



Tally Marks for Commands

## Watchman

### A Text Adventure

Welcome to the world of Daniel Quare, a man more involved with chronometry than comics; more inspired by Swiss movements than early 2000s movies; and made happier by horology than HBO TV shows. This is the story of a watchman.

## Operational Details and Summary of Puzzles

- The player begins in the center.
- Every 15 commands, tell the player they hear the tolling of a clock tower off in the distance (increasing the tolling by 15 minutes, like a grandfather clock.) Every 60 commands, they always hear 10 tolls for the hour.
- The overall goal is to get into Room 12, open up a safe, and obtain a watch the player can set to a time suggested by a cryptic letter they find.
- To get into Room 12, they must get a secret key from Room 6.
- To get the secret key from Room 6, they need the mirror from the grandfather clock in Room 4.
- The grandfather clock is locked, but they can pick it using tools inside hourglasses in Room 8.
- They cannot smash the hourglasses alone; they need the pendulum in Room 2.
- Room 10 contains a note; **no other notes can be found until this one is.**
- The pocket watch also contains what is needed to enter the combination to the safe in Room 12 (10:23).
- Once the watch is obtained, they need to set it to 3:30 by figuring out the button on the watch strikes out the number of hours, and the number of quarter-hours, in order.
- As stated above, there are notes available as hints in each room, but they should only be found after the note in the pocket watch is found.

## Room C (Center)

> You are in a large, empty circular room, with 6 doors around you. You feel tired and confused.

**EXITS ARE:** North, Northeast, Southeast, South, Southwest, Northwest.

**Inspect room:** > It's large, empty, and circular.

**Inspect self:** > You are tired and confused, but even that doesn't stop you from noticing the particularly pale band of skin on your left wrist.

## Room 2 (Pendulum)

> You walk into a wide room, with a high, vaulted ceiling. In the middle of the room is a small table, and swinging from the ceiling is a massive pendulum swinging over it. As if taken out of a gothic clock tower, it has a huge metal disk at the bottom and a rod like a tree trunk going dozens of feet up.

**EXITS ARE:** Out.

**Inspect table:** > You don't need to get too close to see it's a flat rectangular table, with no space for drawers.

(If you want to give a hint from note:) You see a note on the table.

**Inspect note (if applicable):** > You gingerly and quickly pick up the note. It reads "Man makes machines to do what he cannot. -Barrow"

**Inspect pendulum:** > It's the largest you've seen, swinging back and forth in about 3 seconds, nearly hitting the side walls as it goes.

**Put hourglasses on table:** > Moving fairly quickly, you manage to put the hourglasses under the pendulum, one by one. As the bob comes down and smashes into them, you see small tweezers, a lifting lever, and a metal pick fly across the room.

**Inspect tools:** > The tweezers are small and precise. The lifting lever is a thin piece of metal with a tiny hook to its end, while the metal pick ends in a sharp point. They are comfortable in your hands.

## Room 4 (Grandfather Clock)

> You enter a quaint room with beige walls. There is a leather armchair in the far-left corner, and a wooden grandfather clock about as tall as you in the opposite corner.

**EXITS ARE:** Out.

**Inspect chair:** > The chair looks well-worn but not overused. It's a lovely brown that fits the aesthetic of the room.

Hint from note:) You see a note wedged in the cushion. It reads "I always see myself in my grandfather. -Barrow"

**Sit in chair:** > You sit in the chair and feel as relaxed as you can be given the situation.

**Inspect clock:** > The grandfather clock is about as tall as you. You can see through it's front panel at the chains and pendulum working inside.

**Open clock:** > (If no tools) The panel is locked.

(If tools) You take the watchmaker tools, and though you're tired, your seasoned fingers go to work and get the panel open. Looking around, you see a small black disk at the bottom.

**Take black object:** > You reach in for the disk, and realize it is the back of a small mirror about the size of your outstretched hand.

## Room 6 (Sundial)

> You walk into a cold room made of granite and marble. It is very dark except for a bright light in the corner of the ceiling to your right, illuminating a stone sundial in the middle of the room.

**EXITS ARE:** Out.

**Inspect light:** > It's a bright light stuck up to the ceiling, beyond your reach.

**Inspect sundial:** > It's a fairly standard sundial. A thin rectangular piece of stone wedges out a bit off-center, with 12 markings not quite equally-spaced around the circumference. As best you can tell, it's reading somewhere between 10 and 11.

(Hint from note:) You see a note on the sundial. It reads "The light shines in the darkness. -Barrow"

**Use mirror to reflect light:** > You begin using the mirror to reflect light about the room. In the corner below the light you see a wooden box.

**Inspect box:** > It's a small wooden box, of a similar width to the mirror. It is not locked.

**Open box:** > You open the box and see a sturdy silver key inside,

along with a note reading "Don't run out of time. -Barrow"

## Room 8 (Hourglasses)

> You enter a room with rotten wood paneling. In the middle are three large hourglasses, each well over a foot tall.

**EXITS ARE:** Out.

**Inspect hourglasses:** > They seem to be identical, and also have very little sand in the bottom, as if they were just turned over.

(Hint from note:) Off in the corner of the room, you also see a note. It reads "I hate sand. It's rough and coarse and it gets everywhere. -Barrow"

**Destroy hourglasses:** > You pick one up, and try to destroy it. However, it is sturdy and looks undamaged.

**Wait for sand:** > The sand is taking forever, you bet it would take hours. You're thirsty and tired, and there's no way you can keep waiting.

## Room 10 (Pocket Watch)

> You walk into a well-appointed room, with tasteful paintings hanging on the wall and a beautiful cherry table in the middle. On a coat-hook is a tweed suit jacket.

**EXITS ARE:** Out.

**Inspect paintings:** > While you're a little too tired to fully appreciate the art, you can tell they are tasteful.

**Inspect table:** > It's quite a magnificent table, the nicest surface you've seen in this whole ordeal so far. It's glossy, reddish brown with a delicate lacquer. There also happens to be parchment with beautiful handwriting atop it.

**Inspect parchment:** > In flowing script, you read the following: "Three notes low and two notes high. Get out soon or you may die. -Barrow"

**Inspect jacket:** > You amble over to the tweed jacket, and quickly notice a gold chain hanging out of the inside breast pocket. You pull out a sleek pocket watch.

**Inspect pocket watch:** > It's been recently polished, and has no scratches, not even an engraving. You open it up and see the time reads 10:23. (Note to GM: The pocket watch is broken and always stays at this time.)

## Room 12 (Wristwatch)

> You approach the door and see it is locked, with a fairly substantial keyhole.

**EXITS ARE:** Out.

**Use watchmaker tools:** > You try and work some magic on the lock, but these tools are far too small.

**Use key:** > The silver key fits perfectly in the lock. It clicks open and you enter.

**Inspect room:** > The room is bare, except for a large metal safe in the middle. On top of the safe is a note.

**Inspect safe:** > The safe has two dials, one a bit smaller than the other. They both go from 0 to 100.

**Inspect note:** > The note reads "Did you keep the time? -Barrow"

**Brute force lock:** > As you start trying different combinations, and jolt of electricity runs through you. That wasn't a good idea. (Note to GM: If they try again, just say they can't.)

The goal is to set the small dial to 10 (hours), and the larger dial to 23 (minutes), matching the time in the pocket watch.

**Set lock:** > You set the lock and it clicks open, revealing a single wristwatch.

**Inspect watch:** > The watch is currently set to 8:50. It has a single dial on its side you can twist or push.

**Push dial:** > You push the knob. You hear (low notes) and (high notes). (Note to GM: The low notes are how many hours, and the high notes are the closest quarter hour. So if it's still at 8:50 it will be 8 low notes, 3 high notes. If they change the time you're on your own.)

**Set watch to 3:30:** > You set the watch to 3:30 and give the dial a push. You see an entryway open up leading outside. You have won!

## Scoring Watchman

- Finding initial note (10 pts)
- Breaking hourglasses (20 pts)
- Opening grandfather clock (10 pts)
- Using mirror on sundial (20 pts)
- Opening safe (20 pts)
- Setting watch (20 pts)

## Historical Notes

Daniel Quare was a real watchmaker living from about 1648 until 1724.

He invented what is known as the *repeating watch*, although a man Edward Booth also known as Barlow also applied for a patent. It was ultimately given to Quare.

A repeating clock or watch is one that can chime out the time on demand, as opposed to things like grandfather clocks which only do it at regular intervals. This invention was useful at the time as light was inconsistent; having an auditory way to approximately determine the time.

Quare also had other key inventions, such as determining a mechanism to have the hour and minute hand run from the same movement. Before, they were separate sets of motion that had to be put in sync but were ultimately independent.