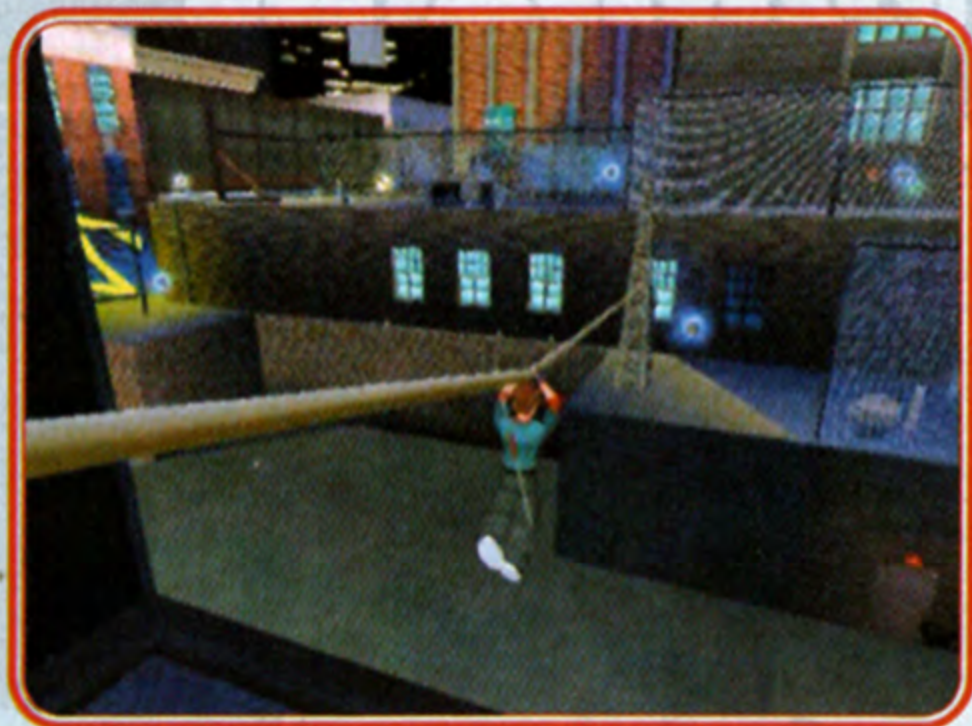
## Walk a tightrope

Cole can walk, Jump, Double Jump, turn around, and attack while balancing on tightropes.



## Slide down cables

Double Jump under the cable and Cole slides down the cable automatically.



## Smash open crates and break through weak floors

Find secret paths and hidden collectibles using the Overhead Smash maneuver. Press the following buttons: **X**, **X**, **□**.

To Pole Vault through weak walls, gates, and windows, run toward them and press the **○** button.




## Training Orbs

Training Orbs provide useful information for trainee agents such as Cole. Stand next to a Training Orb and press the **○** button to access the info. Press the **△** button to exit.



**Map Probes**

In order to keep the Maps in your PDA up to date, ACME will send Map Probes out to your Location. Find them hovering in various places throughout each area. Just stand next to it and press the  button to download the locations of Robots, Statues, and Puzzle Pieces, and then open your Map Screen to see where they all are.

**Switches**

For every blocked path, there's usually a Switch to activate a mechanism such as a bridge or gate. Activate a Switch with one strike of your Staff or a shot from afar with your Blowgun.

**Force Fields**

Force Fields can only be shut off one way; you must defeat all of Carmen's Robots in the area. Some of these Robots contain pieces of code, and the code can only be collected once the Robot is defeated. When you have all of the pieces of code, go to the Force Field and it will disappear.



## Magic Circles and Targets

Wherever you see a Magic Circle on the ground, there will be a Magic Shield to collect somewhere nearby. Collect the Magic Shield and get back to the Magic Circle as quickly as possible, because the Circle is only active as long as the Magic Shield's power holds out!

When you are standing on the active Magic Circle again, press the **L1** or **L2** button to use the Blowgun and look around. You will see

Magic Targets somewhere on the walls around you. Shoot them as quickly as you can by pressing the **□** button; they will each turn blue when they have been successfully shot. You must shoot every one of the Magic Targets before the Magic Shield's power runs out.



**Note:** Some Magic Targets glow orange without a Magic Circle nearby. You can shoot and activate these without standing on a Magic Circle.

There are also Magic Circles that are located directly in front of Main Statues. They glow orange when Cole has destroyed all of the Statues in the level and they are not affected by Magic Shields. To activate one, stand on it, and the Main Statue will release the Compass.

## Water

Water can be very troublesome. Cole's Staff sinks in the mud so he can't Pole Vault, and Double Jumping from water is out of the question. Then there's also the problem of Water Spirits, so it's a good idea to use extreme caution around water!

## Birds

Be careful! Getting close to a pigeon will cause it to startle and fly, usually bringing the unwanted attention of a nearby enemy. On the other hand, you can use your Blowgun to startle a bird and distract an enemy momentarily.

## **PROLOGUE**

It had been a while since anyone had seen or heard from the mysterious Carmen Sandiego. But the ACME agency has recently received a few tips that the world's most notorious thief is on the prowl again!

ACME has picked up her trail in New York City, where one of the last descendants from a line of African Kings recently revealed a secret that had previously only been passed down from one generation to the next in his family. On his death bed, he spoke of an ancient tale. A gathering of kings from around the world had long ago hidden an enchanted diamond, containing the knowledge of all nations, in a temple deep in the jungle. When the kings assembled, each of them was given a Drum. Each Drum reveals a section of the path leading to the secret temple. If each Drum is properly placed, and then each Drum is played in the correct order, the entrance to the temple will be revealed.

Well, no one believed this old folktale... except one person. That's right, Carmen Sandiego. Ever since learning of the myth, she has been the perpetrator in a string of robberies; African relics and rare pieces of art have gone missing from art galleries and museums around the world. It seems that she is trying to pinpoint the location of the temple and recover the lost treasure before anyone else.

It's up to ACME's agents to stop her, and this time, new agent trainee Cole Gannon is on the case. Carmen is the best there is, so it's not going to be easy...get ready for action and adventure around the globe!

# **CARMEN SANDIEGO**™

*The Secret of the Stolen Drums*



## Cole Gannon

17-year-old Cole Gannon has been at ACME for a year, training to be a secret agent...after school and on weekends, that is. He's a computer genius and a martial arts expert, so it goes without saying he's a little overconfident and doesn't seem to fear very much. (ACME is still working with him on this).

One day, while combing the ACME database, he realizes that agents Jules Argent and Shadow Hawkins have been sent to Siberia to tail Carmen – but Carmen isn't in Siberia! Knowing that the agents are on the wrong track and believing that the Chief will not believe his theory, Cole decides to follow his instincts to New York City to chase Carmen on his own. As an ACME trainee, this is his first mission and he's ready to prove himself. Now's the time to catch a thief!

## Jules Argent

Born in Hong Kong, 27-year-old Jules speaks several Asian languages, along with English, German and Spanish. After graduating at the top of her university class, she joined the ACME agency. Jules and Carmen were partners at the ACME agency until Carmen turned to thievery. Jules links to Cole's PDA to provide him with useful information about his chase for Carmen Sandiego.



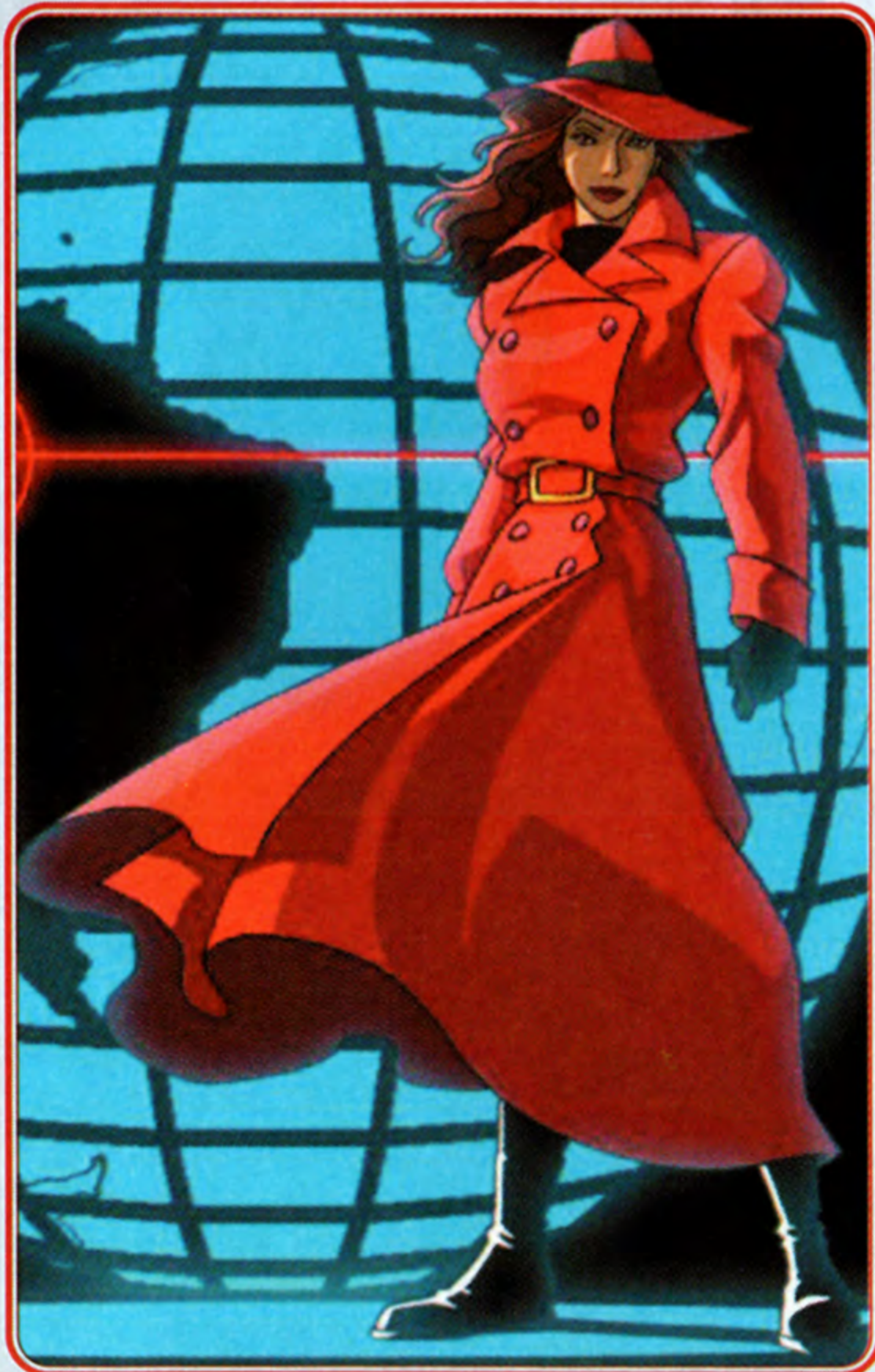
## Shadow Hawkins

Shannon "Shadow" Hawkins grew up on a horse ranch in Montana, and always dreamed of adventure. Self-confident, a quick learner and especially enthusiastic about gadgets and technology, he's a gifted student and a champion athlete. Shadow is especially helpful in using Cole's PDA to send him useful information about the exotic locations he visits.



**The Chief**

The Chief is an independent, self-made professional. With a PhD in Criminology, she is highly skilled at her job, but also sensitive to the needs of her agents. The Chief always maintains her cool, even in the most perilous situations. She is Cole's mentor and boss, so don't ever take anything she says lightly!

**Carmen Sandiego**

Very little is known about the past of Carmen Isabella Sandiego, except that she traveled extensively as a child. She won a substantial amount of money on a game show at the age of ten and periodically disappeared for years at a time. She resurfaced at age 20, when she was recruited by the ACME agency and rapidly rose through the ranks. At the age of 30, she abruptly left the agency and began her life of crime. But through all of the schemes, thefts and plots, it sure seems like she wants to be tailed. Is it just for the thrill of the chase or is there a deeper motive?

# STARTING THE GAME

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## Starting a New Game

You may begin a new game by selecting New Game.

## Load Game

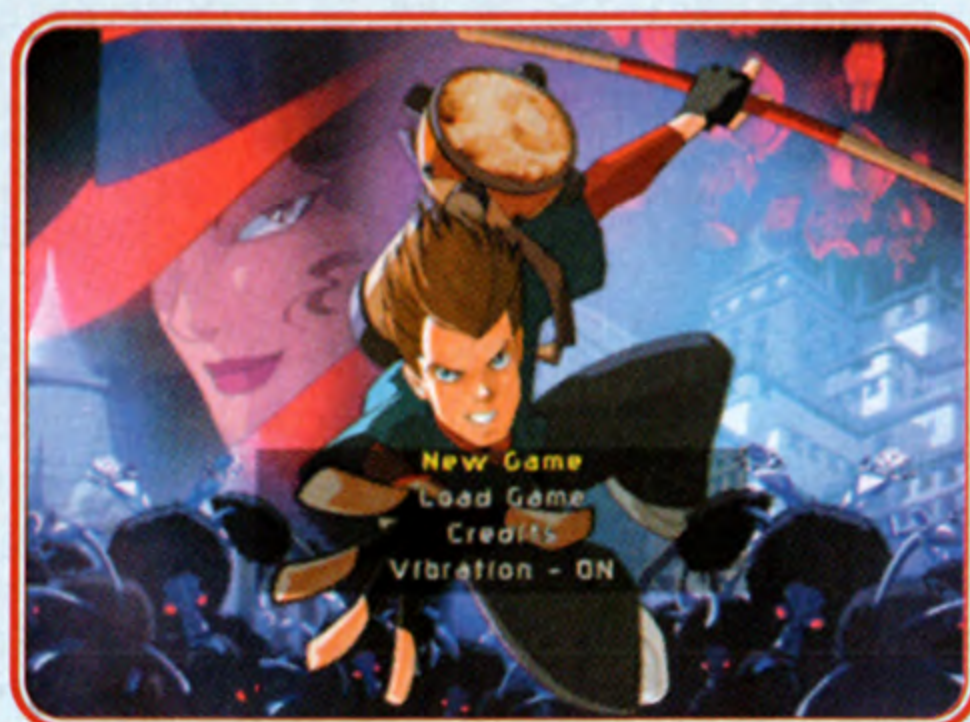
Continue a previously saved game by selecting Load Game.

## Vibration

Turn the Vibration function ON or OFF.

## Credits

Allows you to view the game credits.



# COLE'S PDA

Press the START button to pause the game and open Cole's PDA.

## Options

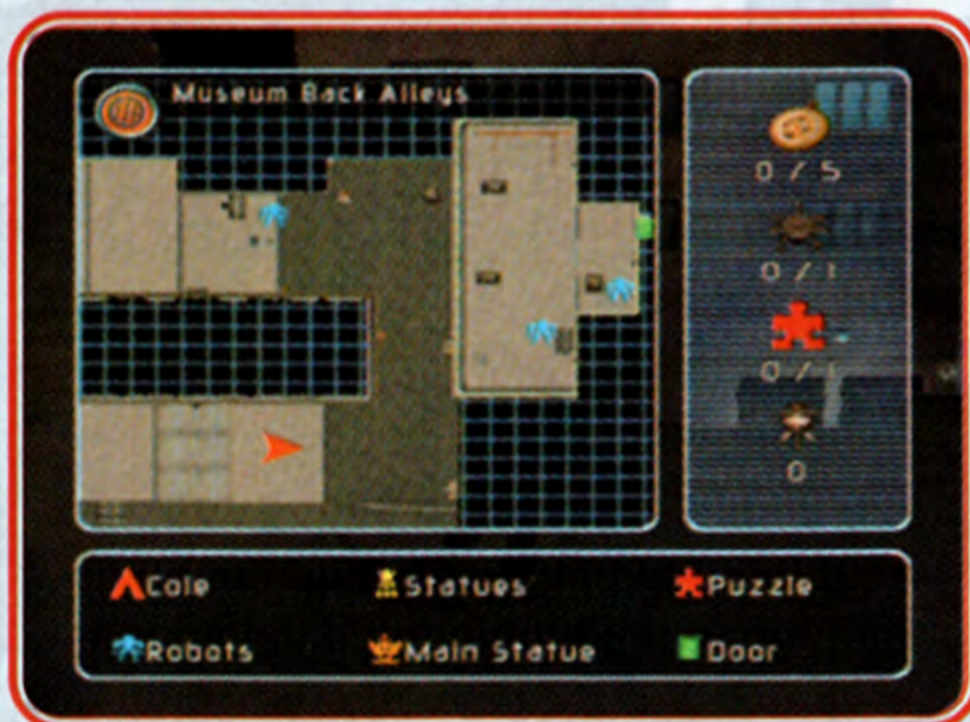
Open the Options Menu.

## Atlas

The Atlas screen gives you useful geographical information about the Location you are currently visiting.

## Map Screen

Use the Map Screen to get an overhead view of the area. The Map reveals your current Location on the Map. In each level, there is an ACME Pod that you can find that updates your map. After your map is updated, it reveals the locations of: Robots, Statues, the Main Statue, Puzzle Pieces, and the Door to the next level.



The right side of the screen also indicates the status of your collectibles. It shows what you have collected over the total number available. In order from top to bottom:

**Compasses** - There are 5 in each Level.

**Masks** - You get these by destroying Spirit Statues. When you have them all, go to the Main Statue to receive a Compass.

**Puzzle Pieces** - When you collect the last one, you will see a short movie of the Puzzle Tile unlocking. Head to the Puzzle Tile to solve the Puzzle.

**Amulets** - For every 100 amulets collected your staff gets an increase in power.

### GPS

As you collect Compasses, you can use the GPS system to narrow down Carmen's current whereabouts. When you collect the 5th Compass in the level, it will automatically search for Carmen.



### Transport

Each Location in the world that you visit is made up of several Sub-Locations. If for any reason you need to return to a previous Sub-Location, use the Transport option to appear back at the beginning of that Sub-Location. In order to activate it, find the ACME Pod with the Map data in the level and you will be able to teleport there. This is useful if you've missed collecting a Mask or Puzzle Piece or other important items.



The Sub-Location that you are currently in is green. If the Sub-Location is orange and has a Main Statue Icon next to it, that's where the Main Statue is located. After you have all of the Masks, head there to topple the Main Statue and get a Compass.



## COLE'S PDA

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### Communications

As you progress, Shadow and Jules will periodically send you video mail with information about Carmen or your current Location. The PDA Alert appears in the upper-right corner of the screen and beeps to indicate an incoming message. These video mails are saved in this portion of your PDA, so you can view them any time. You can open this menu by opening your PDA, or you can jump straight to your Communications Screen by pressing the SELECT Button.



## OPTIONS MENU

### Save

Save your game at your current Location.

### Audio Setup

Allows you to adjust the Music and Sound Effects volumes.

### Vibration

Turn the Vibration function on your controller ON or OFF.

### Camera

Choose settings for your First Person View and your Third Person View.

### Quit

End the game.

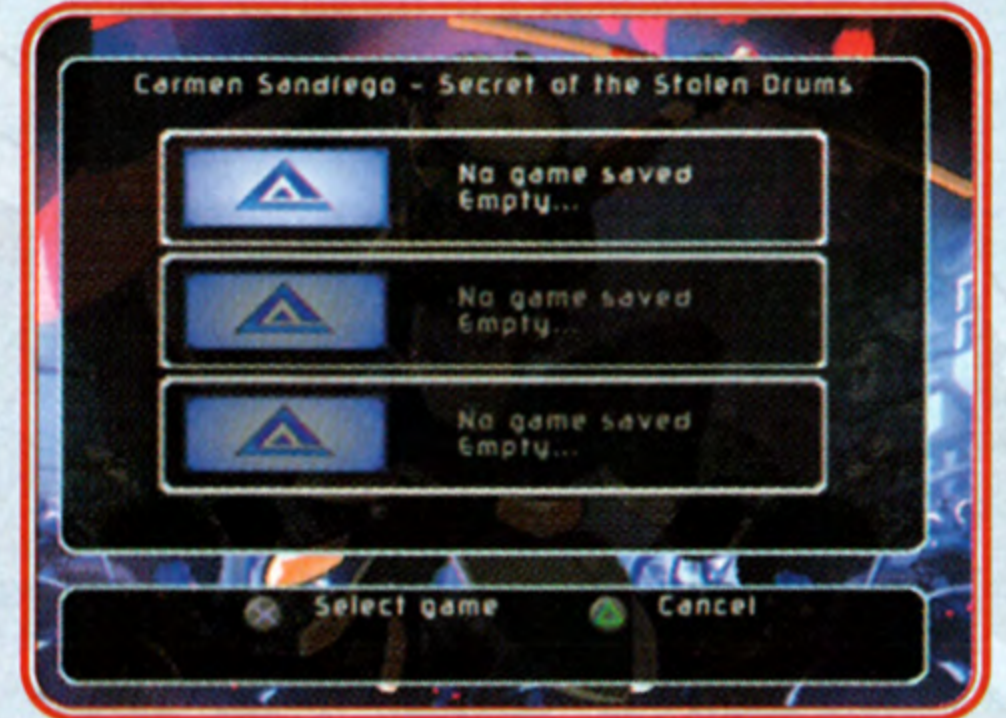
# MEMORY CARD

## Memory Card

Save or load files on your memory card (8MB)(for PlayStation®2).

## Saving a Game

If a memory card with available space is present, you can save your game in the Options Menu at any time.




## Multiple Saved Games

You get three save slots to save your games. Make sure you use them wisely. The flag representing the country that you are in will appear in the window of your save slot.

## Loading a Saved Game

If a Memory Card with a previously saved Carmen Sandiego file is present when the game begins, that game becomes available when you select Load Game from the Main Menu.



The following information is shown on the game screen when you press the  button.



## Noise Meter

Stealth is of the utmost importance on this mission. You'll find that being an agent requires you to sneak and be stealthy as often as possible. If you try to run up behind a Robot or Jump down behind them, you're going to spend an awful lot of time fighting. Luckily, your Noise Meter tells you if there's a Robot nearby and whether it is aware of you or not.



The indicator at the front of the meter is the Robot's Enemy Alert. If the Robot has seen or heard you and realizes you are there, its Enemy Alert flashes red just like the Robot's eye as it searches for you. Hide until the Enemy Alert transitions from red to yellow to green. Once the Enemy Alert is no longer red, it is safe to sneak up behind the Robot and attack.

## Health Meter

Your Health Meter is represented by Yin-Yang symbols. You are at full health when you have three Yin-Yang symbols in your Health Meter. With each Boss that you defeat, you are awarded an extra Yin-Yang symbol.



## Magic Shield Timer

Once you've collected a Magic Shield, the Magic Shield Timer counts down the number of seconds you have until its power runs out.



**PDA Alert**

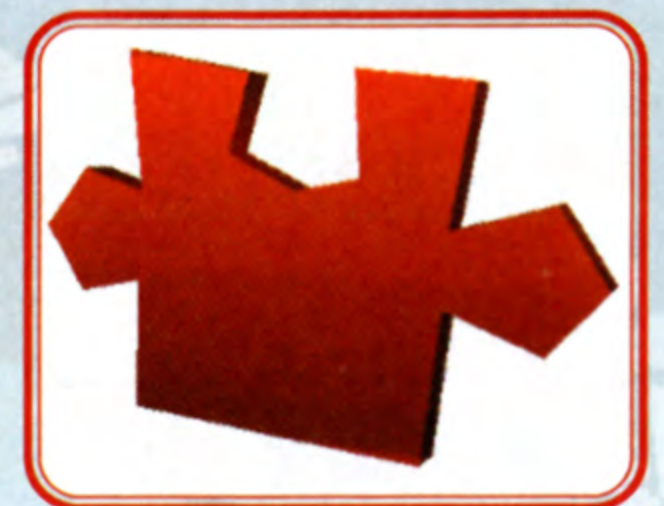
If Jules or Shadow has sent you a video mail, the PDA Alert flashes in the upper-right corner of the screen and beeps. Press the SELECT button to Jump straight to the Communications Screen.

**Compasses**

This is the number of Compasses you have collected. There are five Compasses in every Location.

**Puzzle Pieces**

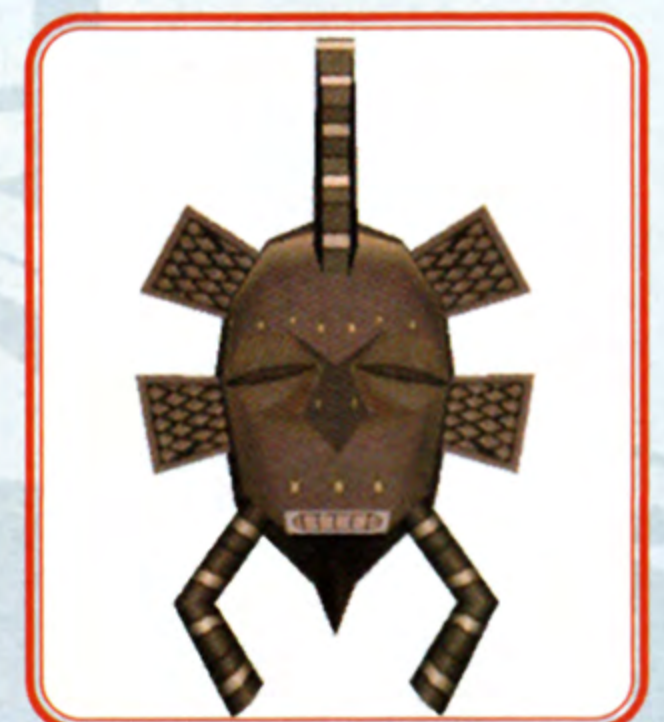
This is the number of Puzzle Pieces you have collected in the current Location.

**Amulets**

This is the number of Amulets you have collected. Collect 100 Amulets to increase the power of your Staff attack!

**Magic Masks**

This is the number of Masks you have collected by destroying the Spirit Statues. Collect them all and find the Main Statue to get the Compass.



Cole's mission to catch Carmen Sandiego will take him around the globe to nine Locations. Each Location contains multiple Sub-Locations. For example, while scouring the Location of New York City, you may visit Sub-Locations such as Back Alley, Museum Office, Exhibition Hall, Docks, and so forth. Each of the following objectives must be completed in order to move on to the next Location.

## **PUZZLES**

Each Location contains one 2-D Puzzle or mini-game. In order to activate the Puzzle, you must find and collect all of the Puzzle Pieces in that Location. (You can check the total number of Puzzle Pieces required and collected on the Map Screen, as well as see the Location of the Puzzle Activation Point.) Once you've collected all of the pieces in a Location, bring them to a Puzzle Activation Point. Each Puzzle is unique, and the instructions will be given at the Activation Point.

## **SPIRIT STATUES**

The Spirits want to protect the Drums and will do so at any cost. The Spirit Statue's job is to create as many Spirits as it can to attack you and keep you distracted. You must destroy each Spirit Statue to stop the neverending flow of Spirits and, ultimately, to take its Mask.

## **MASKS**

You get one Mask for every Spirit Statue that you destroy. Every Location has a required number of Masks that you must collect. You can check this total on the Map Screen. Once you've collected all of the Location's Masks, you must find the Main Statue.

## **MAIN STATUES**

To destroy the Main Statue, you must have destroyed all the Spirit Statues in the Location and collected their Masks. If you are having trouble finding it, use your Transport Feature to see where it is located. It will be marked orange and will have an icon next to it. When you find it, stand on the Magic Circle in front of the Main Statue to destroy it and get the Compass.



## ***LOCATION OBJECTIVES***

### ***COMPASSES***

Compasses are what will ultimately lead you to the master thief herself. You can find them hidden in the Sub-Locations, inside Main Statues, and as rewards for solving Puzzles. When you get all 5, you can use your GPS to track down Carmen.

## ***COLLECTIBLE ITEMS***

Collectibles can be found inside crates as well as out in the open, so look around carefully!

### **Amulets**

Collect 100 Amulets to increase the Staff's attack power.

### **Compasses**

These are clues that Carmen leaves behind to keep the chase going. You must find all of the Compasses in each Location to advance to the next Location.

### **Health**

Your Health Meter is represented by Yin-Yang symbols. You are at full health when you have three Yin-Yang symbols in your Health Meter.

### **Magic Shields**

Magic Shields give the power of invulnerability for a very short time. You can run straight through the most powerful spirits and they will immediately disintegrate. Magic Shields also give power to Magic Circles and their Targets. Each Magic Shield lasts for a different amount of time, so keep an eye on your Magic Shield Timer.

### **Masks**

Destroy Spirit Statues to collect Masks. You'll need all the Masks in a Location to destroy the Main Statue and get the Compass.

### **Pellet Cartridges**

Gives you 5 pellets to use with your blowgun.

### **Puzzle Pieces**

Collect every Puzzle Piece in order to unlock and complete the Puzzle in each Location. Puzzle Pieces can be found in any of the Sub-Locations ON or BEFORE a Puzzle Tile.

## **CARMEN'S ROBOTS**

Carmen isn't going to let you find her so easily. She's left behind Robot Sentries at every turn. Their only job is to attack anyone who comes sniffing along Carmen's trail, and that means you! There's only one way to destroy them; you must strike them in the back with your Staff. (Don't bother with the Blowgun, it won't work.) If the Robot realizes you are there (by seeing or hearing you) and you cannot strike it in the back in time, it will turn toward you to attack, blocking your every strike with a force field. The strategy when dealing with a Robot is to be stealthy – sneak up on a Robot by creeping or rolling up behind it, and then swing your Staff at its back. If it detects your attack, get to a safe place and hide as quickly as possible! Hide until the Enemy Alert Meter transitions from red to yellow to green. Once the Enemy Alert is no longer red, it is safe to sneak up behind the Robot and attack.

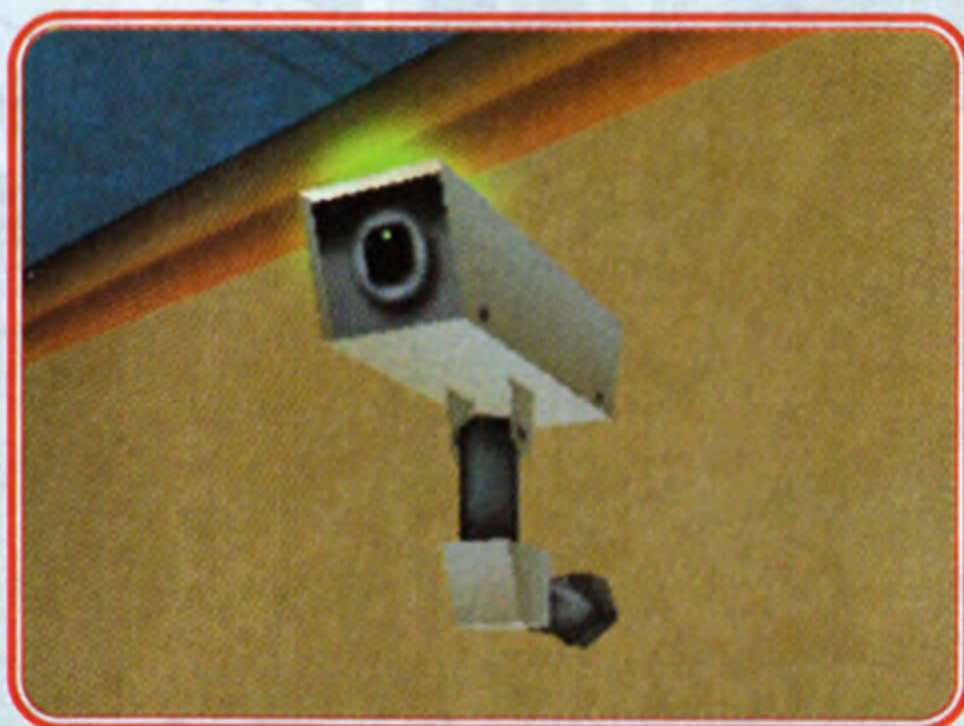


Some of these Robots contain pieces of code, and the code can only be collected once the Robot has been defeated. When you have all of the pieces of code, approach the nearest Force Field to make it disappear and enter the next section of the game.

## **SECURITY DEVICES**

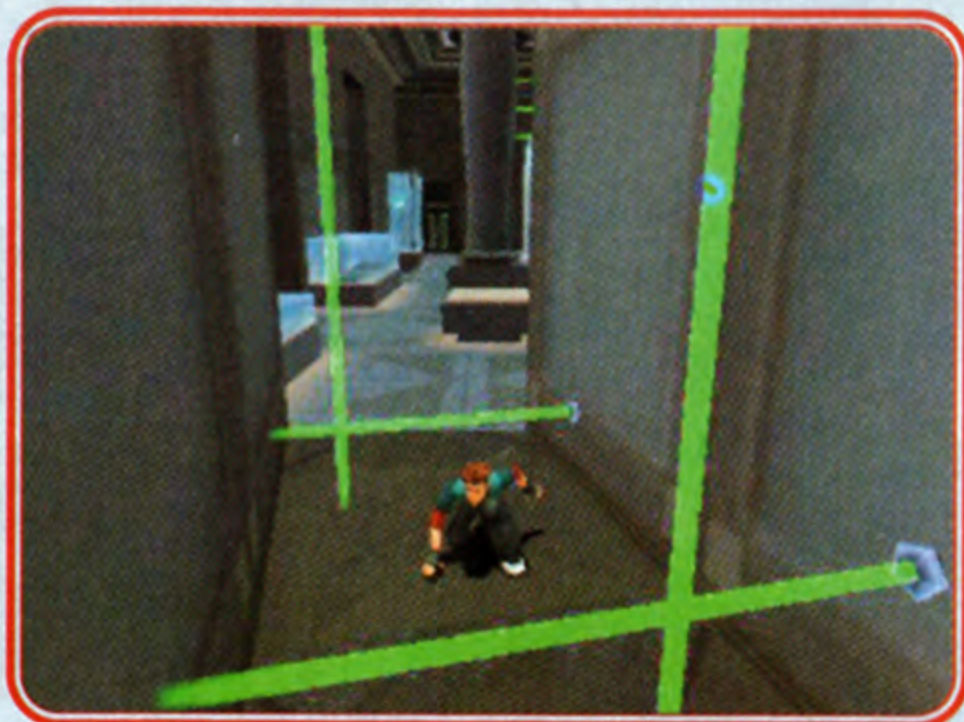
### **Security Cameras**

Try to shoot these before they see you. Otherwise, they'll automatically reveal your presence and set off an alarm!



### **Laser Security Devices**

Exercise extreme caution when you see these. Like the surveillance camera, they will automatically reveal your presence if you trip the sensors. Don't touch the beams!



**Security Floor Panels**

If it's glowing red, don't step on it or the alarm will sound.

**ELEMENTAL SPIRITS**

The Elemental Spirits are creatures that were sent to protect the Drums from man's desire for power. Once defeated, they dissipate into a harmless cloud of butterflies.

**Spirit Statues**

The Spirits want to protect the Drums and will do so at any cost. The Spirit Statue's job is to create as many Spirits as it can to attack you and keep you distracted. You must destroy each Spirit Statue to stop the never-ending flow of Spirits and, ultimately, to take its Mask.

**Air Spirits**

The Air Spirits are flying creatures that attack from above. Your best defense is a good Blowgun offense!

**Earth Spirits**

These spirits roam the Earth and underground. They are known to create earthquakes and have tremendous power over the mineral world. Watch out for rolling boulders or rocks targeted at your head. Use your Staff to bat the rocks right back at them.







## Water Spirits

The Water Spirits have control over the liquid elements. They emerge from mud puddles or any other water source.

## Fire Spirits

The Fire Spirits are creatures associated with combustion, whether it is flames or molten lava. They are the most powerful of all the Elemental Spirits in the game and can only be damaged by one thing – their own fireballs. Use your Staff to knock their fireballs right back at them.



**ACME Gadgets are Very Helpful**

If you are lost, press the START button and check out your Map. It shows all of the necessary information that you need for the level. If you find the hidden ACME Map Pod, in each level, your map will show you everything that you need to collect.

**Why Walk when you can Teleport?**

If you realize you forgot to get a Puzzle Piece, or a Mask, use your Transport Feature to go back to any of the previous areas that you have been. It's much faster than walking.

**Scouting Ahead**

Use the **L1** button or **L2** button to view the area in first-person perspective, then use the right analog stick to zoom in and out and get a better view.

**Silence is Golden**

Sneaking, crouching and rolling are all great ways to get the drop on any foe. Did you know you can Jump down from any height silently and sneak up on an enemy? Just hold the **R1** button or **R2** button and roll off of the ledge. It allows you to land silently.

**Distraction**

Is there a Robot that you just can't seem to sneak up on? Use your Blowgun to shoot a spot close to the Robot and distract it momentarily. You can also use the Blowgun to startle a bird and draw the Robot's attention away from you.

**Hang Around and See What's Up**

If there's an enemy on the ground below you and you want to get a better view, lower yourself down, hang from a ledge and shimmy closer – it's totally silent, so it won't alert the enemy. Cole can even shimmy around corners, so you may be able to avoid the enemy altogether.

**Double Jump High**

Pressing the **X** button twice quickly, will allow Cole to Jump higher.

**Double Jump Far**

While running, pressing the **X** button, then pausing briefly, then pressing it again, will cause Cole to Jump farther.

**Double Jump Dodge**

Your High Double Jump will allow you to Jump over and dodge enemy's horizontal attacks. It also allows you to Jump over charging enemies.

## **Double Jump Counter-Attack**

If you perform the Double Jump Dodge, and attack while you are in mid-air, you'll hit the enemies for extra damage.

## **4-Hit Combo**

If you want to finish the enemies off in style, perform your 3-Hit Combo, then immediately Pole Vault into the enemies for extra damage.

## **Friendly Fire**

When a foe comes out swinging, enemies in its vicinity aren't safe. Use this to your advantage! Lead enemies toward each other, because any shots fired or punches thrown at each other means less work for you.

## **Smash and Bash**

Look for doors with Yield Signs, cracked floors and anything you might be able to bust through. There are secret paths and hidden collectibles just waiting to be found using the Overhead Smash or Pole Vault.

## **Hollywood Ending**

When you finish the game, it isn't necessarily over. Save your game and start again for a special surprise!

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Friends & Families

This game is dedicated to smart kids  
everywhere.

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# CARMEN SANDIEGO™

*The Secret of the Stolen Drums*



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