

Carmen Sandiego Jump V1.3

Welcome to a world where knowledge and treasure are surprisingly interchangeable. A world with a history identical to your own, down to the smallest tidbits of historical fact, save the recent intervention of a secret war between thieves and those who chase them. A world of style, of puns, and of puzzles. A world of thieves and thief-catchers. A world where one thief rules supreme. A world with one question... Where is she?

Where In The World Is Carmen Sandiego?

Welcome to the world of Carmen Sandiego and the ACME Detective Agency! Here, great detectives hunt the great thief Carmen Sandiego and her allies in VILE criminal organizations around the world, around the universe, around the Earth (Yes, yes, got it) and even through time itself.

No matter your plans here, it's best to be prepared. For that, you can have these.... Wherever they are...

Oh well, here are some new ones. I'm sure your original points just went missing.

+1000 CP

Hm, what's this note...

Backgrounds:

In the meantime, you may as well choose your history here. Whether as the hunted or the hunter, everyone important seems to have a role in the great crimes this place is known for.

Drop-In

Totally new to the world here, you aren't directly a thief nor a detective. Instead, you can begin by aiding whichever side you choose through an advanced computer interface, at least until you decide to join in in person. Though either side would certainly recruit you if they could, they don't even know you exist. Welcome, Player, to the greatest game of all: Human Culture.

Investigator

An ace investigator of ACME Detective Agency, you go out and get things done. With your network of contacts around the world, not to mention the assistance of the Chief and the Player, you can find out about major crimes in record time. And with or without that assistance, you're sure to be able to catch the culprits and restore the great artifacts of humanity to their rightful place.

Chief

All that elbow grease of field work's a bit of a bore. Especially when you don't have elbows! Indeed, as a sentient computer program built to solve crime, you have decades of programmed experience chasing the greatest of history's criminals with the "help" of ACME's investigators.

Your massive mainframe is in a totally safe location, letting you communicate with investigators. While as sibling of the famous Computerized Holographic Imaging Educational Facilitator program that runs ACME you'd surely be welcomed by the agency, you may instead choose to your skills and experience to create a competitor. In either possible context, though if you switch all the way to VILE's side you may begin growing a mustache.

Thief

A flash of movement, like a thief in the night. And yet again, a major artifact is gone. The Keys to the Tower of London. The plans for Carnival. The... Cape of Good Hope? You are that flash, one of the world's greatest thieves, capable of heists beyond imagination. No one stands a chance of catching you, save maybe the ace detectives of ACME Detective Agency. Whether or not you are technically a member of VILE, you have the skills to be a top-tier thief.

Age & Gender:

You retain your gender from wherever you came from, and have an age of 1d8+13 years; if this doesn't satisfy, you may pay 100 CP to select both. Should you be the Chief, however, you'll technically have neither; after all, you're a computer program; they will instead determine the standard age and gender of your electronic avatar. Now why would there be a note *here*?

Location:

Now that you know who you are, it's probably a good idea to figure out where. Roll 1d8 to determine your starting location, or pay 100 CP to select it freely.

- 1: London, England. Former home of the Tower of London, recently stolen by Carmen Sandiego.
- 2: New York City, America. Former home to the Statue of Liberty, recently stolen by Carmen Sandiego.
- 3: Agra, India. Former home of the Taj Mahal, recently stolen by Carmen Sandiego.
- 4: Punalu'u Beach, Hawaii, America. Former home of the Black Sand Beach, recently stolen by Carmen Sandiego.
- 5: The Dead Sea, Israel. Former home of lots of salt, recently stolen by Carmen Sandiego.
- 6: ACME Moonbase, The Moon. Formerly home of the Chief's computer systems and ACME, recently stolen by Carmen Sandiego.
- 7: The Pacific Ocean. Former home of the International Date Line, recently stolen by Carmen Sandiego.
- 8: Free Choice. You may appear anywhere in the world (Just like Carmen!)

Perks and Skills:

While this gets solved, you should go ahead and prepare yourself for the puzzles ahead. You'll need some skills and abilities to back up any natural talents you may be hiding in theft or detective work.

Rockapellan Reconnaissance: Free

The great game of cops and robbers could easily get boring. Lots of poring over blueprints and old files, or following up on witness after witness. Fortunately, you have something to liven it up. Whenever you'd like, you can listen in on some music to brighten your day. Whether acapella or orchestral, this music will get you ready for the next step in the pursuit.

And Other Fine ACME Products: 200 CP

Sometimes, all you need is the right tool for the job. Unfortunately, not every job an ACME investigator (or VILE villain) faces is one that the free market prepares you for. In that case, you might need to make your own tools; Microwave-emitting tunnel borers to make your escape through solid glacial ice, anti-crimes sticky foam to catch the perfect thief, or just a robot designed to mix the perfect fruity drink. You can design and build such tools, though you may occasionally need to... procure the more exotic components through unofficial routes, and your devices pretty much only seem to work for the task they were designed to complete.

Hope You Speak Mongolian: 200 CP

But if you don't, that's okay. Now you have basic subtitles running along the "bottom" of your vision whenever you hear a language you don't understand, translating at least the basics. If there's no real translation, though, you won't get anything. You also get a nice notice whenever you enter a new area or suffer a significant temporal change.

Hello, Player: 100 CP, Free Drop-In

What, you mean that's not your name? People think it's totally normal for you to use a title where other people would have names. If you actually want to go by "Jumper" at all times, well, that's your lookout. Nobody will think you're being impersonal or cold; it's just as good as a standard sobriquet. Just the same, people won't necessarily judge the book by its cover; even if there's a spate of book-themed crimes, the cops won't feel the need to interview Mrs. Paige Turner.

Pop Quiz, Player!: 200 CP, Discount Drop-In

It's important not to let the smallest detail slip. You'll never know when it's vital to remember when the Queen's birthday was celebrated last year, or which hand someone used to pour their drink at a party. Most of the time, those things won't matter, but when they do, it can be life or death. Fortunately, you have a little help; occasionally, just before a crisis or a vital decision, your memory will play a little game with you, and ask you what you remember. The specific questions are good for refreshing your memory, and may even help you realize things that you missed the first time around which may be important.

I Love Alerting Local Authorities: 400 CP, Discount Drop-In

In a crisis situation, it's easy to lose track and allow confusion to spread through your responders. However, that's not really a problem for you; when coordinating the pursuit of criminals, you can constantly be in contact with as many law-enforcement operatives as are involved. Want to micromanage a dragnet by keeping up to date with every pursuing officer at once? Or just make sure they really do check around that corner for Carmen Sandiego? Here's how. Just in case, this would serve just as well when coordinating your team to deal with that alarm you somehow missed...

An Impossible Theft: 600 CP, Discount Drop-In

If Carmen could just steal your computer, the world would have no chance. So why hasn't she? Because even she can't. You have the ability to designate a few (no more than 4) objects totally unstealable. They can't be burgled, "borrowed," stolen, defrauded, or even mugged; they'll stay with you no matter what. While they might be destroyed, nothing less than their destruction or your own will remove these objects from you. Yes, this could even work on basic concepts, preventing people from stealing your thoughts or your name, but it won't make you immortal.

Sure, It Blends In: 100 CP, Free Investigator

You seem to just naturally match local styles of dress or scenery, even if you really don't. No matter what you're actually wearing, people will just assume that you're wearing dull and generic clothes. Never get given away by your T-Shirt and cargo shorts in the middle of a Shinto shrine, or your bright red-and-yellow outfit in a midnight heist. While post-encounter review of security footage might give you away, at the time your attire will be so "dull" that you may be unnoticeable.

Several Black Belts: 200 CP, Discount Investigator

Fortunately, most of VILE's henchmen don't seem to be the type to use weapons or physical threats. However, that doesn't mean that chasing them down isn't a hard workout. You've got all the physical strength and skills you could need, with the fitness and skills of an Olympic competitor (or a little bit more). Whether it's breaking down doors with your kicks, bursting free of steel manacles by flexing, or just acrobatically flipping off a roof, you'll be able to do so with panache. And if it does get down to fisticuffs... well, let's just say you know how to fight.

We Worked A Case Once: 400 CP, Discount Investigator

People never seem to forget it. If you help someone solve a problem of theirs, they'll easily become indebted to you, and help you out with whatever you need. This has already given you a sizeable array of contacts in this world, from rock-climbing mythology masters to wingsuit-designing translators. With such a selection of allies around the world to help you out, you'll be sure to have someone who can help you whenever you get stuck, and growing or regrowing this network will be simple and easy if you just take the time to step in.

Stumbling On The Scent: 600 CP, Discount Investigator

The world's a big place, and finding one person (even if they stick out as much as Carmen) can be tough. Fortunately, you seem to just happen to run into things that make your job easier. So long as you're in the right country and are actively looking, you'll quickly find clues that relate to your goal. Whether that's a person you're hunting or a way into that safe... well, that's up to you.

Visual Aids: 100 CP, Free Chief

Sometimes, they just don't get it if you don't show them. Making visual aids to illustrate your points is, quite literally, as easy as breathing; whenever you're trying to prove a point, you can show people what you're talking about as well in a way they're guaranteed to be able to understand. This can be anything from a video or animation of the situation you're proposing to a slideshow of images, and can be used any time you're trying educate, elucidate, or entice. Whether the visual aids happen to be true or not.... Well, that's also up to you.

The Chief Punster: 200 CP, Discount Chief

Your mastery of puns and wordplay is over the moon (Literally, that's where the CHIEF lives, and you're much better than him). You don't even need to explain jokes for people to get them unless you want to; your humor is just that universal. While this may seem like a minor advantage, the same dazzling wit that makes you an amusing AI also makes you a master of riddles and other forms of wordplay. Given how many villains in this world either leave taunting clues or have names that themselves serve as hints to their motives, this may be of a rather immediate benefit.

Trivial Pursuit: 400 CP, Discount Chief

Even for a computer program, it seems you know a lot. Your arsenal of trivia and tidbits dwarf those of any others, and you're also really good at cross-referencing. An insane library of minor facts and oddments may just seem like the chance to win any game show, but it also serves you well in chasing thieves or planning crimes; you never know when it may prove useful to know the exact years a particular shade of blue paint was used, or the name of a 15th-century queen's favorite dog. While you'll have such an arsenal in every place you journey, your knowledge only covers trivia; you may know the birthday of the first person to supposedly discover Atlantis, but that won't help you find the lost city itself.

Delayed Deterioration: 600 CP, Discount Chief

Normally, when the timeline's changed you change with it, as effect does always lead to cause. After all, if you were born British, you'll have a British accent, right? However, you're now slightly less subject to the whims of the timeline (or more importantly, time-travelling criminals). While their actions in the past may still change your present, you'll have time for the changes to slowly take effect, rather than being instantly and retroactively replaced. A few days of grace, where minor physical changes (like that accent) slowly build up, would be normal, giving you time to possibly correct the altered timeline.

Wrong Again, Player: 100 CP, Free Thief

It's just more fun to keep them on the leash when they think they're chasing you. You have a talent for coming up with rhyme-based or ironic clues which will distract anyone attempting to chase or pre-empt you. While they think you're hinting about your crime on a golf course, you'll actually be plotting to steal all the tea in the British Empire!

Teaching Through Theft: 200 CP, Discount Thief

Your heists don't just take, they also give! Knowledge and insight, at least. If you want, you can easily frame a crime in such a way that people trying to investigate it end up learning as much about themselves and the world as they do about you; each clue leads to new knowledge of culture and history, and each crime scene serves as an education. If nothing else, your quips and quotes may illuminate their view of philosophy, with your taunts leading them to grow into a better person.

See You Next Crime: 400 CP, Discount Thief

Even if they've "caught" you, that doesn't mean they can hold you. You have an inexplicable ability to escape from even the tightest trap. Possibly not even you are sure if it's prior planning, luck, or something else, but you always have an escape route from a sticky situation: Jumping off the Statue of Liberty with a pair of wings (or off a flying Taj Mahal, or Victoria Falls, or... actually pretty much anything), talking your way out of a straitjacket and restraints, or wriggling through a barred window far too small to possibly fit you. While you may not get your prize, you can always get away to steal another day.

You Never Know Until You Try!: 600 CP, Discount Thief

Just because it's impossible won't stop you from coming up with a plan. Stealing things that could never be stolen is your bread and butter: Terrain features, knowledge, or even radiation are all things people value and that means things you can steal. While it may take a monstrous plan, massive preparations, and a tiny chance of success, the mere fact that nobody's done it before won't prevent you from conceiving (and if you're good enough, executing) your perfect heist. After all, if they think it can't be stolen, they certainly won't be guarding it.

Items:

Even the best safecracker needs his tools, and the best detective his kit. While a mundane safe or crime scene is no longer a difficulty for you, that just means your tools are even more extraordinary. Get them here... and no, even you're not good enough to steal these yet.

World Almanac Collection: 100 CP, Free Drop-In

Published yearly from 1868-1875, and every year from 1886 onward, you have all the editions for every single setting and world you've ever been to, for all the years you were present there (even the unpublished years). Other than reappearing in the included bookshelf in new condition if lost or damaged, these are otherwise mundane if well written and researched books. The Bookcase is a well made and attractive solid book ebony bookcase suitable for any

Lawyers Office or Ivy League Library, and that can amazingly hold all the World Almanac books on just one shelf, no matter how many you have!

Give It A Guess: 200 CP, Discount Drop-In

While you now have a fancy interactive world map capable of zoom and, where possible, satellite imagery, that's not the truly impressive part of this item. You have eight intangible "guesses" that you can use to spotlight cities. If there is something which would be of interest to you within a fifteen mile radius of the city centre, its location on the map will begin flashing. The map will update itself to cover any other places you may travel, though it scales appropriately; in some places you may only be alerted that an item is in the right star system. If there's nothing there, that guess is disabled for the next 24 hours.

CrimeNet Uplink: 400 CP, Discount Drop-In

You have automatic access to the CrimeNet database. This provides you with instant summaries of any crime reported, with an international scope and global reach. It's also surprisingly easy to filter; making sure you never get the constant buzz of public drunkenness reports is simple enough, but so is making sure you're alerted of any crime that may fit the modus operandi of a criminal you're tracking. The summaries you receive contain any and all information pertinent to the case that has been discovered, even if the people reporting it don't realize it's relevant, and doesn't include anything that isn't. Additionally, you'll find that updates seem to have a little bit of a predictive capability: You'll also have summaries of likely objects of interest that someone might be planning to steal soon.

Wrist Communicator: 100 CP, Free Investigator

Even the best investigator can't do everything alone. When you need to call for help, this small wrist communicator's just the thing. It gets signal anywhere, and can contact nearly any form of communication device, even those that aren't on its network. Given ACME's spread-out resources, it also has another minor feature; it somehow reduces signal lag, allowing for real-time communication even at interplanetary (though not interstellar) distances.

Sandhog Voice-Activated Computer System: 200 CP, Discount Investigator

Far more than a mere voice-activated computer, the Sandhog is actually an ACME investigator's entire toolkit in a easily-portable (in fact, self-propelling) package. While originally designed to serve as a mobile forensics laboratory to detect and analyze clues, the rather frantic lifestyle led by such detectives has led to the addition of a plethora of other features. Essentially, the Sandhog can deploy and use any mundane tool, from making rope to help a detective falling to their death to shoveling through sand to unearth a clue, all while following the detective wherever they go. On a less professional note, the Sandhog has been programmed with some extra abilities, including mixing drinks and winning squirt-gun fights.

C-Five Car: 400 CP, Discount Investigator

Perfect for chases, this hot little sports car will get you anywhere you need to go. And that's... really pretty much anywhere; it can travel on any terrain at supercar speeds, whether that's off-road (Extending its suspension and tires for excellent grip even through the bush) or really off-

road (deploying air jets and propellers to drive on water). Whether you're chasing your targets down the highway or up a mountain, this car takes you there in style. And if you happen to need a head start, the car is coordinated to work better with the C-Five Corridor, allowing you to transmit and teleport with a much smaller margin of error than usual.

Communicative Computer: 100 CP, Free Chief

Well, you've got to stay in touch somehow. This widget allows you to easily project information from any computer it's attached to out, to another computer, networked or not. However, it goes far beyond just data transmission. You can also use this to send messages in any reflective surface, from metal watches to store windows to calm water. Oddly enough, you can even do so with some static images; if you've ever wanted to talk to someone through their newspaper, now's the chance, though it only works through things that already have a humanoid figure. If you'd like to have Mt. Rushmore or that recruitment poster delivering your message, you can, but having someone's eyeball or a random blade of grass start talking to them won't work out.

Robot Body: 200 CP, Discount Chief

Living the thrill of the chase vicariously isn't always enough. Sometimes you've got to get out there in person. Fortunately for you, this old robot body of yours just got finished being refitted and is now actually usable. You can easily remote-control it from your mainframe, letting it serve as your eyes and ears when even the best ACME investigators just aren't getting the job done. Stronger, tougher and faster than your average person, it lets you actively participate in the pursuit without any real risk.

C-Five Corridor: 400 CP, Discount Chief

This ambiguously-sized teleport device can get you (and other person-sized targets) anywhere on the planet in just a few seconds. Even better, you get a cool and useful montage of images and facts about the place you're about to show up while in transit. Unfortunately, it's not exactly reliable in its destinations; you may end up miles out from your target, or even yards up in the air!

The Coat: 100 CP, Free Thief

The signature red trenchcoat and fedora of the greatest thief on Earth, Carmen Sandiego! With or without the yellow and orange stripe, this outfit nevertheless marks you to all observers as stylish, mysterious, in control, and all-around cool. No matter how inconvenient such attire might normally be, this never seems to get in your way; the hat hangs exactly where you want to conceal your face from watchers, and the coat billows only when you will rather than tangling in any nearby engines.

Wings of Freedom: 200 CP, Discount Thief

This backpack-style device is perfect for engineering those dramatic escapes. Fitting easily under even the most tight-fitting clothes, it can extend a full hang glider in a second's notice, allowing for a silent entry that doesn't even muss your outfit. If speed is more vital, it can instead deploy a pair of wings which, combined with the rocket boots also provided, allow for

extremely rapid flight. Either way, the sheer shock and audacity of your escape is sure to give you a few seconds before your watchers can even contemplate pursuit.

Lighten The Load: 400 CP, Discount Thief

Sometimes the things you want to steal are a bit too heavy to walk off with easily. Fortunately, you've got a set of 8 jet engines that you can just bolt on to whatever you're looting; they'll provide just enough lift to get it in the air. The engines are the result of an experimental ACME design no one's been able to reproduce; they seem to resize themselves to fit whatever it is. Whether they're small enough to fit in a pocket when making a chest of gold easier to maneuver or larger than a man while you "relocate" the Great Pyramids, these are sure to make your job a little easier. Of course, they're also guaranteed not to hurt whatever you steal; damaged products (or ships split in half) don't fence very well.

Hands: 200 CP

No, not literally hands. You may sometimes want to interact with a crime scene in a way you just can't remotely, and not all on-scene law enforcement can be trusted. Therefore, you've got a small group of allies you can send to such trouble spots to check things out. You may create up to two new investigators to serve as your allies, with the skills of an ace ACME detective (capable of tracking down globe-trotting master thieves and bringing them to justice) or V.I.L.E. henchman (those same master thieves), or import up to eight of your previous Companions into the role. In either case, they gain a background of your choice and 400 CP to purchase skills and perks. Minor details such as their gender and appearance are up to you.

Reference Texts: 200 CP, Discount Drop-In

Sometimes you just can't carry around all the books you need. You have a pair of linked reference texts; you place one on a bookshelf among other books, and then can open the other to any book on the shelf. This helps you access a lot more information without having to carry around a personal library, and also helps ease the nightmares of those preservationists who might have had a problem with you tramping around with precious first editions.

Drawbacks:

Really, the best reason to steal or chase has always been one thing: the challenge. The risk, the thrill of the chase. In case that was missing out before, now you have opportunity to increase that challenge a bit, and give yourself an even greater prize. You may select up to two Drawbacks to gain additional points.

What, Is There An Echo In Here?: +100 CP

Whenever you tell someone something they've never heard before, or give them an instruction, they'll repeat it with a questioning tone. "You mean they'll repeat it que-" No. We're not doing that. They'll still understand, mind you, but it will get annoying fast. If you just decide not to talk to people, the "echo" may spread, leaving people around the world repeating the words of others.

What's In A Name?: +100 CP

Hopefully, nothing you care about. You see, your name just changed; you now have a new name, one that everyone seems to know no matter your shape; and it's guaranteed to be some kind of really bad pun. One that hurts. It may be related to your origin (Like "Hannah Lulu" or "Mason Dixon") or linked to your jobs or hobbies ("Professor Sarah Bellum" or "Lee Galese"). In any case, it's a bad enough joke it hurts, and it's one you'll run into constantly. (Horribly over-the-top accent optional)

Swallowed A Thesaurus: +100 CP

Try as you might, you just can't speak without rhyming. Even the simplest thing you try to say ends up coming out as a couplet, or like part of an A Capella song. If there's no way to rhyme it, you either butcher whatever language you're using to make one, or just can't say it at all. Well, for all the negatives there's at least one positive; you've got a ready-made career as a rapper if your other plans don't work out!

Late Night Show: +200 CP

This world just got drained of its fun and whimsy. It seems like everything's taken a significantly darker cast; great thieves don't steal artifacts anymore, but WMDs or sordid political blackmail, and their clues don't lead you to cool monuments but to places like the Cambodian killing fields or Darfur. Everything still functions pretty much the same... it's just a whole lot more depressing.

Zack: +200 CP

You have an annoying younger sibling. Or friend, or ally, or whatever; the precise relationship doesn't even matter to you anymore, next to the sheer annoyance factor. No matter what you're doing, they'll end up finding a way to tag along, and they always find a way to end up in life-threatening danger they can't escape without your help. You're going to end up having to save them, too; if you don't, you'll never forgive yourself (and hey, they occasionally have a bright idea).

Look, A Clue!: +200 CP

You have a problem. It's okay, it's a common one, and the first step is admitting you have a problem. In this case, you have an addiction to clues. You just cannot do anything without leaving a clue to tell other people what's going on, always with just enough lead time they have a chance to stop you. Stealing a building? Leave a clue. Setting a trap? Leave a clue. Going to gas up the car? Leave a clue. Someone following these could track you around the world.

My Greatest Theft Ever: +300 CP

Despite all the trouble at the start, the spare CP meant for you is normally recovered. But not this time. Instead, Carmen did successfully manage to steal some CP upon arrival, as well as something slightly more important; your warehouse key (or your portal). She, rather than you, now has access to any of the goods, places, or vehicles you'd normally bring into this world, and she's not really interested in sharing. However, she's still a good sport; she's left a clue that you think you might be able to crack to start getting your gear back. Even with rapid transit and advanced puzzle-solving skills, you'll probably need the whole ten years to follow an ever-

expanding series of clues, only retaking your key itself in the last few days of your time here; and that's if you're good. If you do manage to catch her, and if you choose to forsake the bonus points this drawback would otherwise grant you, you might be able to convince her to join you as a Companion, tempting her with even greater possibilities of theft. While she is still an absolutely incredible thief, on her own she can't quite match the most sensationalist tales; stealing beams of light or the very concept of gravity is certainly something that takes a lot of work.

Look Behind You!: +300 CP

It's always a shame to rely on henchmen. Unfortunately, for your whole time here, that's what you'll end up doing. Anything you try to do personally, from stealing a jewel to searching a crime scene, will inevitably fail, dramatically. Instead, you'll have to get others to do your dirty work; by manipulating, guiding, or just ordering around others, stuff can get done. You'd best get very used to sending others around the world and guiding them, because whenever you try to directly do anything more advanced than shopping for groceries, something goes wrong.

What In The World Is Carmen Sandiego?: +300 CP

Well, now there's an explanation for Carmen's impossible thefts. Unfortunately, it's not exactly kid-friendly; as one of the Tindalosians, she's actually from a place outside the normal angles of reality, with slightly... different perceptions of "legality" and "property" and "Time and Space." If you want to retrieve the things she's stolen now, you'll have to end up journeying to places like dread R'lyeh to bring back the concept of cause and effect, and if you don't undo her crimes the entire world will suffer for it (It's really rather important that nobody steals away the Forbidden Plateau of Leng, otherwise about six different apocalypses will occur at once). Further, her minions are no longer just humans with silly names, but other horrors from space, such as Shoggoths and Mi-Go.

End:

Alas, your time here is complete. You've caught the greatest thief in the world, or surpassed her. In any case, all Drawbacks are revoked, and your Background memories fade into nothing but useful information you can use. Now you have to make a choice: where do you go from here? And just as importantly.... Where Is Carmen Sandiego?

Right Here:

You like this world, and it feels like a comfortable fit. Might as well stay here and see what else there is to steal... or stop others from taking.

At Home:

Or maybe you think it's time to return back to your roots? You can always go back home to your origin, ending your Jumping days.

Somewhere In Fiction, Video Games, Tabletop Games, History, Or Original Settings:

Or you can keep looking! Maybe there's an even better thief out there somewhere. Or maybe, just maybe... Carmen's already escape to another world. It's time to Jump to a new place!

Notes:

No, you cannot combine What In The World Is Carmen Sandiego and My Greatest Theft Ever to take a Lovecraftian Carmen as a Companion. You can combine the two, you just can't make use of the Companion option.