

Where in the World is Carmen Sandiego?

Carmen Sandiego, super-thief using her skills for good and foiling V.I.L.E.'s plans, and her trusty tech side-kick Player, have found themselves in a bit of a pickle, and they don't mean a dill pickle! They've been caught in the midst of their latest mission, and only you can help them now! Solve the enclosed puzzles, unlock additional clues to help you solve the puzzles, and finally, unlock the final safe. Each clue will take you to a new continent, country, or location where Carmen's been seen in hopes that you can follow her footsteps to finish this mission. Inside the safe are the items Carmen was after - we hope you can save them before V.I.L.E.'s henchmen sell them to the highest bidder! Our intel suggests that Carmen was last seen drinking tea at the Great Wall of China.

All puzzles have methods for solving them with what you've been given and the QR codes included on items. It is possible that QR codes will give you further information to help solve puzzles or it may give you part of the code to unlock the safe in the end.

Make sure to keep track of the digits for the final safe's code in the order you receive them/order they're presented. When entering passwords to solve puzzles, use standard capitalization and type as you normally would, unless given other information.



1



2



3



4

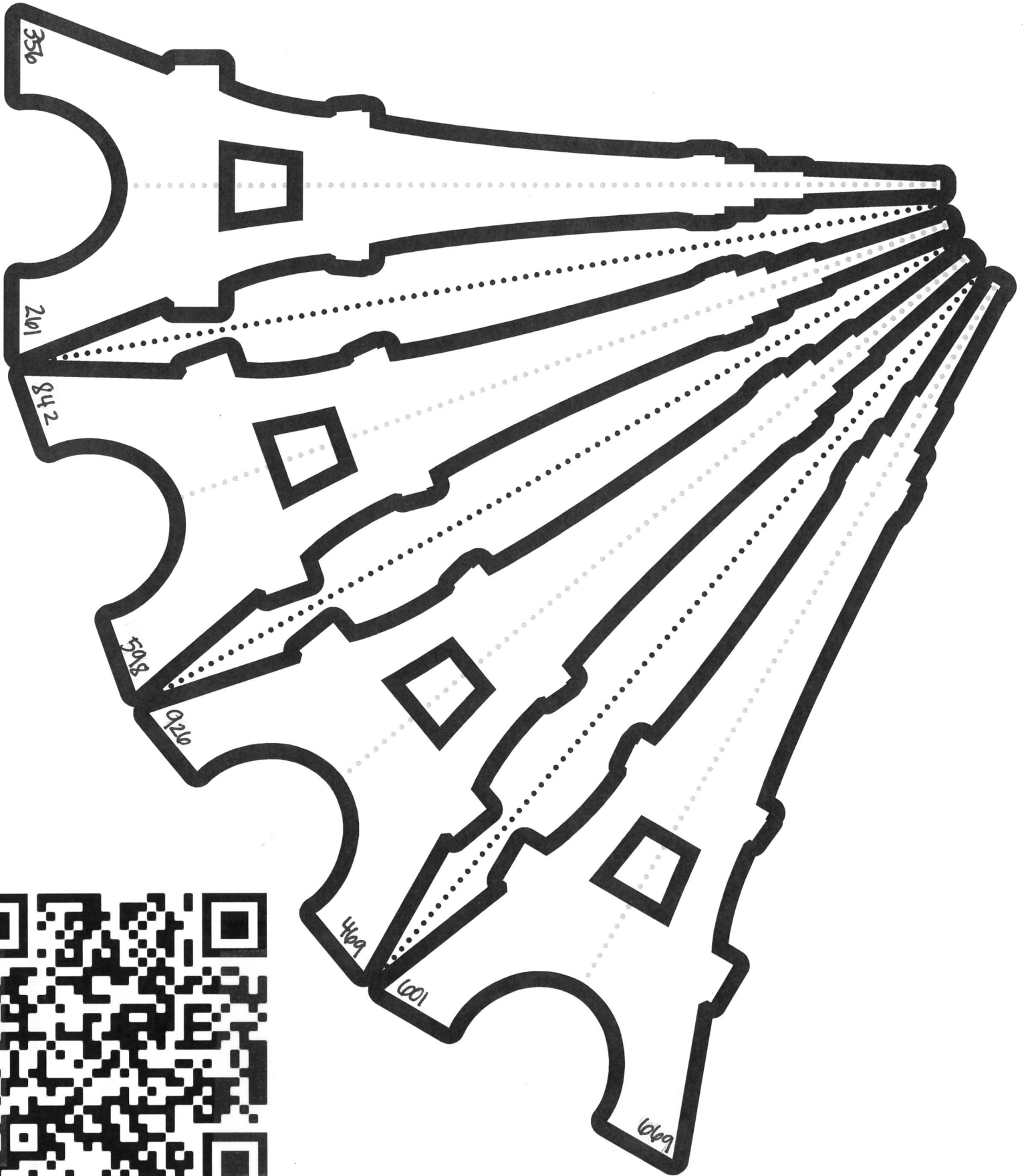


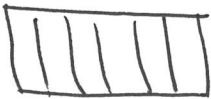
These are names that could be the inspiration for the Statue of Liberty. Use the clues below to determine which is the right name. Then scan the QR code, enter the name, and if you're correct, it will unlock a document to give you more information on which puzzle to solve next!

Arnaud
Bonnet
Boucher
Cartier
Dubois
Dupont
Laboulaye
Monet
Moulin
Rousseau
Toussaint
Vernier

1. The name is the only one listed with that particular first letter.
2. The name has more than 3 different vowels.
3. The name ends with a vowel.
4. The name has more than 2 different consonants.







We found carmen's compass and this map - can you help her?

