

The Watchmaker

Players Manual and
Guide Book



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Installation

Minimal system requirements:

Windows 95/98/ME/2000/XP

Pentium II 266 MMX or similar

64 MB RAM

3D Graphic Card with at least 8 MB Video Memory

150 MB of free space on the Hard Disk

CD-Rom 8x

DirectX7

Suggested system requirements:

Pentium III or similar

128 MB RAM

3D Graphic Card with 16 MB Video Memory

400 MB of free space on the Hard Disk

CD-Rom 24x

Sound Card with full support for DirectX7

How to install the game:

1. Insert the game's CD in the CD-Rom drive.
2. Close any running programs.
3. Double click on the icon "My Computer" located on the desktop.
4. On the navigation window double click on the CD-Rom drive. (Usually D:\).
5. After the first installation of the game, the program might restart your computer to configure it. (In this case, once the computer has restarted repeat the procedure from step #2).
6. Follow the instructions that the program itself will show you on the screen
7. At the end of the installation, the install program will show a message indicating that the operation has been successfully completed. If this does not happen, please contact Technical Support.
8. The installation program creates a new group in the Start Menu, which is called "Trecision."
9. Be sure to have all the most suitable Windows drivers for your specific hardware.
10. Be sure to have the DirectX7 drivers or better installed on your system.

To launch the game:

1. Before launching the game for the first time, you will need to launch the 3D configuration Options program in order to select the various levels of detail. Click on the "Start" button and select:

Programs → Trecision → The Watchmaker → Setup

Make the selections you wish by checking the corresponding boxes and then execute the compatibility test to verify the settings.

In case the test fails, reduce the level of details or select a different display device. If the problem remains, please contact Technical Support.

2. Make sure the CD of "The Watchmaker" is in the CD-Rom drive.

3. To launch the game, use the shortcut located in:

Programs → Trecision → The Watchmaker → The Watchmaker

Configuration program for the 3D Options:

Through this program it is possible to specify the level of graphical detail that is best adapted to your computer.

- **Screen Resolution:** This represents the dimension of the game screen and the depth of color.

FOR: A larger screen display and more colors will make the game graphics clearer and more attractive.

AGAINST: More colors and a larger display will require more processing power and could make the game run more slowly.

- **Player Character Resolution:** This indicates the level of detail employed in the renderings of the Player Characters Darrel and Victoria.

- **Non-Player Character Resolution:** This indicates the level of detail employed in the renderings of the non-player characters.

FOR: When playing in a higher resolution the characters will appear more detailed and realistic.

AGAINST: When playing in a higher resolution the game could run more slowly on systems using older graphics cards.

- **Enable Lightmaps:** Lightmaps are the additional lights and shadows that the lighting system gives to environments.

FOR: Enabling this Option allows the environments to be illuminated more realistically.

AGAINST: With Lightmaps enabled, the game could run more slowly on graphics cards with little video memory.

- **Enable Shadows:** This system designs the shadows of Darrel and Victoria on the environments that surround them.

FOR: Enabling this Option adds character shadows that contribute a more realistic feeling to the screen images.

AGAINST: Enabling Shadows could cause the game to run more slowly on all but the most recent systems.

- **Disable Transform and Lighting:** This Option can be tried if the game locks up or stops frequently.

How to uninstall the game:

Click on the "Start" button and select:

Programs → Trecision → The Watchmaker → Uninstall

The Story

Victoria Conroy, a lawyer, and Darrel Boone, an expert in paranormal phenomena, meet for the first time at 3:00 a.m. in a London law office. A few hours later a taxi drops them off at the gates of an imposing Austrian castle.

The castle has been indicated as one of the possible hiding places for a stolen and potentially dangerous device which must be located and stopped before midnight. The device is a large pendulum that has the ability to focus "leyline" energy. Many believe leylines to be an "energy grid" that lies beneath the Earth. The machine, remaining in illegal hands as a solar eclipse approaches, poses a serious threat to human survival.

The theft of the device is believed to have been carried out by a fringe group of religious fanatics. The law firm that has hired Darrel and Victoria is extremely interested in locating and



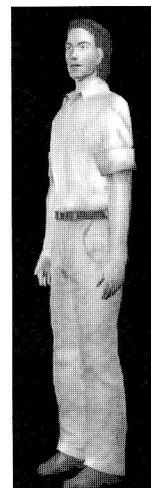
controlling the machine. They have sent groups of detectives and investigators to a great number of different locations across the globe in a desperate race against time. Why and where is the machine being hidden? What is its true significance? Will Darrel and Victoria succeed in a mission that becomes more difficult and more intriguing by the minute?

The castle now serves as the headquarters for an organization known as the Multinational, and the two investigators are welcomed to the castle as guests. As they meet the inhabitants they begin to realize that an intricate web of deceit, magic and danger has been woven around the castle, a web which spans centuries and continents.

With less than twenty-four hours to go, their task and, indeed, that of the player becomes increasingly more dangerous and complex.

The Characters

Main Characters



Darrel Boone

Date of Birth: October 4, 1962

Place of Birth: Santa Monica, California

Profession: Scientific Investigator

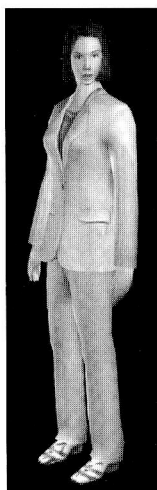
Education: University Degree in Physics

Specialized in: Parapsychology

Criminology Skills: Excellent logic and math skills

Darrel was born in Santa Monica, California on October 4, 1962, the only son of Linda Russel and William Boone, a Protestant minister. His childhood included alternate periods of family serenity and moments of deep crisis. His father was a dour individual, tied to an extremely conservative moral and religious code which often suffocated the basic pleasures of life. Believing a less "liberal" upbringing for a teenage Darrel would be found in England, William moved the family to London. Now far from the carefree California lifestyle, William tried to communicate to Darrel his unusually strict and mystical vision of the universe. Within a few years of the move, an exasperated Linda decided to divorce William and return to California, leaving Darrel with William. In 1981, against the will of his father, Darrel enrolled in the University to study Physics, and eventually earned a Bachelors degree. While in school, Darrel excelled in both athletics and academics. After graduating, Darrel embarked on a period of personal research, studying paranormal phenomena and their relation to both traditional sciences,

such as mathematics and physics, as well as to recent developments such as the Chaos Theory. In 1991, he began collaborating with Scotland Yard as an expert in paranormal phenomena. Two years later Darrel solved his first case of presumed paranormal activity, a case in which a false Poltergeist was created as an artifice to avoid the sale of a piece of property owned by two antagonistic brothers. In the years following, Darrel has participated in many other cases, including both valid and faked phenomena. During this time, Darrel's father died. At the funeral Darrel saw his mother for the first time in over a decade. A meeting that was to be their last encounter.



Victoria Conroy

Date of Birth: November 11, 1973

Place of Birth: West Virginia

Profession: Lawyer

Education: Law Degree (Yale University)

Specialized in: Industrial Law

Skills: Speaks French and German, knowledge of ancient Greek and Latin, excellent memory

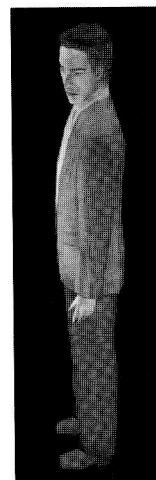
Victoria was born in rural West Virginia on November 11 1973. Her family, including one older brother, lived modestly as small farmers. After high school graduation, with the help of scholarships, Victoria began her undergraduate studies at Yale. Motivated by a fierce determination,

as well as a desire to escape what she perceived as the stigma of her rural roots, Victoria advanced rapidly, ultimately receiving her graduate law degree from Yale Law School.

While in school she became involved in several romantic relationships, all of which ended in heartbreak. Upon graduation, she quickly found employment with a prominent Chicago law firm. Reluctant to distract herself with sentimental pastimes, Victoria dedicated herself completely to her work. Her professional status continued to gather respect and praise. In 1998, Victoria was recruited by the international law firm Norman & McGreen. Welcoming a new adventure, she happily moved to London, ready to begin an exciting new life in Europe.

The Inhabitants of the Castle

Before leaving for Austria, the law office supplied Victoria and Darrel with information concerning the castle, including the basic profiles of each of the current residents of the castle:

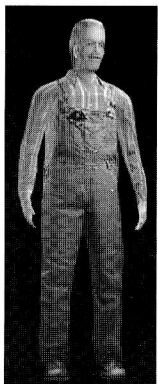


Christopher Anderson

Age: 42

Profession: Administrator

Anderson is the Multinational's primary administrator at the castle. The Multinational uses the castle as a meeting and conference center, and Anderson manages both the castle and the support functions for the Multinational staff and visitors.



Henry Eistermeier

Age: 71

Profession: Maintenance

Although no longer a young man, Henry maintains a zealous attitude towards his job. An exceptionally hard-working caretaker, Henry has been employed at the castle for over half a century. His lengthy experience could make him a good source of information about the castle.

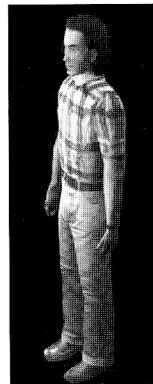


Greta Snyder

Age: 65

Profession: Supervisor

With an authoritarian and austere character, Greta is Anderson's trusted assistant, and the supervisor of the daily maintenance of the castle. She has a reputation for being an untiring worker, but is not generally well liked by the staff.



Raul Hernandez

Age: 28

Profession: Gardener

Proud of his Spanish origins, Raul has been hired by the Multinational as the castle's gardener. He possess considerable skills in Landscape Architecture and Estate Grounds Maintenance. Talented and dedicated, he considers himself an environmental artist versus a mere groundskeeper.



Stephen Klausmann

Age: 50

Profession: Cook

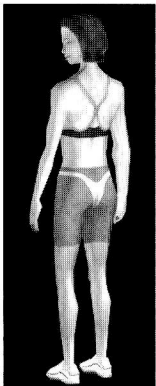
Notwithstanding his shabby looks, Stephen is a very easy-going person and is friendly with everyone. He perform his duties as a cook acceptably well, but he also seems to have some secrets hiding in his past.

**Carla Hoffman**

Age: 19

Profession: Housekeeper

Shy and introverted, Carla is one of the new young members of the staff. There are already signs that her difference in age and attitude could cause some problems with her supervisor Greta.

**Jude Roberts**

Age: 31

Profession: None

Jude Roberts is the wife of the Administrator, Christopher Anderson. She is not part of the staff of the castle, but she lives in a sort of pampered but forced stay there. There are signs that she may not be enjoying her lonely life as the "princess" of the castle.



At the end of loading, the Initial Screen will appear. From this screen Players can start a New Game, continue playing a previously Saved Game, or exit the program.

At the beginning of every New Game the introductory sequence that narrates the beginning of the story will play. The introductory sequence can be bypassed by pressing the Esc key.

Tool-Tip: In the menu screen for the game and in several other sections, the mouse is configured to cause a blue explanation label to display when the mouse is held over active zones of the screen such as push-buttons or Options. This feature can be disabled by pressing the E key.

The Mission:

- Relocate the stolen device that could be used to amplify the energy of the mysterious leylines.
- Retrieve and disarm the device before midnight. The player, in the roles of Darrel and Victoria, will need to resolve the case by carrying out a careful investigation of the castle,

examining the various rooms and locations and interviewing the members of the staff.

- The suspects in this theft are a group of mysterious religious fanatics who supposedly intend to use the power of the device to cause a world-wide catastrophe.
- The device has the shape of an ancient pendulum, and it is believed that it might possibly have been hidden inside an Austrian castle.
- This castle has been identified as one of the possible hiding places.
- The religious group could have accomplices among the staff of the castle.

Moving your Characters

The control of the player-characters can use either the mouse or the keyboard. Clicking on the screen with the mouse will cause the character to walk to that point in the scene.

Keyboard control can move the characters by using the arrow keys.

Holding down the Shift key will make the character run. To change from one character to the other, press the F8 key. There are some game situations in which a character change cannot be accomplished.

To Change Visual

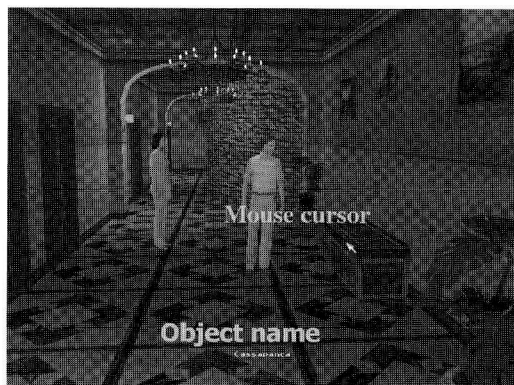
The most common view during the game is the Third Person view. It is also possible to change to a First Person close up view by pressing the Space bar. When in the First Person view it is possible to look around using the arrow keys, to lean forward using the arrow keys or cursor in combination with the Shift key, to crouch by pressing the Z key or to raise the view by pressing the A key. When in the First Person view mode, the character cannot walk or run, but can see and manipulate many objects that might not be easily visible in the Third Person view.

The Time

The game clock begins at 9:00 a.m., with Darrel and Victoria's arrival at the castle. From that point, the time within the game will be connected to the actions of the player characters. The management of game time is, in fact, not a function of real time, but of the progress of the two investigators, and will increment forward until midnight or until the resolution of the case.

Investigating the Environments

During the investigation it will be necessary to examine a great number of rooms, areas, and objects. Any single object can hide a clue or might be used to open new areas.

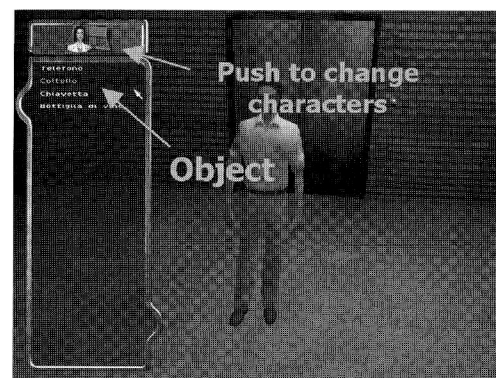


Investigating the world is simple, and just moving the mouse cursor over an object will cause the name of that object to be displayed on the bottom of the screen. To examine an object more

closely, players can click the left mouse button. To take possession of an object, the right mouse button must be clicked. Some objects cannot be taken, but can only be viewed.

Using The Inventory

To use objects in the Inventory, the Inventory screen must be opened by pressing the TAB key. A list of collected objects will appear on the left side of the screen. Selecting an object with the left of the mouse button will cause a larger image of the object to appear in the main Inventory screen.



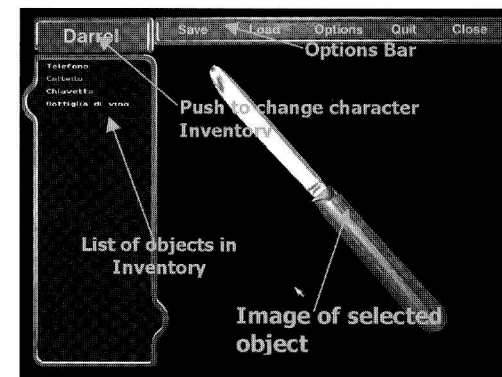
Selecting an object and pressing the right mouse button will cause the cursor to assume the shape of an arrow placed side by side with a plus sign.

In the lower part of the screen the icon of the object

will appear with the phrase "Use Object With."

At that point, selecting another Inventory object or an object or location in the game screen will cause the two items to be "used" together and whatever action is appropriate to occur. To access the game environments with an object selected, the Player can press the TAB key to return to the game screen.

In the Inventory every object is represented three-dimensionally and can be rotated and viewed by holding down the left mouse button and moving it.



If the two player characters are in different rooms, above the Inventory item list, a button with a telephone will appear. Clicking on this button will cause the other character to come to that location. If the icon does not appear, that means the other character is either in that same room already or in an adjacent room.

If the icon appears with a bar in front that means that the two characters cannot both be in that particular location.

It is possible to move Inventory items from one character to another by left clicking on the name of the current character at the top of the screen. This will cause the Inventory list of the second character to appear. Then left clicking on an object name on the list will cause that object to leave the second character's list and move to the initial player's Inventory.

Note: When the Inventory is closed and the game resumed, the active character will be the one whose Inventory screen was shown last.

Accessing Options

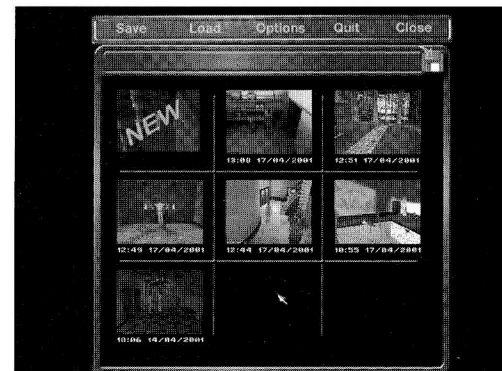
To access the Options screen, press the TAB key, open the Inventory screen, and click on any object. The menu bar of Options will appear in the top part of the screen. From this Options menu bar it is also possible to Save and Load Saved Games as well as adjust the audio Options.

Saving Games

To Save a game, players must either access the Options menu through the Inventory screen or by pressing F1. To create a new Saved Game the player must then click on the image

with "New" written in red. The program will then automatically create a new Saved Game with the date and current time from the current game.

An image from the game will be posted in the roster of Saved Games. After saving, the Player can return to the game by clicking on the "Close" button. It is advisable for Players to Save frequently during the course of the game.



Loading a Saved Game

To Load a Saved a game, players must either access the Options menu through the Inventory screen or by going directly to the Saved Game screen by pressing F2.

To select the game, Players can click on one of the images displayed.

If the desired Saved Game is not visible, the small arrows on the right side of the screen will allow scrolling through all the images representing available Saved Games.

Configuring the Audio Options

To adjust the Audio settings Players must access the Audio Options screen through the Options Menu, or by pressing the F3 key.

By using the sliding bars on the Audio Options screen Players can modify the source volume of each of the components. The first bar controls the Sound Effects volume, the second controls the Music, while the third controls the Spoken

Dialogue volume. The final slot allows Players to disable the appearance of the game dialog subtitles.

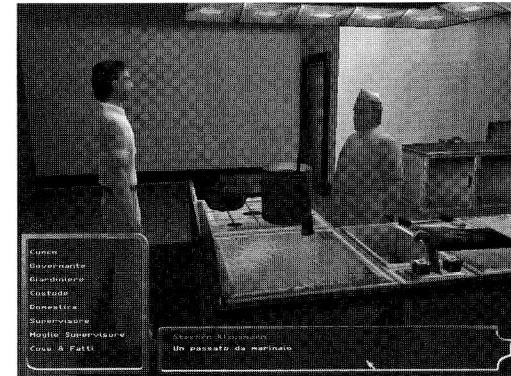
By clicking on the icon to the left of a bar it is possible completely turn off a particular group of sounds. To turn

those sounds back on, Players can click the icon again.

Speaking with the Characters

To start a conversation with any of the non-player characters, Players can right click the mouse on the character. The game will then switch to conversation mode and a list of possible conversation questions will appear. Selecting one of the state-

ments with a left mouse click will cause that statement to appear in the conversation frame on the lower right of the screen. The list of possible sentences is the same for all characters, but their responses are different. Different responses will also occur depending on which one of the two player-characters is doing the conversing.



The questions appear in three colors: white if the question has never been asked, red if the question is currently selected for use, and gray if the question has already been asked of that character. Players should remember to ask the questions with both Darrel and with Victoria to obtain the fullest responses.

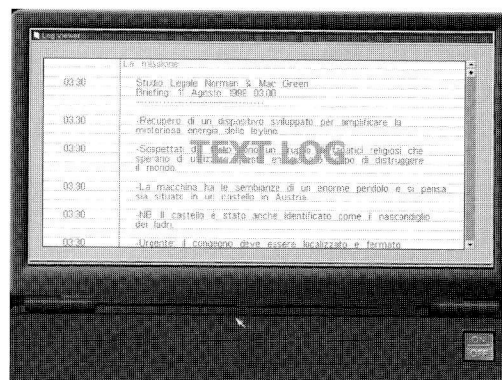
Right clicking anywhere on the game screen will cause the current selected question screen to vanish and the current conversation will stop. Right clicking again or when no question is selected will cause the list of questions to disappear, effectively ending the conversation mode.

In order to give objects to characters the Player must employ the "Use With" object system previously described, and treat the character as the second object.

Using the Personal Digital Assistant (PDA)

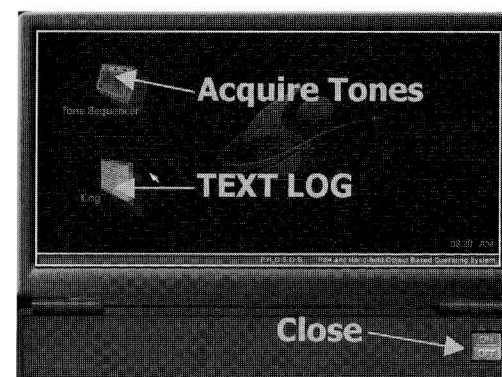
Darrel and Victoria are both equipped with a special telephone that is integrated with a PDA on which they will automatically make notes about their observations during their investigations. If Darrel speaks with the gardener for instance, he will automatically "make notes" about the encounter. The Players can then consult these notes to remind themselves as to events and circumstances.

In order for Players to consult the notes in the PDA Text Log they must either click on the telephone icon in the Inventory screen, or push the P key. Once the PDA screen is visible they



can click Test Log to proceed to the list of written notes.

Every time that a new observation is added to this log the PDA icon will appear in the upper right corner of the game screen for a few seconds.



The PDA also has an unusual feature that allows Players to acquire recordings of digital tones such as in telephone dialing sequences. This feature can be used to discover telephone numbers, a facility that is useful at one point in the game. To use the acquisition program Players can press the Acquire Tones button on the PDA screen.

Action	Keyboard	Mouse
3RD-PERSON CAMERA		
Move character	Arrow Keys	Click with the Left Button
Run	Shift + Arrow Keys	Shift + Left Button
Examine item	-	Click with the Left Button
Operate item	-	Click with the Right Button
Open Doors/Go up or down the stairs	Ctrl (standing in front of the object)	Click with the Right Button
Move camera	-	Move arrow towards the side
Switch between 3rd/1st person camera	Space Bar	-
Change character	F8	-
Switch to dialog Mode	-	Click with the Right Button
Access Inventory	TAB	-
Access PDA	P	-
Save game	F1	-
Load game	F2	-
Sound Options	F3	-
Tool-tip ON/OFF	E	-
Descriptions ON/OFF	D	-
Grab screenshot	G	-
1ST-PERSON CAMERA		
Look around	Arrow keys	Move arrow
Lean forward	Shift + Arrow keys	-
Down	Z	-
Stand up	A	-
CONVERSATION MODE		
Select a statement	-	Left Mouse Click
Select a question	-	Left Mouse Click
Exit Conversation Mode	-	Right Mouse Click
INVENTORY MODE		
Examine Object	-	Left Mouse Click
Use Object	-	Right Mouse Click
Rotate an object in 3D	-	Left Mouse Click and Hold, then move mouse

General Suggestions:

- At the beginning of the game it will be possible to explore a great deal of the various castle locations. There will also be a variety of outdoor locations open for immediate investigation as well, and every nook and cranny bears looking into.
- The castle staff starts work at around 9:10 a.m. Many locations will become accessible only after the appropriate person arrives for work.
- The First Person view allows the Player to discover some objects that may be difficult to find while in the Third Person view. At the beginning of the game it is particularly appropriate for Players to spend the time to carefully explore the locations in the First Person view.
- The character dialogues are an important part of the game and frequently contain invaluable information and clues that are needed to move forward. Each character will react differently to questions from Darrel or Victoria.
- Watching the in-game movies or "cut scenes" carefully could be the key to unlocking the mystery.

Problems

If the game won't run, or if there is an error message, check to see if you have installed on your system the latest drivers for your graphics card and sound card.

Make sure that your system has installed the driver "DirectX" in version DirectX7 or better.

In case you do discover problems with the DirectX driver, on The Watchmaker CD-Rom you can find a version of the DirectX8 driver for Windows 95/98/ME.

If the game will not start, or if there are problems with the graphics or the audio, try changing the Options in the Setup program by clicking on the computer's Start button and selecting:

Programs → Trecision → The Watchmaker → Setup

We have verified a number of problems with the 3dfx Voodoo graphics card, mostly with the older versions, such as missing textures, rendering problems, and total game lock-ups.

If you encounter similar problems, we advise you to set the graphics Options to 16 bit color, disable the shadows, and in the worst cases, also disable the lightmaps.

We have verified in many systems long waiting times before spoken dialog due to slow accessing of the CD-Rom. This problem can be overcome by copying the dialog files to the computer's Hard Drive. Be careful though, because this

requires at least 400MB of free space on the Hard Drive.

To copy the dialog files, click on the computer's Start button and select:

Programs → Trecision → The Watchmaker → Install Dialog
to Hard Disk

Contacts

To offer comments or ask questions about *The Watchmaker* contact:

techsupport@GotGameEntertainment.com

To find out more about Got Game Entertainment, contact:

info@GotGameEntertainment.com

Or visit our home page at www.GotGameEntertainment.com

Credits

TRECISSION:

Original Story: CHRISTIAN CANTAMESSA

Game Design: CHRISTIAN CANTAMESSA
EDOARDO GERVINO

Lead Artist: PIER TOMMASO BENNATI

Lead Programmer: FABRIZIO LAGORIO

Producers: PIETRO MONTELATICI
MARCO CASTRUCCI

Dialogue: CHRISTIAN CANTAMESSA
VICTORIA HEWARD

Locations: PIER TOMMASO BENNATI
FABIO CORICA
ANDREA CORDELLA

Characters: PIER TOMMASO BENNATI
ALESSANDRO GIUSTI
STEFANO MARIANI

Animations: PIER TOMMASO BENNATI
ALESSANDRO GIUSTI

Game Systems Programming: FABRIZIO LAGORIO

3D Engine Programming: TIZIANO SARDONE
FABRIZIO LAGORIO

Additional Game Programming: MARCO CASTRUCCI

Game Tools Programming: MARCO CASTRUCCI

Sound System Programming: STEFANO PROSPERI

CIA Computer and PDA Programming: STEFANO PROSPERI

Additional Locations Art and Modeling: ALESSANDRO GIUSTI
WALTER BERGAMINO

Textures Research: ANDREA CORDELLA

2D Art: FABIO CORICA
STEFANO MARIANI

Game Scripting:

EDOARDO GERVINO
PIETRO MONTELATICI
MARCO CASTRUCCI
DANIELE ANTONA
STEFANO PROSPERI
CHRISTIAN CANTAMESSA
ALESSANDRO GIUSTI

Dialogue Scripting:

DANIELE ANTONA

Real Time Video Scripting:

MARCO CASTRUCCI
FEDERICO FASCE

Sound Design:

ALESSANDRO BELLONDI

Ambient Music:

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FABIO LAPREA
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STEFANO ZANCA

Sound Scripting:

ALESSANDRO BELLONDI

Architectural Research:

VALDO CANEPA

Scientific Consultant:

MICHELANGELO GAROMBO

Game Testing:

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ALESSANDRO BELLONDI
WALTER BERGAMINO
CHRISTIAN CANTAMESSA
MARCO CASTRUCCI
FEDERICO FASCE
STEFANO GAMBARO
EDOARDO GERVINO
PIETRO MONTELATICI
DAVIDE ORLANDO
LORENZO PALLARA
AGOSTINO SIMONETTA
ROBERTO SPANU
IDORU SOFTWARE TEAM
STEFANO ARNULFO
DAVIDE PIAGGIO

Special Thanks:

MIRKO FILIPELLI
LUISE BARNETT
LUIGI FUMERO
TRECISSION MARKETING DEPT

Music System:

FMOD sound and music system
copyright © Firelight Multimedia
1994-2001

Technology Assistance: Advanced Micro Devices, Inc.
ATI Technologies Inc.
Creative Technology Ltd.
Matrox Graphics Inc.
NVIDIA® Corporation
S3 Incorporated

Manual: DANIELE ANTONA
VICTORIA HEWARD

Manual/English Translation: RICK GUSH

GOT GAME ENTERTAINMENT:

Localization Team:
Project Manager: BILL GALBREATH, JR.
Executive Producer: MARC MENCHER
Audio Recording and Post-Production: GREG LENTZ & JON CURTIS

PR and Marketing: BEVERLY CAMBRON

Vocal Cast:

Victoria	ALISON BLACKWELL
Darrel	BILL GALBREATH, JR.
Henry	REGGIE LEE
Christopher	LIAM HISLOP
Stephen	DONALD ETGETON
Greta	RENEA STRINGER
Carla	MAYRA MELENDEZ-LENTZ
Jude	MAYRA MELENDEZ-LENTZ
Raul	JOHN PAUL BUSTAMONTE
Hunter/Elder/Corona	JOSEPH PODWOJSKI
Watchmaker/Krenn	JAMES IMHOFF
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