



08/03/2016

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**SECRET**

(Security Classification)

Handle Via  
**DIV-66**  
Channels

Access to this document will be restricted to  
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<u>Field Agent</u>	<u>Cybertech</u>	<u>Soldier</u>	<u></u>
<u>Scientist</u>	<u>Spy</u>	<u></u>	<u>Archivist</u>



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Intelligence Sources and Methods Involved  
**NATIONAL SECURITY INFORMATION**  
Unauthorized Disclosure Subject to Criminal Sanctions



**SECRET**

(Security Classification)



## INTRODUCTION

The Black Watchmen are a paramilitary group dedicated to protecting the public from dangerous phenomena beyond human understanding: **ritualistic murder, occult secret societies, and the paranormal, to name but a few.**

As a global organization, the Black Watchmen offer a wide range of skills and services for covert missions anywhere in the world, on behalf of any group, corporation, or government that can afford them. A number of multinational corporations, wishing to avoid public scrutiny, prefer to turn to the Black Watchmen to resolve problems quietly. Often called in as a last resort, the Black Watchmen pride themselves on their discretion, strength and efficiency.

To maintain objectivity in the field, you, as an agent, are never informed of the identity of the client. You are only given mission parameters and told how to distinguish friend from foe, but the lines are often blurred...

Your skills and ingenuity will be put to the test on every mission, but fear not: you are not alone on your journey. Certain puzzles can be solved solo, others with the help of fellow agents, and some with [REDACTED].



# THE BLACK WATCHMEN

## THE ORIGINS

Since its inception, the agency has shown impressive growth, due in part to a notable surge of instability and civil war in countries around the globe. In the context of globalization, the private sector needs to internationalize its operations to remain competitive, which often involves setting up services or exploitative operations in areas of high instability.

The Black Watchmen were created by Nathalie Lacoste and Andrea Doyon (aka Anashel) under the codename Qadhos in the lovecraftian horror ARG "Behind The Yellow Curtain". (Unfiction - 2007 - 2012) This was our first experience as Puppet Masters!

*Qadhos Scarab Puzzle*



*← Clue leading to the gate of the Dream World!*



## THE ORIGINS

In 2012, we teamed up with Funcom to create The Secret World pre-launch ARG (Gate-33) and post-launch ARG (End of Days).

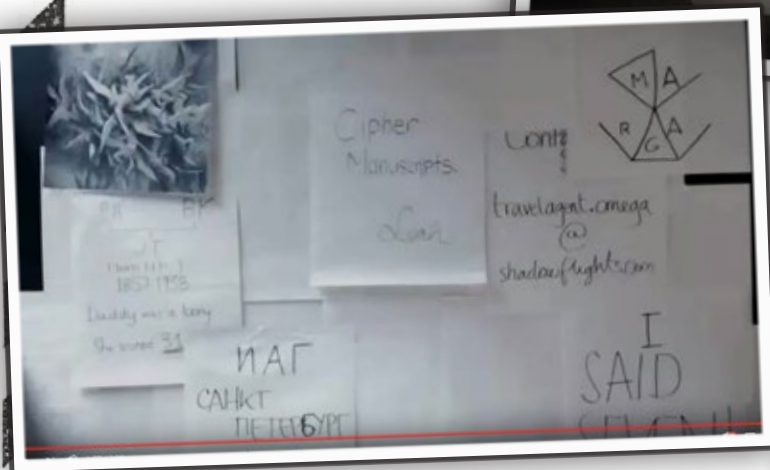
The Black Watchmen were introduced with the iconic logo that we know today. The logo originates from the first puzzle in Gate-33 - the answer was Pierre Eugene du Simitiere, who created "The Eye of The Providence" (or the all-seeing eye of God) in 1776 seen on the US \$1 bill.

Gate-33 and End of Days reached more than 400,000 players across the world, and included 2 live events, in Montreal and Amsterdam. We called more than 5000 people at 3 am with a voice recording of Solvej Doyon, Andrea and Nathalie's 4 year-old daughter, reading The Book of Revelation (Apocalypse) as a lead-in to a new quest.



*Original Logo!*

*First Puzzle - Gate 33*



*The Wall of Paper - Live Stream*



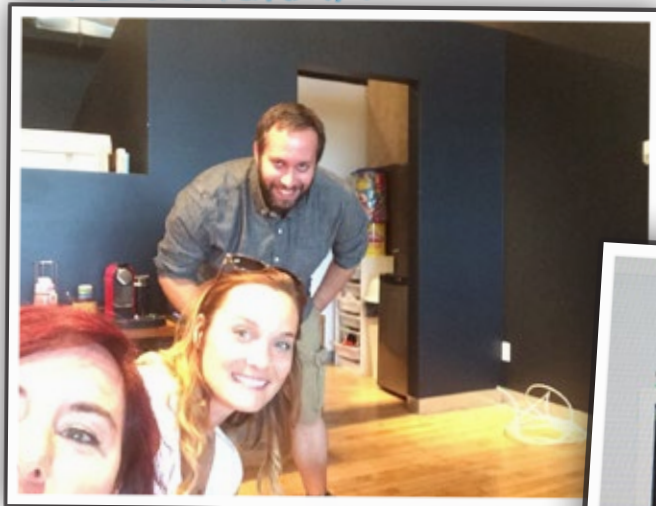
*TSW In-Game Rewards*



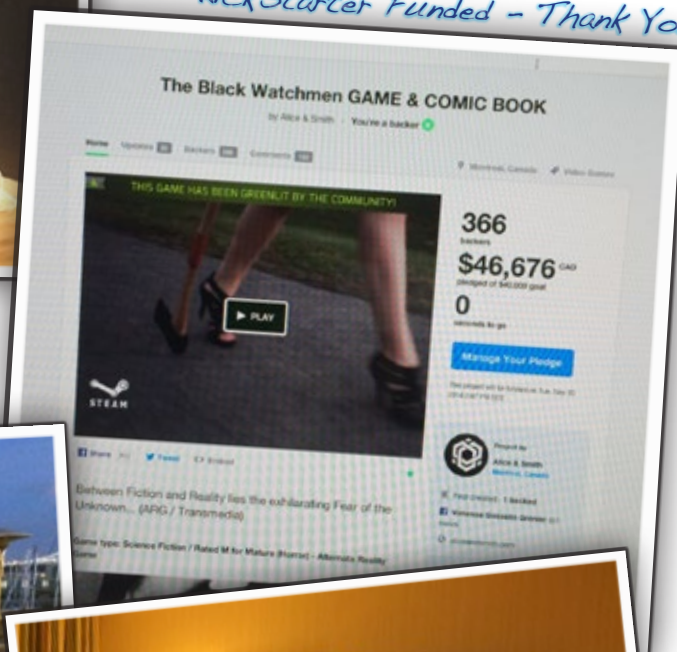
## THE ORIGINS

Nathalie founded Alice & Smith in 2014 with the vision of combining the gameplay experience of an ARG with a permanent universe of a MMORPG. And thus began the process of creating the first Permanent Alternate Reality Game.

*Alice & Smith DAY!!*



*KickStarter Funded - Thank You!*



*Nathalie Lacoste*

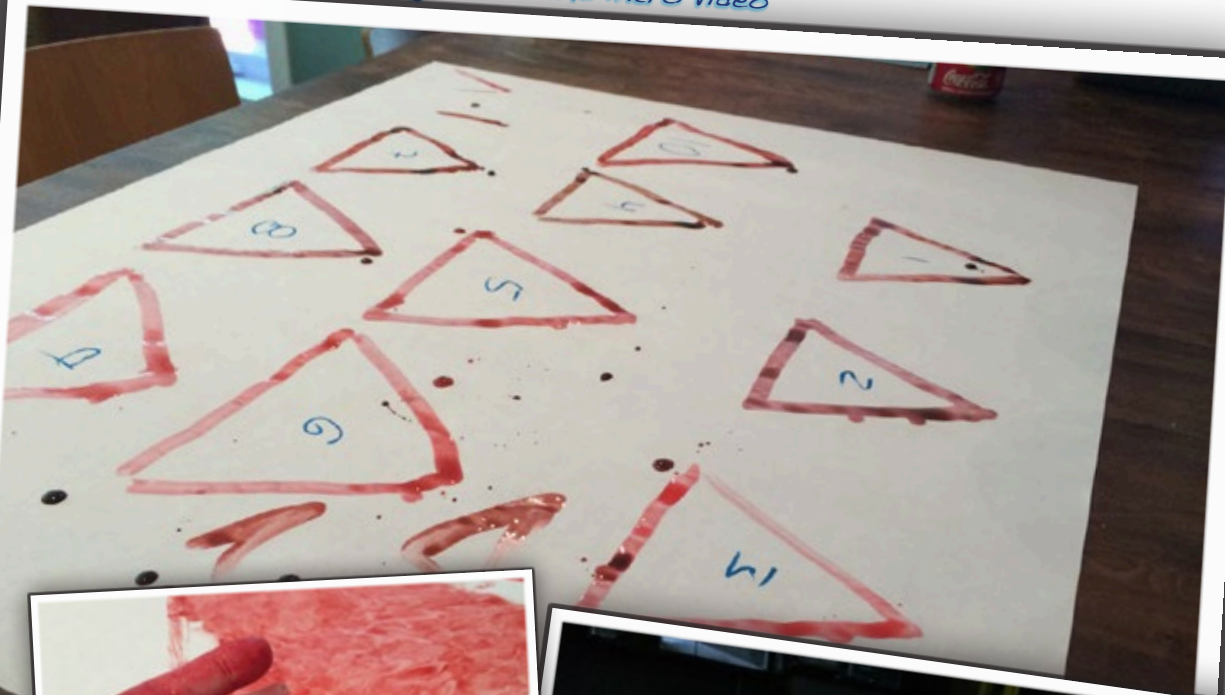


*Anashel & Fred launching Div-66 Beta*



## THE ORIGINS

*Solvej Doyon blood designs for the intro video*



*Cybermage Briefing*



*Cpt. William Patrick*

## TIMELINE OF THE BLACK WATCHMEN

<b>2014</b>	- Opening of TBW Headquarters (Alice & Smith)
[REDACTED], 2014	- Original Team included: Nathalie, Andrea, Fred and Vanessa
[REDACTED], 2014	- Division-66 ARG goes live to promote TBW Crowdfund funding
[REDACTED]	unsuccessful <i>#4100a kia</i>
Aug 15, 2014	- Kickstarter Campaign begins
<b>Sep 30, 2014</b>	- <b>Kickstarter Campaign successfully funded - \$46,701 CAD raised</b>
Nov 19, 2014	- Alpha client launched
Feb 1, 2015	- Patrick joins the Dev Team
Mar 6, 2015	- TBW Dev Team at Pax East
Mar 25, 2015	- Beta client launched
Apr 19, 2015	- Steven and Riley join the Dev Team
Jun 07, 2015	- Anashe [REDACTED]
Jun 25, 2015	- TBW Season 1 Launch on Steam
Jul 24, 2015	- Season 2 confirmed
Aug 15, 2015	- Green Level event in Toronto
Aug 28, 2015	- TBW Dev Team at Pax Prime
Sep 11, 2015	- Season 1 concludes (4021 agents in 65 countries)
Oct 5, 2015	- Chiling and Betina join the Dev Team
Oct 28, 2015	- Special Halloween Live Event
Nov 14, 2015	- Ahnayo project announced (TBW Universe Extension)
<b>Dec 5, 2015</b>	- <b>TBW Season 2 Official Release</b>
Apr 30, 2016	- Green Level event in Vancouver
May 1, 2016	- NITE Team 4 project announced (TBW Universe Extension)
May 6, 2016	- Season 2 concludes (8889 agents in 79 countries)
Aug 03, 2016	- Almanac declassified <i>Now 10,037 Agents!</i>
Aug 10, 2016	- Comic Book (Santiak Chronicle) Release
<b>Aug 20, 2016</b>	- <b>Mother Russia Official Release</b>
[REDACTED]	Kickstarter Campaign begins
[REDACTED], 2016	- Ahnayo Official Release
[REDACTED], 2016	- NITE Team 4 Early Access
Oct 6, 2016	- TBW Dev Team at New York Comic Con
Oct 31, 2016	- [REDACTED] Announced <i>Omicron Vision Session #4133</i>
[REDACTED]	Release
[REDACTED]	
[REDACTED]	
[REDACTED]	



## THE AGENCY

The Black Watchmen have established themselves in all four corners of the globe. Some of their headquarters take the form of massive offices, containing hundreds of dedicated agents, administrators and researchers, while others consist of ever-changing meeting areas used by small groups of local assets. Commanded centrally from Division 66 via the anonymous face of Dispatch, the Black Watchmen can be as big or small a presence as is necessary for the job.

## THE DIVISIONS

### Division 23 (Falcon Recon Team 3)

The Black Watchmen's go-to strike team, FRT 3 is dispatched for dangerous operations in the field that require stealth and deadly force.

### Division 33

The first unit created within the Black Watchmen. Agents of Division 33 have worked with TBW twice before, when The Secret World opened up for a brief time, and once again at the end of the world, though those memories become foggy by the minute.

### Division 42 *Archive # TI98DC*

The Black Watchmen's earliest infantry division. This military unit is their first tactical response team, although after an incident in [REDACTED] the Division is no longer active.

### Division 54

Specializing in training and welcoming new recruits, Division 54 the Employee Relations branch of the organization, ensures that all agents are fully integrated into the global network.

### Division 66

The organization's administrative and coordination division. They are the public relations arm of the Black Watchmen, the pencil pushers. Dispatch acts as their voice to the global network.

*Gladys Lawson?*

### Division 79

Originally formed as a technical support unit, Division 79 has grown into the core of the Black Watchmen's extensive research and development arm.

### Division 88 (NITE Team 4)

Network Intelligence and Technical Evaluation Team 4 is the Black Watchmen's skilled group of hackers and technical experts. They act as the cyber warfare wing of the agency and help provide technical support during missions.

### Division 90 (Social Engineering Team 6)

When operations require manipulation of the media or sophisticated persuasive techniques, Social Engineering Team 6 (SET 6) is called in. They are specialists in social engineering and prepare various tools for agents to use in special operations.

## CLASSES

### Scientist

Scientists are dedicated to the detection and research of rupture sites. They are tasked with extracting and analyzing all possible information surrounding these strange phenomena. Once soldiers have secured an area, scientists are deployed to investigate the site, hoping to unlock its mysteries and hidden truths.

### Cybertech

Cybertechs are divided into two roles. Those in the first group act as black hats, identifying, penetrating and, if necessary, taking down a server, corporation, or any other virtual target in their path. The second group is deployed along with the scientists, providing codebreaking and puzzle-solving support.

### Spy

While they have connections with various units, spies act alone. At a moment's notice, they must be ready to deploy to various parts of the world, tracking down and eliminating targets.

### Soldier

The backbone of the Black Watchmen, the soldiers are the first to be deployed in action. Supported by the community, they execute infiltration missions, secure rupture sites, and perform other special operations in hostile territory. Always the first boots on the ground, they are often the last to leave.

*Early Sketch: Soldier Class*





## CHARACTERS

### Whitechapel

[REDACTED]  
[REDACTED]  
[REDACTED]  
[REDACTED]  
[REDACTED]

*[vimeo.com/106003403](https://vimeo.com/106003403)*

### Captain William Patrick

Captain William Patrick was in charge of Division 42, the front line of The Black Watchmen. He is also responsible for all agents behind enemy lines. Division 42 was the first on the scene at the Rupture Site where Patient Alpha was found. Cpt. Patrick was killed by Gwendolyn Carlyle in Sept, 2014, in retaliation for Msika's mistreatment at the hands of TBW.

### Patient Alpha

Anastasia is the twin sister of Vanessa Baup. She worked with TBW, and eventually became the subject of Rupture Radiation experiments. She became Patient Alpha after the exposure to the radiation caused her BDNF mutation to trigger. This event, known as 'the incident' [REDACTED]

[REDACTED] Alpha is a being of immense power who exists slightly out of phase from our reality.

### Adam Rosenberg

Dr. Adam Rosenberg has training in neurology and Catholic theology, and his experimental practices appear to blend both. He was based at the Rosenberg Clinic in Montreal until 2014, at which point a mysterious fire caused him and his granddaughter to disappear. [REDACTED]  
[REDACTED]

### Vanessa Baup

The granddaughter of Dr. Rosenberg, Vanessa Baup was a bright, young research assistant at the Rosenberg Clinic. Since the mysterious fire, she has been on the run, apparently undergoing major changes as a result of tests performed on her by her grandfather.

### Mike Grisha

Agent Mike Grisha may not be the most popular agent in his division, but he gets things done. Mike and his surveillance team were responsible for a breakthrough in the Rosenberg case, along with countless other reconnaissance raids.



## CHARACTERS

### Dispatch

Ever present, the dedicated members of Dispatch maintain a constant line of communication between Division 66 and the agents in the field. They are the Black Watchmen's eyes and ears.

### Catherine Wheeler

Always busy keeping the Archive up to date, Agent Wheeler has a soft spot for the agents of Division 79, ever since they helped her with the backlogged Division 33 files. Because of her hard work, agents have access to a wealth of knowledge collected over the long history of the agency.

### Gwendolyn Carlyle

The wife of Agent Msika, **Gwendolyn** was a force to be reckoned with. When, after two years MIA and presumed dead, Msika was located by the agency, **Gwendolyn** snapped. She could not bear the reality that her wife had been left for dead, tortured at the hands of a nameless enemy for two years. She surprised the Black Watchmen by tracking down Captain William Patrick and killing him. It took an international manhunt, countless hours of searching, and a multi-day chase through [REDACTED] to track her [REDACTED]



*The Killing of Cpt. William Patrick  
- Sep. 26, 2014*

*[vimeo.com/107276764](https://vimeo.com/107276764)*

## THE TEAM

### **Andrea Doyon (Anashel)**

Andrea is a bipolar creative geek with a mission: "make your life fun" !

- CRS

### **Nathalie Lacoste**

Nathalie is an Art Historian (late 19th century to 1930) with a specialization in the semiotic language of fashion, and costume in art. She is fascinated with the "modern Esprit" and the "Sleen" of that period. Nathalie spends her evenings streaming all available TV series, while cooking a big meal for the family. She does not do Yoga, but instead enjoys gardening and traveling the world, following the path of history.

### **Fred Forgues**

Fred is our go to man for almost everything. Game design, programming, web development, image and video editing - it's all Fred. His keen eye for design and detail has given The Black Watchmen its distinct aesthetic and feel. When he 's not blowing our minds by the amount of work he can get done in a single afternoon, he is busy playing games and watching a whole lot of Netflix. He also enjoys playing hockey and guitar and has a cat named Korben Dallas and a really cool dog named Marlène who hangs out at the office sometimes.

### **Patrick Greatbatch (Jarobi)**

Patrick's interest lies in the occult, the paranormal and the delicious. With a background in film and television, Patrick made the move to ARGs in 2011 with a grassroots ARG for a sci-fi web series based in Montreal. He has worked alongside Steven, on games, puzzles and scavenger hunts ever since. When he is not researching the inner workings of the O.T.O, or deciding which Freemason lodge to join, Patrick spends his time biking, cooking and hanging out with his two cats. Also, this one time in England, he saw a UFO, in broad daylight. It looked like a massive, razor thin blimp.

*One of his cats, Henrietta, was featured  
in the missing cats posters for SILENT HUNTER!*

### **Steven Patterson (crux)**

Steven grew up with a strong interest in technology, hacking and Japanese culture. Section 342.1 of the Canadian Criminal Code hasn't been used against him yet and hopefully won't be in the future. Steven has a background in Communication Studies and worked with Patrick on several ARGs before joining Alice & Smith to develop The Black Watchmen. While away from the game design table, Steven enjoys struggling to speak Japanese and researching other games (aka playing them until the early morning).



**M.I.A.**

**Vanessa Gosselin-Grenier**

[REDACTED]  
[REDACTED]  
[REDACTED]  
[REDACTED]  
[REDACTED]  
[REDACTED]  
[REDACTED]

**Riley Gowan**

Riley's disappearance from the Alice & Smith office was either the result of an alien abduction, or the end of his internship. Either way, The Black Watchmen was the first ARG he worked on, an experience which had him writing classified documents, then burning, crumpling and spilling coffee on them. When he is not busy writing, or being abducted, Riley likes to skateboard, read books and play games.

**Chiling Chiu**

Chiling's internship at Alice and Smith began with a spontaneous evening perusal of Writers Wanted ads. She sent off her resume with a "Why not?" and fingers crossed, not knowing that for months to come, her Google Chrome History would consist of everything from dark pools to abandoned train stations around the world. Though creating poems for occult rituals and drafting behavioural analyses are not her usual pastimes, Chiling does enjoy writing fiction, singing, and becoming far too invested in games with good storylines.

**Betina Badea**

Betina recently graduated from Concordia University from the Film Animation program. She dreams of becoming a 3D Modeller and Animator. During her internship at Alice & Smith she did things that she never thought that she would do in this line of work. From looking for tombs via Google Maps, to researching poisons and their properties. In her spare time, she loves spending time with her two cats, taking pictures of them and sharing them obsessively over social media.



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The Black Watchmen  
**PRE-LAUNCH CAMPAIGN**  
Building up the Community

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## PRE-PRODUCTION

After we got the Green Light from Funcom to launch The Black Watchmen as its own alternate universe, the biggest challenge was to establish the foundation lore of the project - we had 8 years of writing from which to draw...

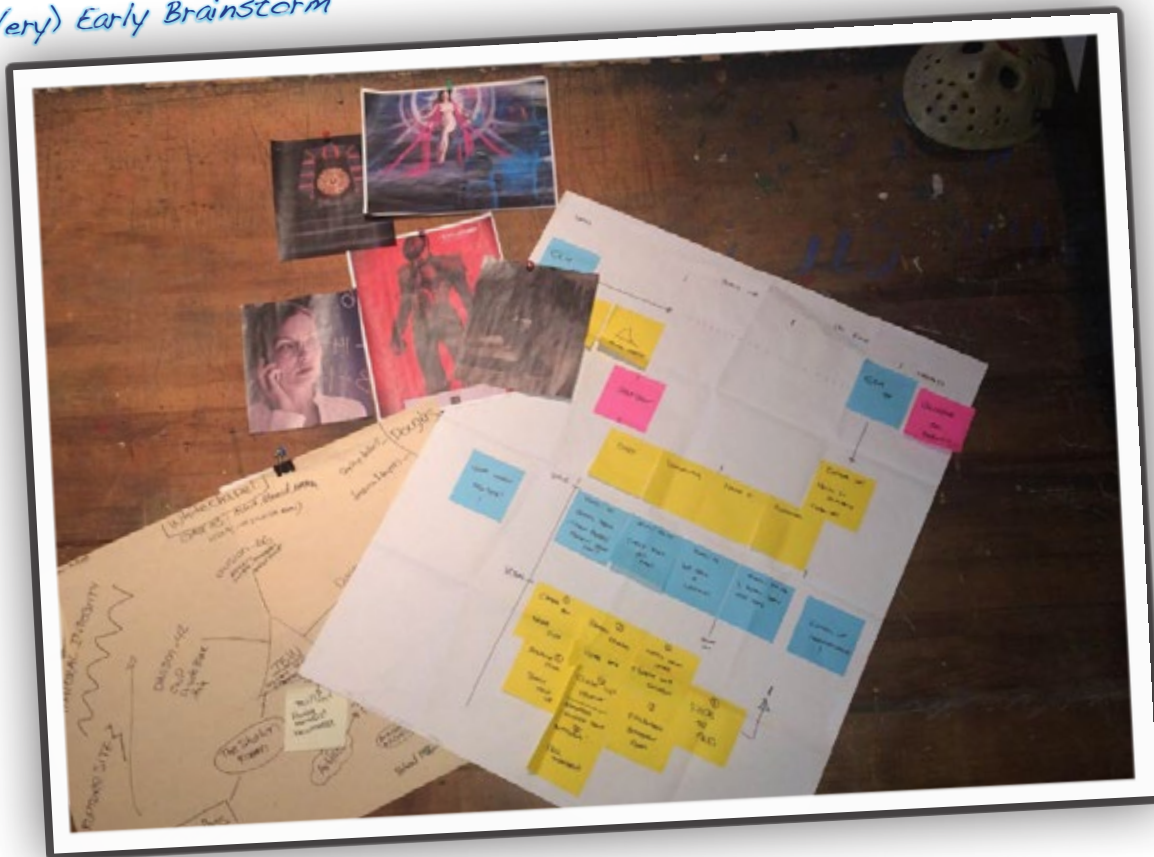
There were major discrepancies between The Black Watchmen within TSW universe and this new reality (for instance, the Filth never happened, nor did the secret societies ever rise to power), yet we wanted to keep some links to TSW's lore.

Early on, we agreed with Erling Ellingsen and Joel Bylos of Funcom that we needed to connect both universes in [REDACTED]

[REDACTED] That part of the story has yet to be revealed, but it has planned since the beginning. Aside from that, everything else was open for debate! We locked ourselves in a cabin in the woods for two weeks and wrote an entire book - which would become the foundation of the story. We then felt ready to attack the project from a narrative perspective. Oh boy, were we ever wrong... :)

[www.vimeo.com/175145773](http://www.vimeo.com/175145773)

*(Very) Early Brainstorm*





## KICKSTARTER

The Kickstarter Campaign began on August 14th, 2014, after much careful planning. For the campaign, we commissioned artwork, hosted weekly AMAs and created a special promotional ARG. The ARG began in the Kickstarter video, and had the community monitoring a hotel in Montreal for links to human trafficking in order to save **Msika**, a TBW agent that had been captured years before.

[www.barbizonhotels.com](http://www.barbizonhotels.com)

One of the rewards we offered was **a comic illustration of players' agent personas**, something that proved very interesting. Since The Black Watchmen is not played in a virtual game environment, our players do not have avatars. Therefore, the illustrations gave us an insight into how people visualized their agent personas.

When it came time to send out the backer packages, we wanted to add a little something extra, so we included a puzzle in the USB keys, that, we thought, was easy to solve. **The players called a 1-800 number and listened to a recording of a nursery rhyme called "Oranges and Lemons."** The players poured over possible answers to the puzzle, including "oranges and lemons," but missed the correct answer: "orangesandlemons." This confusion as to the correct input method led to some fascinating speculations on the part of the community.

We also wanted to include a larger puzzle that would bring the community together, so we **cut up an in-game email and put a strip of text in every backer package.** The community came together and slowly pieced together the email, line by line.

*Agent Asariel sketch  
and actual mission  
workbook >*



## PAX EAST ARG

When we learned a week beforehand we were going to **PAX East**, we knew we had to find a way to show our game concept to new players who would have no previous experience with ARG gameplay. We came up with a dual approach. First, we had something physical at the booth - a set of briefcases with combination locks and riddles to show the types of puzzles encountered, and a live mission to showcase the more in-depth version of gameplay.



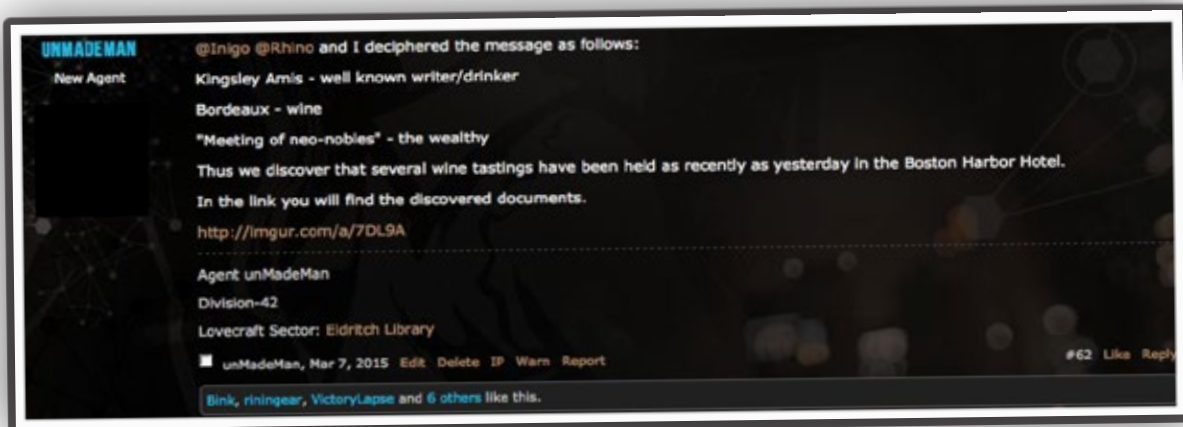
The objective of the live mission was simple: **intercept a dead drop set to occur that weekend in Boston.** We distributed mission briefings to players who solved the briefcases at our booth, which led to a QR code on a bus stop, which in turn led to a document online. To understand the document, players in Boston needed to communicate with the forum members. Soon, they uncovered an IRC channel where in-game characters mentioned a hint to the location of the drop.

*"Next to the meeting of neo-noble Bordeaux on the water. The concierge is holding a package for Mr. Kingsley Amis."*



## PAX EAST ARG

The players in Boston started going to various hotels, asking for packages for Mr. Amis, while forum players attempted to make sense of the hint. The package awaited pickup at the Boston Harbor Hotel - which is located next to the Meritage Restaurant (Meritage is the name for a blend of American Bordeaux style Noble grapes). However, the players reached a different understanding of the clue:



Finally, at midnight on Saturday, **players arrived at the correct hotel and recovered the package.** They arrived triumphant to our booth at PAX the following day, and we handed them a souvenir - a pamphlet for the wine festival happening at the Boston Harbor Hotel.

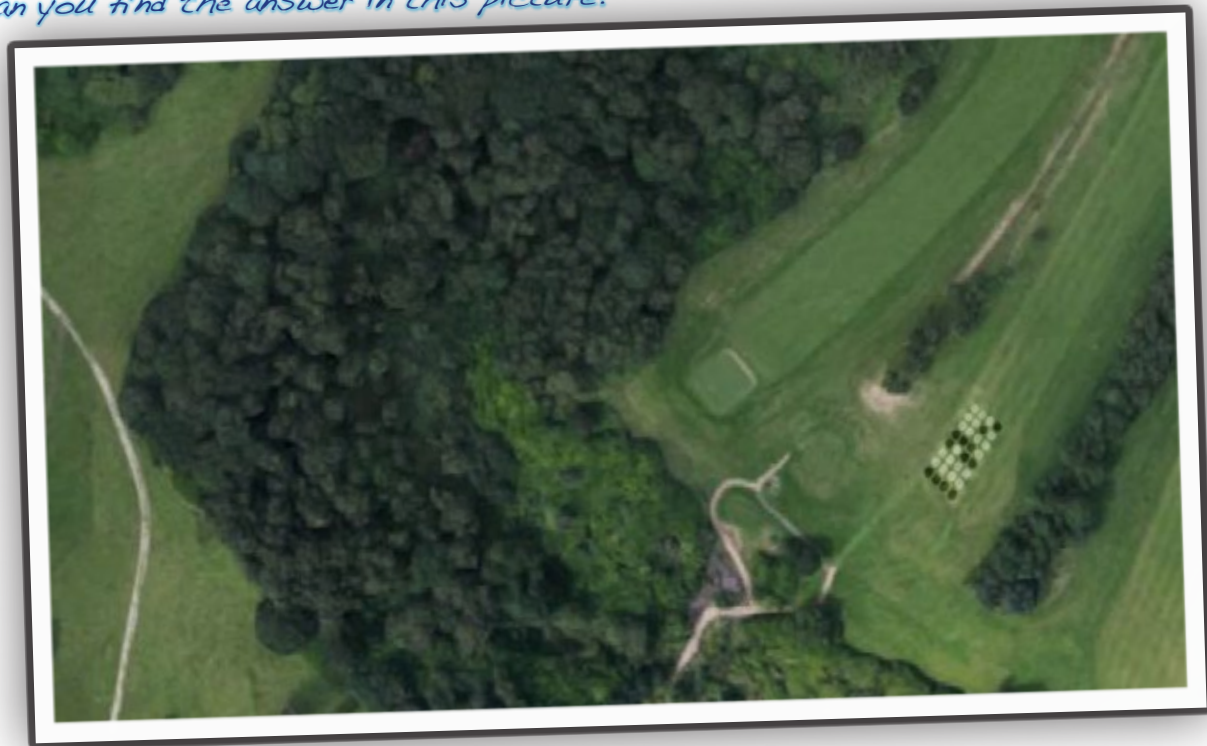


## COMMUNITY BETA

The **community beta launch** allowed us to test more straightforward, deduction-based missions, with all the necessary information provided in the game client. During the community Beta, over 2,000 agents helped us improve mechanics, find bugs and refine the look of the game.

We created a standalone storyline involving **demonic possession and murder in England**, but Jarobi felt the need to include some extra hidden elements, so the words "Target - Gwen - Spotted - Case - Awaiting - Approval" were hidden throughout the mission documents. Some of these were found, others were not.

*Can you find the answer in this picture?*



Anashel then had the idea of including sandbox missions - extra standalone missions of varying difficulty added after the initial release of the beta - to keep players entertained and test out different puzzle formats. In the end, **a total of six sandbox missions were created by us, and many more by the community.** They involved everything from locating rogue agents and tracking serial killers, to finding the necessary ingredients to a specific cocktail.

*Sandbox  
Missions*





## PRE-LAUNCH MISSION

### SANTIAC CHRONICLE

A special mission was created for [REDACTED] on Kickstarter. We first mailed him a package, then sent him a virtual puzzle. After a predetermined amount of time, we called him to confirm the answer to the puzzle and give him the key to the package.

*The verification code:* [REDACTED]

**VERIFICATION CODE**

Oboe

Cor Anglais

Clarinet in B

Stubentflage in B

Horns 1-4 in F

Wagner Tuba in F

Wagner Tuba in B

Trumpet in C

Maru in B

Trumpets 2 & 3 in F

Trombones 1-4

Tuba

Timpani

Snare Drum

The player was tasked with tracking down Gwendolyn and [REDACTED]. Commanding a special strike force over IRC, he eventually sent them to Tokyo to find Gwen. A series of coded prayer blocks (ema), two chases and three hotels later; Gwen [REDACTED]. The player narrowly missed uncovering the identity of her contact within Division 66. The details of this mission can be found [REDACTED].

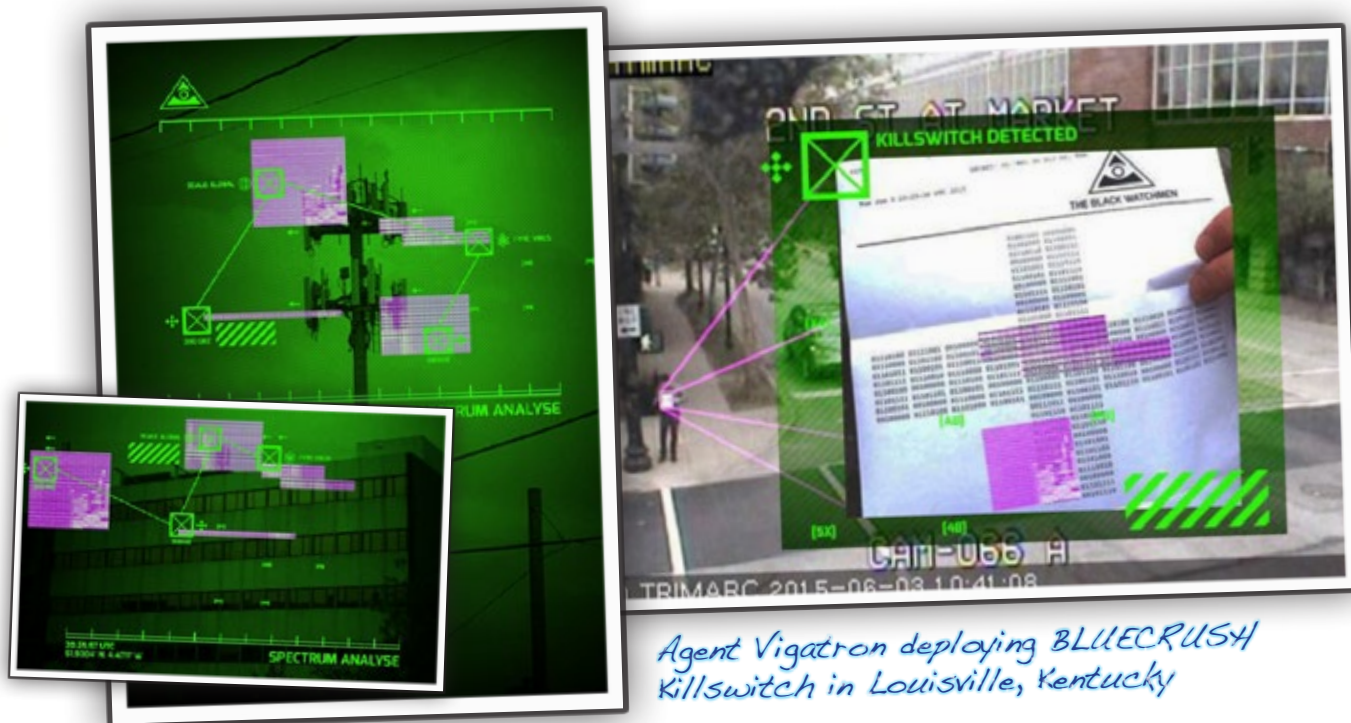
**PRE-LAUNCH MISSION****BLUECRUSH ( MESSAGE #371 )**

**Message #371** was a pre-launch mission that saw agents mobilized to stop an experimental NSA/GCHQ computer virus (codenamed BLUECRUSH) that could infect people as well as computer systems. Players were asked to investigate real NSA/GCHQ documents to find a list of undersea internet cables and photograph local cell phone towers. This mission first utilized the mechanic of real in-the-field recon open to the whole community, regardless of location. The mechanic would become a core element of live events.

The inspiration for this mission came from **a university course assignment that crux had completed while at Concordia University**. It was for a Media Policy course taught by internet researcher & policy professor Fenwick McKelvey which tasked students to use cell tower maps online and find places to photograph base stations. This idea was turned into a mechanic for gathering information on the spread of the BLUECRUSH virus.

To destroy the virus, players had to show a "killswitch" to a specific traffic camera in Louisville, Kentucky, where it had been isolated. **Agent Vigatron** confirmed that they were in the area and able to go to the location.

They successfully displayed the killswitch to the camera and cleared the mission, as the community watched the live traffic camera feed in Louisville. The reward for finishing this mission was the **Season I Green Level application form**.





## PRE-LAUNCH MISSION

### THE ARCHIVIST ( MISSION 204889 )

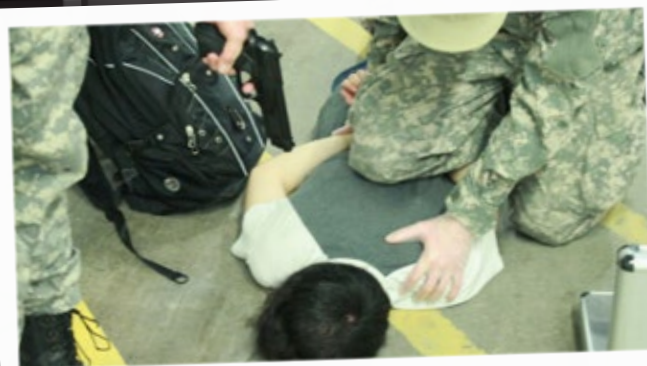
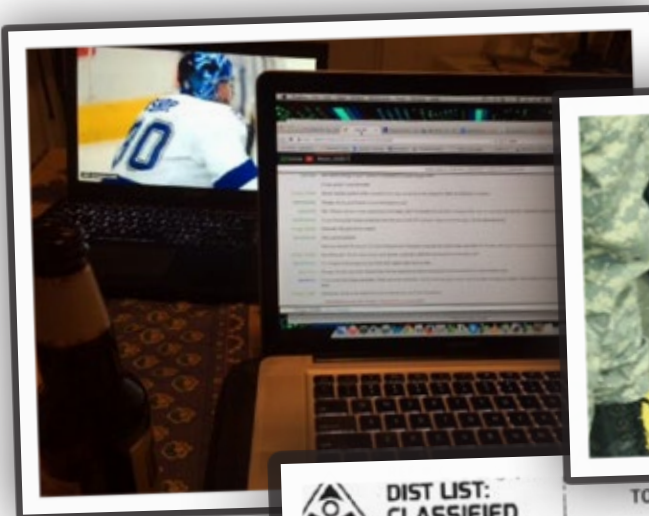
**Mission 204889** was the pre-launch introduction of Division 66 **Archivist, Catherine Wheeler**. The mission tasked players with tracking down a disgruntled Black Watchmen employee, Marcus Larson, who had fled to sell agency secrets. It was discovered that he had an obsession with Agent Wheeler.

When the location of a drop in Chicago was found on Craigslist, players found clues suggesting that the first goal in the Chicago Blackhawks vs Tampa Bay Lightning Stanley Cup playoffs game would be used as a signal. **The community had to watch the game in real time**, and notify Dispatch once the first goal was scored in order to intercept a courier's delivery. **For many, it was the first (and maybe last) hockey game they had ever watched.**

Other clues were then provided to players on the location of Larson, including a Skype message in Korean (courtesy of crux's Korean friend Sky). Players had to translate the recording and find out that Larson was likely on a flight to from San Francisco to Seoul. The flight was tracked in real time, and upon landing in Korea, Marcus Larson was apprehended by a strike team.

**At the conclusion of Mission 204889**, Larson was interrogated by agency personnel and confirmed that no additional intel was leaked.

*Strike team detains Marcus Larson  
aka crux Archive # C82845*



DIST LIST:  
CLASSIFIED  
REVIEWED ON: 04/17/05

TOP SECRET//HI//REL TO DIV 66

#### Enhanced interrogation transcript of Marcus Larson [Subject C82845]

The following is a transcript of the enhanced interrogation of rogue agent Marcus Larson [Subject C82845]. The interrogator is known as G.K.

Marcus Larson was detained at the Incheon Airport in Seoul, along with his contact [REDACTED].

---

The Black Watchmen

# SEASON I

Pre-production, Discarded Ideas and Notes

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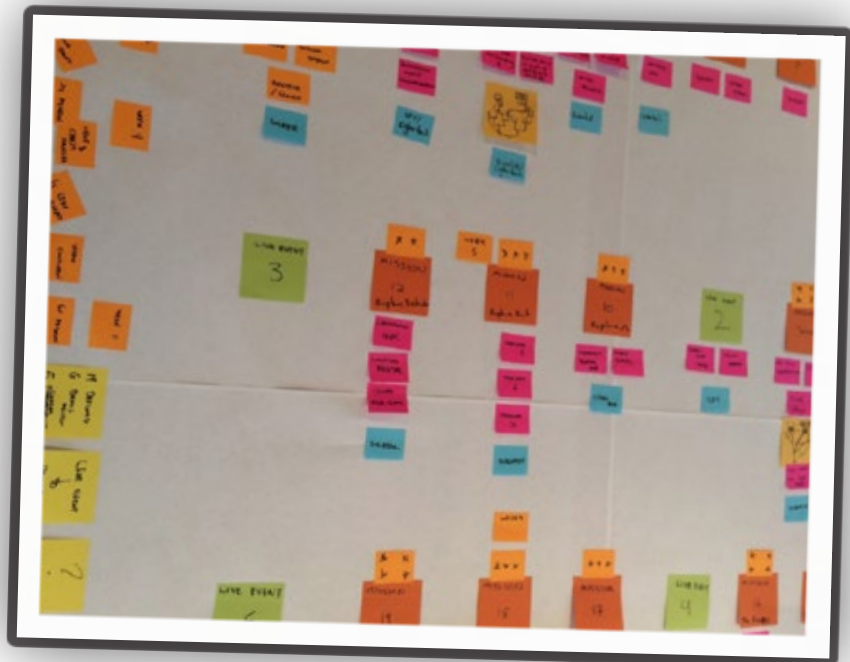


## THE NARRATIVE

When we began planning the **narrative arc for Season 1**, our storyline involved the rise of a secret paramilitary organization in search of Rupture Stones and artifacts - located at Rupture sites around the world. There were no clear enemies, besides Dr. Rosenberg, and Vanessa was essentially a pawn used by other forces. Needless to say, a lot changed.

Our initial story arc did not involve a mole within the organization, nor was Morpho Medical meant to be anything other than a sinister company supplying The Black Watchmen. **The focus of the narrative was Dr. Rosenberg and his occult past.** In terms of gameplay, the players were going to have to first secure the Rupture Stones, then learn of a special occult practice, and finally capture Vanessa Baup and attempt to experiment on her.

*Early planning session  
breaking up the missions  
by release date >*



The first major change we made was switching Rupture Stones - elemental artifacts that had always been a part of the world, albeit unknown to most - **to Rupture Bones** - the cursed remains of cultists involved in a terrible ritual. From there we researched the timelines of various occult groups and secret societies, and moved forward with the idea that the **Rupture Bones had been created by the Hellfire Club**, then passed down from group to group through the ages. We have made elaborate charts of occult group connections for this purpose.

## THE NARRATIVE

As we worked on and playtested the first mission set, we found that one thing stuck in the minds of players: **Morpho Medical**. We decided to explore that organization in greater detail, developing a series of affiliated groups they controlled behind the scenes - so as to avoid public scrutiny and law enforcement.

From there we decided we needed to make Dr. Rosenberg a more interesting character - not someone doing the dirty deeds of an evil corporation, but rather someone using Morpho to access top-level research funding and supplies. His motivation would be his own work, experiments that he carried out on his granddaughter, Vanessa.

Once we had the foundation of the game - **a victim of human testing on the run from an evil corporation** - we built up the story to explore the different entities within the game: the Rosenberg Clinic, Morpho Medical, the suppliers, the cult connections and the Black Watchmen themselves. We built a mission set around each group - some of these had been planned from the beginning (we had planned the **ABST/Hellfire** connection early on), while others were completely changed based on the community's actions during live events (we did not think the players were going to give Vanessa **the Monkey Paw!**).

Planning individual mission sets around each group was straightforward: we would brainstorm the nature of the group, their relationships to the other organizations and characters, then decide **how the players' actions would affect those**.

*Adam Rosenberg, aka Anashel's father*





## MISSION CREATION

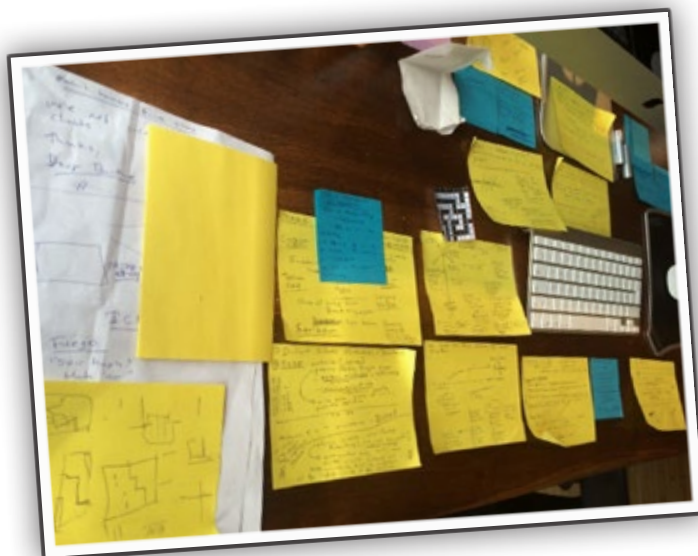
Many players have asked us about **the process of mission creation**: once we have broken down a section of the narrative into a single block of missions (i.e. Missions 7-12 - "The Clinic") and have a clear idea of the narrative flow, we brainstorm how to turn that narrative into mechanics and roles (or perspectives). Now that we have settled on a set of roles and mechanics, we break those down into the pieces that will constitute the separate puzzles.

For example, in **Mission 20, we wanted the players to feel like doctors**. We brainstormed how to do this, and came up with the idea of analyzing charts. The problem is that neither we, nor most of the players, have much medical knowledge, so we had to make the charts simple enough to understand. From there, we decided on visual and data based charts that could be understood with little to no medical knowledge.

An example of **a mission that was based on a general mechanic** is Mission 13: we all liked the idea of an encrypted document that included the password within itself, so we set out looking for ways to do that. Our initial ideas involved white on white text and reverse image search (we reverse searched EVERY image in the game, since we wanted to make sure we weren't giving away the answer, or unintentionally giving extra clues. Because Google's technology is so good, we often had to dramatically distort images to prevent them being reverse image searched), but we settled on something simpler; something that would be staring you in the face the whole time, which would make the "Aha" moment all the more impactful.

*Riley's desk, during mission  
planning for Release #2*

*Green Level event 'Crossword  
puzzle' prototype can be seen in  
the middle >*



## MISSION CREATION

The last method we used to create mission is different from the other two. Rather than brainstorm over mechanics or roles that fit with the narrative, we start with an idea, object or website, and try to turn it into something playable. For instance, one of us was reviewing Alice & Smith's credit card bill and noticed that it told a kind of story: **where we had been, what we bought, how frequently we did these things.** From there, we discussed how this could be used to tell a character's story, eventually coming up with the central mechanic for Mission 8. (We wanted to do horse racing as the sport for this mission, but jockeys race too infrequently, and horses too often. Then we considered tennis, but it is almost impossible to find a reliable date for tennis matches in the past - which is surprising.)

We reviewed each mission with three things in mind: **firstly, is this fun?** It seems obvious, but we needed to make sure that in each stage of completing a mission - whether looking through clues, understanding what needed to be accomplished, or doing the necessary tasks (logic, research, etc) - the player was enjoying themselves. Regardless of difficulty, we had to decide whether the steps involved in solving a puzzle, or completing a task, were rewarding, and whether there was a sense of moving forward. Secondly, **are there clear milestones?** Is the player given a distinct sense of direction with the mission. No matter how hard a puzzle was supposed to be, there had to be an indication of how to complete it, or at least what the first step would be. (Even with very hard missions like 11 and 25, there are markers directing the player forward. In Mission 11.2, for instance, there are these vials, but then there are things that do not belong in a lab. The player is meant to note these discrepancies, then find a way to use them.)

Finally, **does the player learn something new** about the world of The Black Watchmen, or gain real world knowledge, by playing this mission? If not, how can we add more narrative elements into the mix. We wanted every mission to move the story forward in some way, and provide insight into an interesting topic to give the player a sense of satisfaction upon completing a set.



**SECRET**

(Security Classification)



## GAME HUB

The Mission Hub, Investigation Screen, Agent Map and Situation Room were all designed to provide only **important information**, without distracting the player with anything unnecessary.

Within the main Dashboard, we needed to include: Class, Clearance Level, Current Season, Current Mission, Mission Progress, Player Stats, Community Stats. The Map needed to show locations of other agents, calls for help and be available for Special Map Missions.

Early on, all planning was focused on the investigation screen, since it was the most important aspect for gameplay. The Investigation Screen was born out of the design we had done for the Division 66 ARG, created to promote the Kickstarter for the main game.

[www.division-66.com](http://www.division-66.com)

*The Mission Hub  
User Interface >*



The main elements of the investigation screen are the same for **Division-66 and the final TBW client** - the transmission (objective), the input and clickable clues. We knew we would need to include more text, both to aid the player in solving puzzles, and to build the lore of the game. We devised a system that allowed for multiple clues within one puzzle, including scanned images of printed documents. However, the game client does not allow for PDFs, and so we could not include multi page clues. **The Archive**, which can hold documents, images, audio and video files, was created to solve this problem.

## GAME HUB

Another issue we faced in the investigation screen was the input mechanic. Because certain puzzles had multi word answers, or involved dates, we ran into a lot of issues in playtesting where players found the right answer, but not the right wording. Two solutions were found - either the input box would include placeholder Xs to indicate the correct number and placement of characters, or allow for multiple answers.

### *The Investigation Screen*



The limited space for the transmission text did not allow us enough room to set the mood for each mission, which lead to the mission briefing **“mood” videos**.

The videos served two purposes: First, they delivered the narrative framework for the mission, setting up any background information and defining the stakes for the mission. Secondly, the videos were used to set the mood for each Mission set. For the first set of videos (ads for Morpho Medical) we were inspired by the commercials of **Veridian Dynamics, from Better Off Ted**. The ads are a perfect satire of big corporate messages full of pleasantries, but with a very sinister element hidden just below the surface.



*“...services to punish and torture anyone responsible. Accidents happen, and you...”*



## GAME HUB

The Agent Map was used to show the location of other agents playing the game and allow for players to communicate through the Call for Help function. Originally, we did not intend for the map to be used in missions. However, we quickly saw the **potential for hidden missions**, as well as more location specific missions.



*Stronghold Raid - The first map mission in Season 1*

We created a new mission screen with each puzzle positioned on an image - either a blueprint or map (or something else in the secret missions) which created a more 'in the field' feel to the missions.

Another important secret feature of the Agent Map was [REDACTED]

[REDACTED] and the ability to [REDACTED]

[REDACTED] with potential deadly results.

SECRET

(Security Classification)

## GAME HUB

The Situation Room changed more than any other in the lead up to release. Our original vision for the Room included class specific artwork, collectible gadgets and hidden missions delivered from specific screens. As the game evolved, the Situation Room continued to be paired down. By the time we released the beta, it was a room containing 36 screens and each screen could show a clickable GIF.



*Early concept of  
the Situation  
Room*

During the beta, we used the situation room to leak puzzles and spoilers about Season 1, but we were still unsure how to properly use it.

Throughout Season 1, the Situation Room was used to warn and update players about live missions, but we still felt that it was lacking. For the live missions in Season 2, we opted for a more structured approach. We created audio updates for each part of the current mission, plus a link to the current task at hand.



*Season 2 Situation Room*



## SEASON 1: HIGHLIGHTS

Some missions grew out of personal experiences. **Mission 4's Morpho Medical "Live Chat"** was based on our frustration using large corporations' websites - which often included massive drop down selections, but no sitemaps. (Spoiler: we limited ourselves to one Rickroll, which can be found in this mission.)

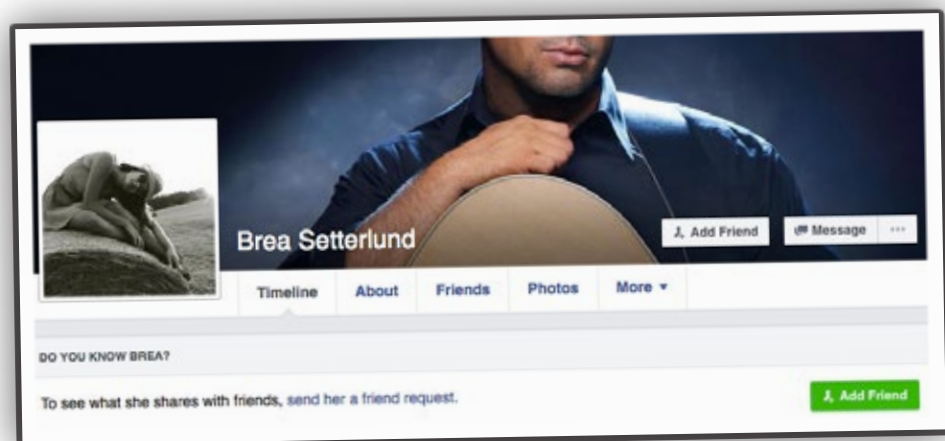
Researching the **iodine experiments conducted by the U.S. government** for Mission 5, we found scans of patients, which were such powerful and creepy images, we knew we had to use them - and eventually did in Mission 20.

In some cases, like Mission 6 and 19, we had a clear idea of what we wanted the players to do (**namely, bug an office and raid an enemy base**), but we had no idea which game mechanics to use. For both missions, we brainstormed how players might simulate these experiences, eventually coming up with the idea of positioning the player as a commanding officer, overseeing the movement of ground forces, and providing support. We used the same idea for Mission 25.

Early in development, we discussed the idea of the player being an employee of a large agency, having to deal with different people within the organization. Obviously, you can't like everyone you work with, so we wanted to **introduce a character that wasn't evil, but just really annoying**, hence everyone's favourite: **Mike Grisha**. Mike was only meant to pop up in Mission 7, but the players' reaction to him changed our minds and made him a permanent character.

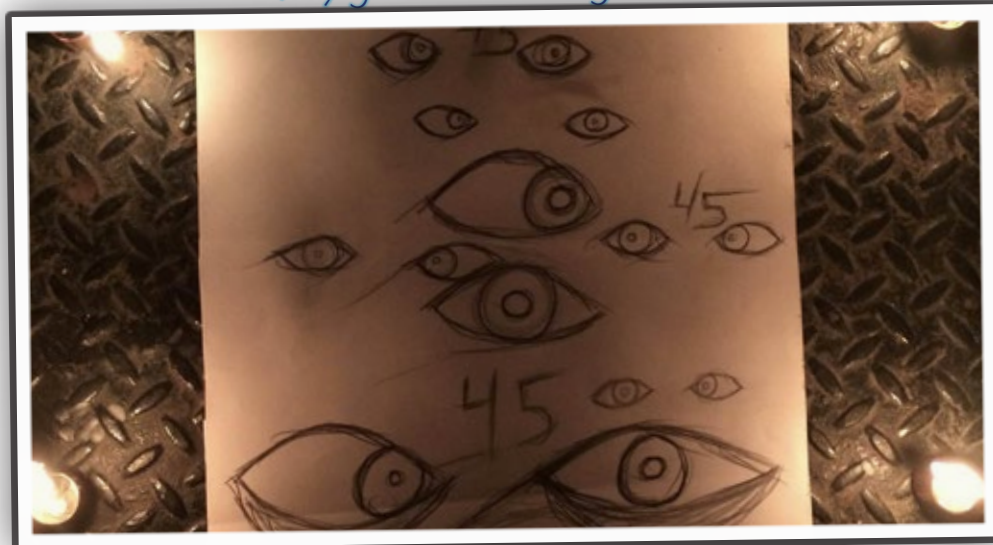
The hardest part of Mission 9 was convincing **100 real people in Texas** to become Brea's friend on Facebook - which we eventually accomplished, with only a few of them asking "sorry, have we met." At the time of writing, **she has 236 friends!** We can only assume most of them are real people...

*Brea's Facebook Account >*



**SEASON I : HIGHLIGHTS***Archive #827631C*

Mission 11.1 and Mission 12 were all about **linking TBW and Morpho**, discovering the agency's shady past - including some terrible mistakes. Also, we needed to get those telekinetic cats in there. Shopping for lab equipment for Mission 11 was really fun!

*Riley gets the drawing credit for Mission 15**Archive #4W78L2*

When we found the **blueprints for a large manor house**, we got very excited. We built Mission 18 around these, challenging ourselves to use the measurements and drawings as mechanics and essentially have players play the house.

Mission 20 was based on a theme more than anything: **the Rupture Bones were turning patients into philosopher's stones** - making them younger and turning their blood into gold.

The inscription on the back of the Artifact in Mission 23.3 was carved into the brass base of our promotional flag. It was way harder to carve than expected.

**SECRET**

(Security Classification)



SEASON 1: HIGHLIGHTS



*This illustration was in one of our notebooks for Season 1 puzzle planning. None of us remember what it means or what the solution is.*

**SECRET**  
(Security Classification)



## MINIGAMES

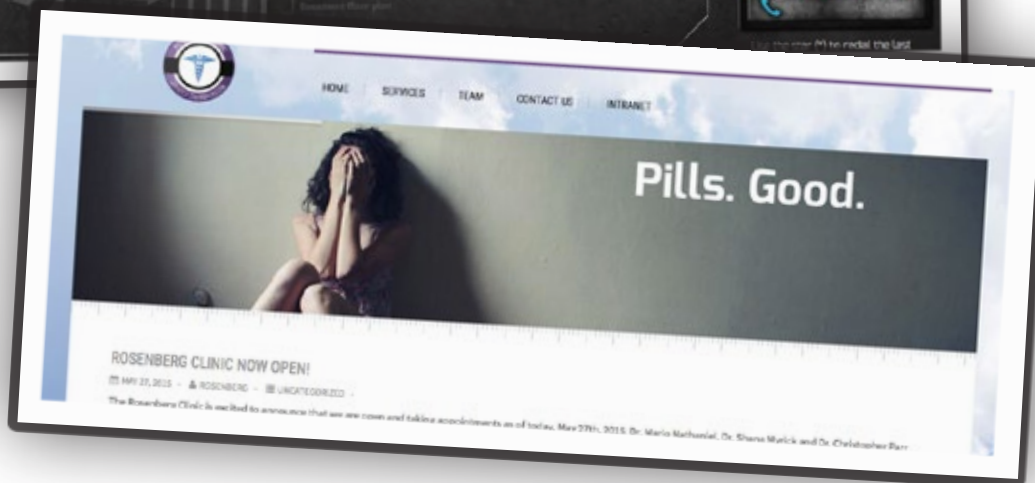
There were parts of the narrative, as well as mechanics we wanted to include, that we could not fit in the Mission Hub. We decided to create two minigames for these in Season 1: the Raid On Rosenberg and the Initiation Ceremony of the ABST.

For the Raid on Rosenberg, we researched bugging technology and techniques, coming up with a basic mechanic involving percentages to represent signal strength, which was then used to triangulate the listening devices. The mechanic we built around this was either too easy and too confusing. We went back to the drawing board and came up with the interference idea, which made the puzzle more visual (spot the noise sources) and made players use their ears (listen to the intensity of the interference.) For an added bit of realism, **this minigame is only playable when the clinic is closed - after 5pm EST and on weekends.**

### *The Raid on Rosenberg Minigame*



*Better  
Off Ted! >*





## MINIGAMES

[illegible]

Although you answered your questions in the positive, this may be the most dangerous possible outcome: a state of sickness so advanced that self-diagnosis has become impossible, and delusion has set in.

**Continue**

**LIVE EVENT****MISSION 415**

Hello,

I got your email by searching for Paris photographers, and I was hoping you could help me out. I work for an indie game studio in Montreal, and we are working on The Black Watchmen, an alternate reality game. The game involves real world clues hidden around the world (basically, like a role-playing scavenger hunt).

We want to hide a clue in Paris, and we would like to hire you to do it.

We sent out so many emails like this over the course of planning the Live Missions. We are a small team, all based in Montreal, **so for the live missions we needed to branch out and get in contact with as many people as possible.** Sometimes this involved friends (we had friends take photos in Tokyo for a preseason live event, and London and Mexico for events that didn't end up happening), but the majority of the time, we sent out emails and made cold calls to photographers, actors and filmmakers around the world. The response was overwhelmingly positive. We now have friends all over the US, Europe and Australia.

We wanted to keep Live Event I (Mission 415) simple. We knew there would be new players, unsure of how an ARG works, and we didn't want to complicate things. The decision to set it in Portland was based on was based on [REDACTED] [REDACTED] during the pre-release. Having been to Portland several times, Jarobi suggested we involve food trucks, something the city is known for. We called the top rated trucks in the city to see if they would be interested in collaborating. **The Fried Onion, the NY style hotdog stand and truck, in East Portland was the first place we called.** We spoke with the owner and his son, and they were happy to be part of the game.

From there we designed the puzzles: we wanted to create an initial puzzle based on **Portland's many bridges**, while making sure to include as many of the puzzle's elements as we could within a single image. Riley found an image detailing the ethnography of Portland, which was brimming with information, but still had the recognizable bridges. We obscured the image further by incorporating the "difference layer" mechanic, which later became a regular part of Season 2 puzzles. This was a method of encrypting an image **by XORing it with another image** that was mostly noise. To get the plaintext image back again, you had to perform the same XOR operation with the noisy image.



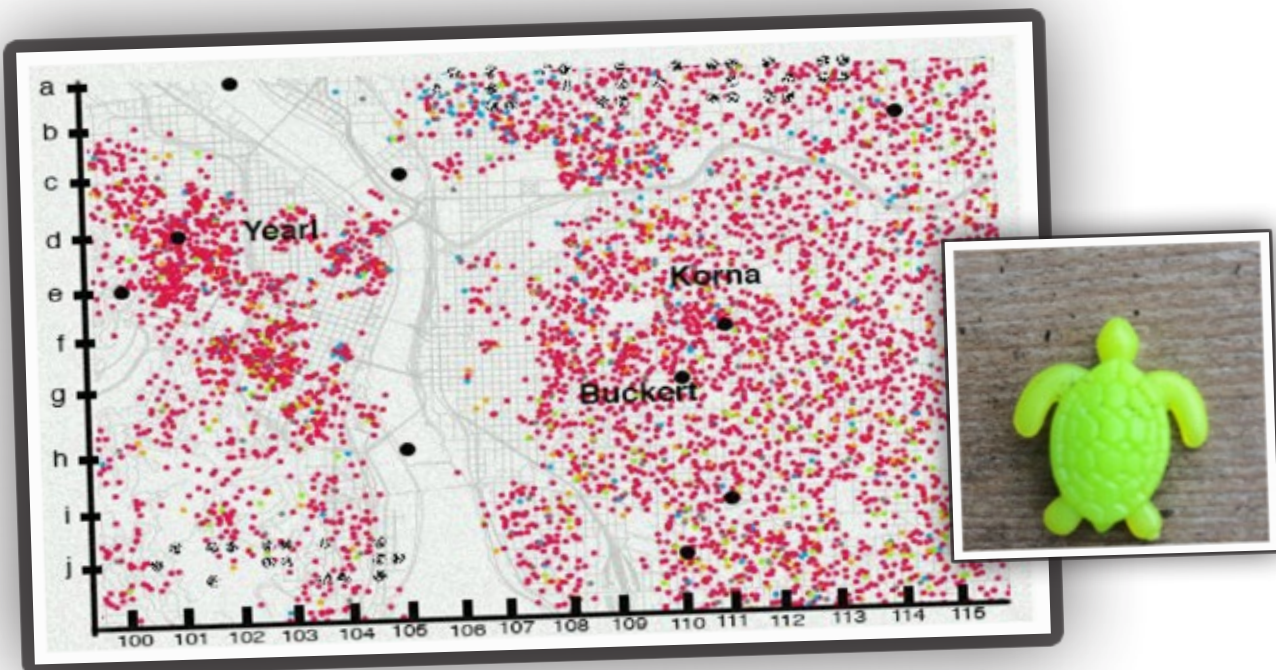
## LIVE EVENT

### MISSION 415

The second half of the puzzle (a URL spelled out from StreetView signs) came about by brainstorming on ways to use Google. We had been using Street View so much to plan the live mission, one of us decided to turn it into a game. (It was crux who decided it would be best to use mainly Asian locations, since there is a lot less Latin alphabet found in the streets. We had a great time looking through the streets of various Asian cities searching for letters.)

Once the live event got underway, we followed the players' progress closely (and watched the Twitch streams of **JKKennedy / frayCORE**). Everything was going as planned, and we were thrilled with how quickly the community managed to solve the first puzzle and identify The Fried Onion. However, when a player set out to explore the area surrounding The Fried Onion, we started to get worried. The food truck was open Monday to Friday, and the player was heading out on a Sunday. We were nervous that the player would find nothing, and the community would move on, abandoning the Portland lead. Calling a player as Dispatch, we relayed a message: "Investigate once the restaurant opens." Then we [REDACTED].

The player on the ground got the message, but not before taking recon photos of the surrounding area. **Nothing unusual was found, except a small plastic turtle.** We did not want to make the player feel as though they had gone out for nothing, so when the players unlocked a video the following day, it was password protected. The password? "turtle"



*The black dots correspond to decimal code that translates to "Fried Onion"*



## LIVE EVENT

## OPERATION FALCONREACH



< Saint-Petersburg -  
Agents Chlora and WebR



Brussels -  
Agent Medenor >

Live Event 2 (Operation Falconreach) was all about encouraging everyone to take part in **the fun of going into the real world for a mission**. We had originally planned an elaborate mail-based puzzle, which included elements that later were used in the community component of the Green Level mission (the crossword maze). But after reviewing the mission, we decided that it didn't feel exciting enough. We wanted something that would bring everyone together and really encourage new players to get into the spirit of the game.

We brainstormed ways in which a player, anywhere in the world, could partake in the real-world portion of the event. We decided on player-submitted recon photos, used successfully in the BLUECRUSH mission.

Archive # 87224C23

We framed the mission as an extraction of a key character, **Vanessa Baup**, away from her enemies and into the custody of The Black Watchmen. We tasked our players with unlocking their cities for use extraction plan by taking recon photos of key transit hubs.

SECRET

(Security Classification)



LIVE EVENT





























## OPERATION FALCONREACH

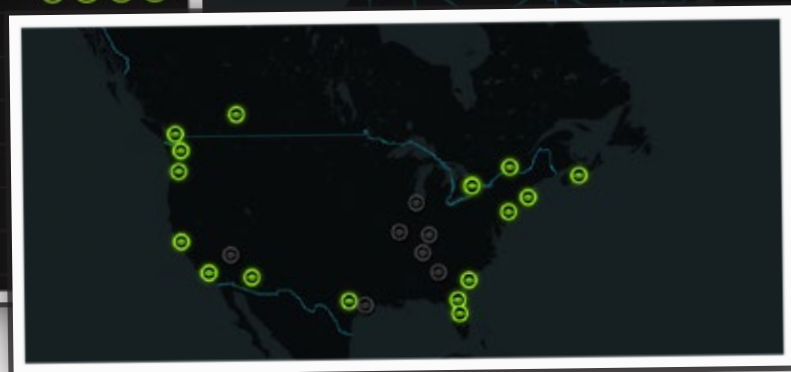
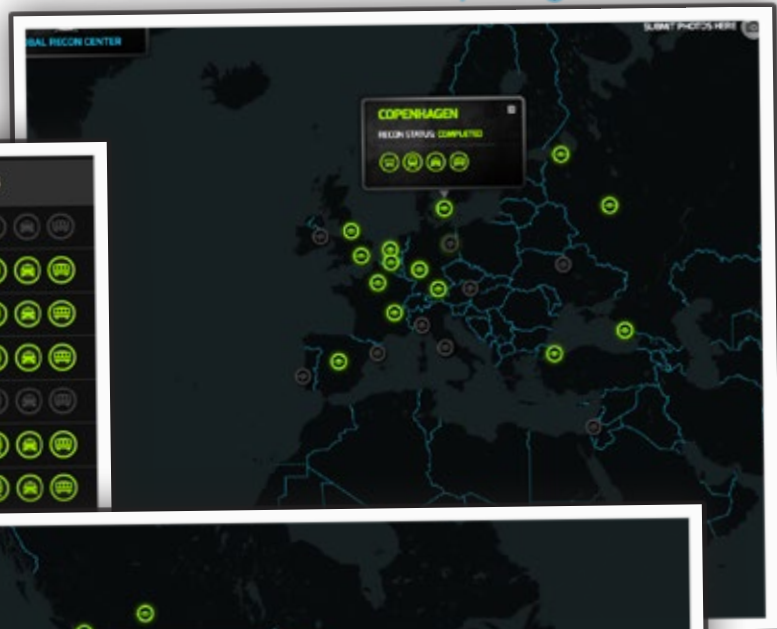
In under a week, players had unlocked 35 cities across three continents. From there, the community was charged with linking two cities, Vancouver and Sochi, via land travel (and a single flight), using only the cities and transport methods that had been unlocked during the recon mission. Even with a number of restrictions in place, the community managed to plan an effective route. We sat back and watched in real-time as Baup travelled across the globe using their itinerary.

The end of the live mission moved us into August, the scheduled launch of our month-long live event.

*Copenhagen Unlocked!*

*Behind the Scenes CMS*

CITY	RECON STATUS	TARGETS
SYDNEY	N/A	   
MONTREAL	COMPLETED	   
BERLIN	COMPLETED	   
PARIS	COMPLETED	   
ROME	N/A	   
TORONTO	COMPLETED	   
VANCOUVER	COMPLETED	   
HALIFAX	COMPLETED	
TORONTO	COMPLETED	
CALGARY	COMPLETED	
SAN FRANCISCO	COMPLETED	
AUSTIN	COMPLETED	
LOS ANGELES	COMPLETED	



*Real-Time Recon Map*



SECRET

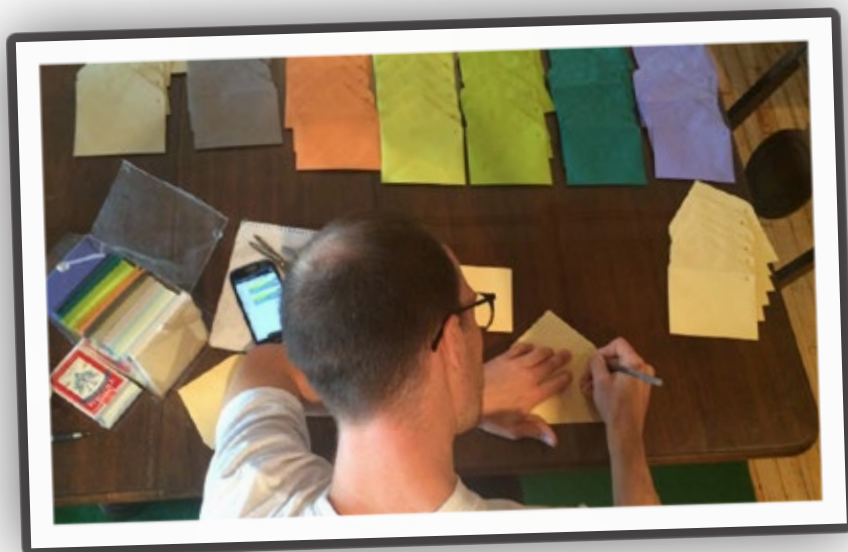
(Security Classification)

**LIVE EVENT****CASCADE 7**

The Cascade 7 mission was designed to include more phone, mail and external web interactions than previous live events. **Noticing the players' strong dislike of Morpho Medical**, we wanted to create even more conflict between them and the players, heightening their role as the season's main antagonist.

The Cascade 7 mission began with a **Morpho cyber attack against The Black Watchmen.**

**All TBW's systems shut down** - including some playable aspects of the client. The players needed to work together to bring things back online. Calls were sent out to groups of players, who needed to combine the data they received. This brought the community to the Q6 terminal, a legacy backup system that they needed to manually program in order to reconnect the communication network. Once the Q6 program was unlocked, letters containing **the 'Croupier Code'** - pairs of cards whose Blackjack value was part of a coded message - were mailed out. (Once decoded, the message led to 'the unknown child,' the name of one of the youngest victims of the sinking of the RMS Titanic.)



*← Riley writes out the numbers hidden behind the stamps of the Croupier Code letters.*

As the players continued to solve Q6 mission puzzles, more and more Black Watchmen bases came back online. Finally, Vancouver's communications were restored, and, using the Croupier Code, the community uncovered a massive report by the Vancouver base. **The report detailed a violent attack and the kidnapping of Vanessa Baup.** Thus began the two-week-long build-up to the Green Level Event.



## LIVE EVENT

VBC56

Using documents found on the bodies of fallen enemies (killed during the assault on TBW's Vancouver base), players discovered links to Instagram accounts. (It is crazy how cheap Instagram followers are. We bought 500 for \$7!) These accounts contained strange numbers and phrases. After some debate, players discovered that **these codes led to the lockers, and passwords, of a Paris train station.**

*www.instagram.com/worldnumbers*

We had wanted to do a classic locker drop for a while, so for this mission we researched places that still had entry code lockers available in public areas. Since 9/11, they have become much less widely available, but we found that **the Gare du Nord station in Paris** was one of our best bets. We began the search for a good contact on the ground. We managed to get in touch with a Paris photographer who was very eager to help out. From there, we devised the Pizza Flyer Puzzle, then the photographer went out and gathered dozens of real flyers to include in the locker drop.

When the agent arrived on scene in Paris, they discovered a locker filled with a bag of flyers, quickly distinguishing the fake flyer for Johnny's Pizza in New York. Calling the number, they were greeted by a voice on the other end of the line that wanted nothing to do with anyone. They went back to the drawing board, hoping to find another way forward. **Only by ordering a custom pizza with the correct toppings - the pizza code - would the voice on the other end of the phone provide the necessary information.** With the information gathered from Johnny's Pizza, the stage was set for the Green Level mission. Players knew something was going to happen in Toronto in two weeks time.

*Pizza Flyer*



*Agent Nu-age in Paris*



**GREEN LEVEL EVENT****OPERATION SILENTTHUNDER**

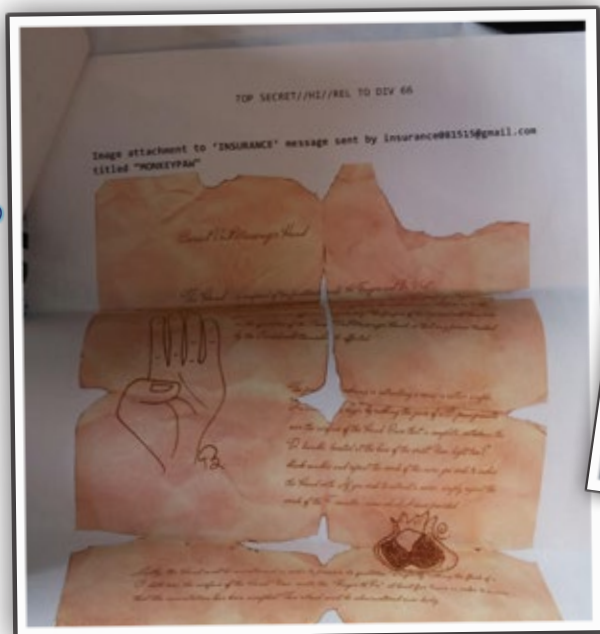
**Daedalus** had been chosen by the community earlier in the season to take part in a real-world, day-long adventure as an agent of The Black Watchmen. **Having completed the necessary medical exams**, he was on high-alert, ready to be called into duty (or kidnapped) at any time for the Green Level Event.

The mission was open to anyone, but the community picked a player in a town relatively close to our Montreal headquarters, which made things easier for us to plan. (Although, Jarobi would not be opposed to being sent to Australia to set up a Green Level Event!) We wanted to do something special for our Green Level agent, while still involving the whole community.

We crafted a story that fit with our mission model: **A high level Morpho employee decides to defect to The Black Watchmen** when he learns of a killer virus set to be inflicted upon the agency. In exchange for protection, he is set to deliver a fake version of the virus to our Green Level agent, who would then, posing as a hired security contractor, give it to Morpho Medical. In exchange for the virus, our Agent would receive a powerful artifact, **the Monkey Paw**.

However, on the day of the exchange, the employee is found dead, and a third party contacts The Black Watchmen about the defectors failsafe: various parts of the killer virus code are hidden around Toronto, along with instructions on proper maintenance of the Monkey Paw.

SILENTTHUNDER Briefing



*The Monkey Paw!*

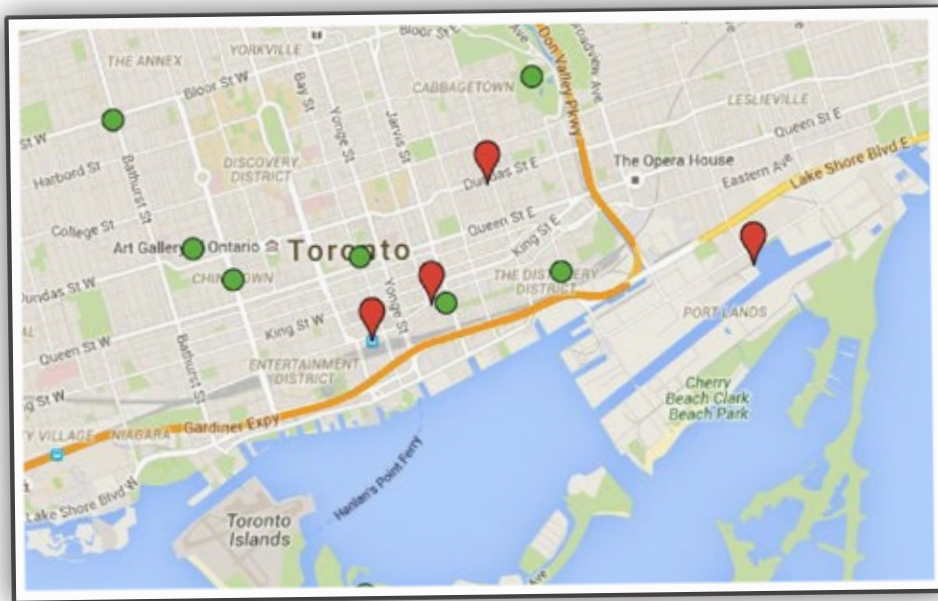


## GREEN LEVEL EVENT

### OPERATION SILENT THUNDER

The information is hidden in plain sight - on missing cat posters featuring a link to the code, part of the ritual and clues to the locations of other posters. The Green Level agent was tasked, along with the help of **Agent Fleming** on the ground and the community online, with retrieving all the posters, building the code and delivering it to the **Morpho executives at a meeting set for 8:00 PM.**

*Toronto Event - key locations*



The map shows the eight clue locations around Toronto, in green and key event points in red. From left to right: Union Station (the departure point for Daedalus), the bar where Agent Fleming awaited the drop, the safehouse location and the meeting point with the Morpho execs.

With actors hired, the clues hidden, and Dispatch ready to interact with the community, Jarobi traveled to the hometown of Daedalus and **delivered his mission briefing, travel arrangements and the key to his safehouse in Toronto.** The live mission was on.

The following morning, Agent Fleming arrived at the safehouse and woke Daedalus up with his mission briefing (plus coffee and timbits). After the Green Level agent left, Agent Fleming trailed him not-so-discreetly, while Jarobi following in the shadows, doing his best not to be seen.

**GREEN LEVEL EVENT****OPERATION SILENTTHUNDER**

The mission was a resounding success. Daedalus found 7 of the 8 points, doing so much faster than anticipated, and the community was able to solve their puzzle quickly. The meeting with the Morpho Medical execs was set to go off without a hitch.

It was at this point that Vanessa Baup called Daedalus and demanded the Monkey Paw for herself. The community had an important decision to make: **keep the Monkey Paw in the Black Watchmen's possession and risk angering a potential new ally, or give it to Baup without knowing her true intentions.** As Daedalus headed to the meeting with Morpho Medical, discussion within the community continued.

Ultimately, the decision was up to Daedalus, **and he decided to hand off the artifact to Baup;** but only after she agreed to use it against Morpho Medical and also use her power to write a huge "D" (for Daedalus) in the Situation Room. With the fake virus in Morpho Medical's control, the Black Watchmen were able to regain control with the in-game Mission Hub and everyone was able resume regular operations.



*Agent Daedalus met with the Morpho executive and his bodyguards down a deserted road in Toronto's Docklands.*

**SECRET**

(Security Classification)



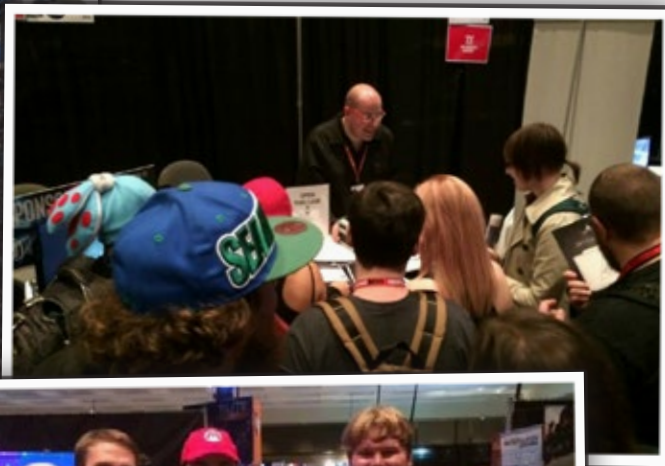
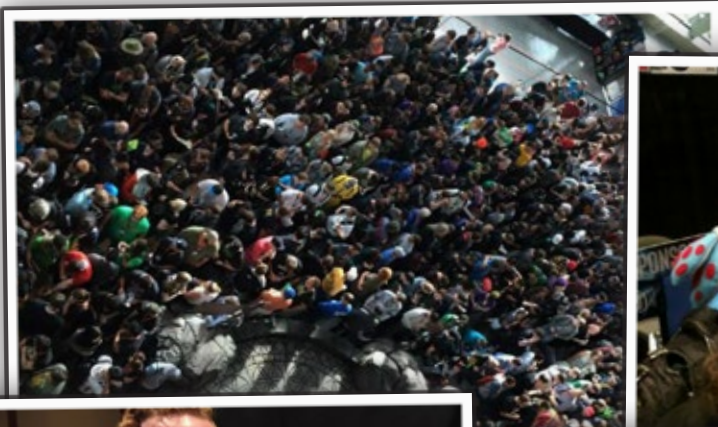
## LIVE EVENT

### OPERATION IVORYPHANTOM

The fourth live mission was set to take place at **Pax Prime in Seattle**, allowing players new and old to participate in field work. Jarobi and Anashel travelled to Seattle and set up our propaganda booth in the convention hall, preparing for the onslaught of eager gamers ready to learn about our agency. Meanwhile, crux stayed back and ran the mission from Montreal. We created a 'plug the hole' mission - **find the mole in the Black Watchmen, lure them out of hiding, then get rid of them.**

People at PAX who cracked the suitcase puzzles at the booth were given simple puzzles to solve within a mission briefing. **Those puzzles lead to a phone number**, which provided cryptic clues to the time and location of a drop involving the mole in Seattle. As more players gained access to the the briefcases, more information about the drop was revealed.

**Once the location was found, a group of agents awaited the drop.** They intercepted the message, and snapped a photo of the mole. The message contained a shopping list of information about an agency for sale, and with the picture, the Black Watchmen were able to track down and dispose of the mole. The raid that followed exposed a series of highly encrypted documents within the mole's computer - a list of his clients and the information sold.



*Agent Greenstarfanatic - bringing oranges and lemons to the booth*





**LIVE EVENT****OPERATION NIGHTFALL**

For the final live event of the season, we wanted to combine the excitement of the first live mission with the accessibility of the recon-based second live mission. **We got to work crafting something that would appeal to the widest number of people, hoping more casual players could participate and see clear consequences for their actions.** At the same time, we wanted to provide an added layer of depth for the hardcore players.

The mission began with **a call to players warning them about increased levels of radiation, also alerting them of a reporter who was set to break a huge story on a doomsday cult.** The Black Watchmen's Social Engineering Team 6 got agents involved in **discrediting the reporter across social media.** Players set about ensuring that the doomsday cult's predictions about the end of the world would not, infact, come true. A coded radio message was intercepted by one of our agents in Sydney, Australia, which, when unscrambled, provided the agency with a long string of ciphertext. This was divided into 1000 separate strings and distributed to the global network of agents.

**SECRET**

(Security Classification)

*AMA Tower, Sydney -  
Agent WhoAmI*



## LIVE EVENT

### OPERATION NIGHTFALL

Each agent had to use a manual cipher wheel to decode their string, and then input it into a website to unlock a piece of a larger image- an ancient banishment ritual that could be used to stop the actions of the doomsday cult.



*< The cipher wheel in action  
(with a tactical #2 pencil)*

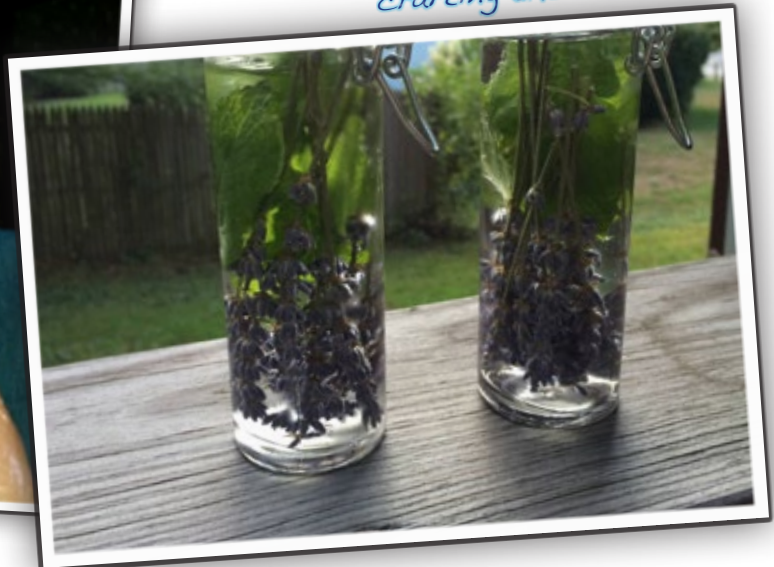
*Archive # U306B.*

The ritual involved painting a sigil in front of statues around the world using a specially brewed tea. **We decided on the tea because it allowed players to leave a visible sign that would easily fade, avoiding vandalism charges.** Players in over 20 countries took part in the banishment ceremony. Following the release of the final live mission, we transitioned back into planning mode and prepared ourselves for Season 2.

*Agent Dylanamite's  
tattoo of the  
Mission! >*



*Agent MidDiper  
crafting the elixir*





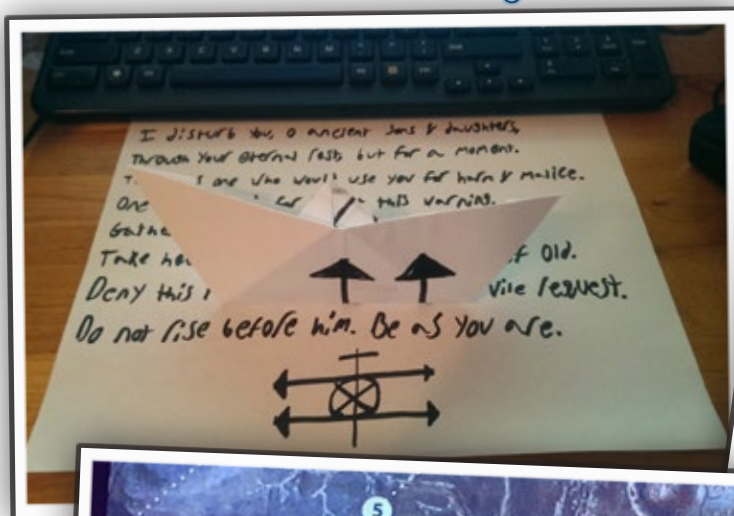
## HALLOWEEN LIVE EVENT

### OPERATION BLINDANGEL

The Halloween live event (which happened between seasons) saw players making paper boats and placing them in bodies of water at sunset to defeat an evil necromancer.

This was the first live event that made **extensive use of Twitter as one of the puzzle mechanics**, as players tracked down various accounts and used their handles to locate additional clues. The Halloween mission allowed us to rally the community together in a live event in the lead up to Season 2. We were able to explore dark subjects - necromancy and television broadcast signals. It also demonstrated once more that our players love crafting things!

*Agent Kakuzen*



*Agent Valyna*



*Hidden Puzzle*

**SECRET**

(Security Classification)



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The Black Watchmen  
**SEASON 2**

Pre-production, Discarded Ideas and Notes

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## THE NARRATIVE

We began planning Season 2 of the game about halfway through Season 1. We were excited to explore the Void Rift storyline that concluded the first season, in terms of what might come through the rift and wreak havoc on our world. **We also wanted to create a clear and persistent adversary for the agency**, someone with whom they would constantly be at war. We wanted to essentially up the stakes in the narrative, and present a clear nemesis for the season.

We sought to improve upon some story and mechanics from Season 1; this meant having a clear, global goal for the players during the entire season and further decreasing the ambiguity of our puzzle structures.

With both of these goals in mind, we set about mapping out the new narrative. The Rift Event that Vanessa created in London was not unique. In fact, there had been many throughout history. Naturally, these events would attract the attention of other groups, one group in particular was rising to become The Black Watchmen's greatest foe thus far: **the Supernatural Investigation Group & Intelligence Liaison, or SIGIL** (crux gets the credit for that acronym), an organization that had plans to harness Rift Energy to forward their own world-dominating agenda.

We became interested in extreme weather patterns and their relation to occult phenomena. We wanted to populate the world with more Rift entities, and what better way to bring them into the world than during disastrous storms! From there, **the Lorenz Weather Mapping Group** (Lorenz was taken from Edward Norton Lorenz, who laid the foundation for Chaos Theory with his Butterfly Effect concept) and their connections to Aconite grew organically.

During Season 1, most of the NPC agents in The Black Watchmen only appeared for one mission set or were simply nameless helpers. We sought to include a more interesting, well defined ally to the player in Season 2. **Agent Catherine Wheeler**, introduced in a pre-launch mission and featured in the Hidden Missions for Season 1, seemed like the best candidate to bring back to the game. Players had responded well to her (she has love notes and date requests in her email inbox) and her role within the agency was clear. She evolved into a major character who constantly helped the players through her research skills, even providing assistance when the players had issues with harder puzzles.



## SEASON 2: HIGHLIGHTS

The missions in Season 2 all had a distinct focus. In each mission, we wanted to define clearly the role of the player in terms of tasks — **occult biologist, monster hunter, encryption specialist, or assassin**. Based on feedback from the first season, we set out to clarify the mission goals as much as possible, and remove as much ambiguity as we could. The Season 2 missions also feature the “xxx” answer hints much more frequently.

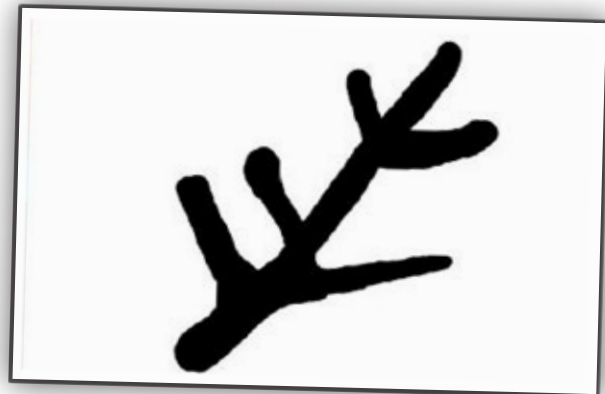
The training missions focused on more complex tools, such as reverse image searches, online tracking and spectrogram images, allowing us to broaden our puzzle types. Initially there were 4 training missions, but Anashel asked crux to remove training Mission 4 on Advanced SQL Injection. The mission was so well done that we felt uneasy actually teaching players to hack websites for real...

*!;DROP TABLE mission4;*

We tested this knowledge early in the game, during the first puzzle of Mission 7. The player was asked to identify a symbol created within the distortion of an image. **The symbol could not be reverse-image searched on its own.** However, if the player took the image, and traced over the symbol, the resulting drawing was searchable.



*The distorted image - not searchable*



*The drawing of the symbol - searchable*

Mission 12 tested the player's newfound online tracking abilities. **They first needed to understand Bitcoin transactions** in order to find out how to research Bitcoin address information. From there, they needed to find the ID number associated with that specific trade, and finally trace the IP number associated with that ID.

## SEASON 2 : HIGHLIGHTS

Mission 14 began a series of Jarobi's favourite puzzles - **Agent Azuro's** encrypted image messages, where the mission briefing itself first needed to be decrypted from an image before the puzzle could be solved. Similar to Mission 13 from Season 1, the idea was to include all the information needed to decrypt the message within the transmission itself. Initially, we were using Cryptobin links, some of which were hidden within the metadata of the images themselves, with the image serving as the key to unlocking the password. **However, on Feb 9, 2016, a real hacker group posted sensitive materials on Cryptobin, and the FBI allegedly shut the site down** (which shows that, in the world of ARG development, you must be prepared for anything). Luckily, we were able to convert the Cryptobin texts into encrypted PDFs instead.



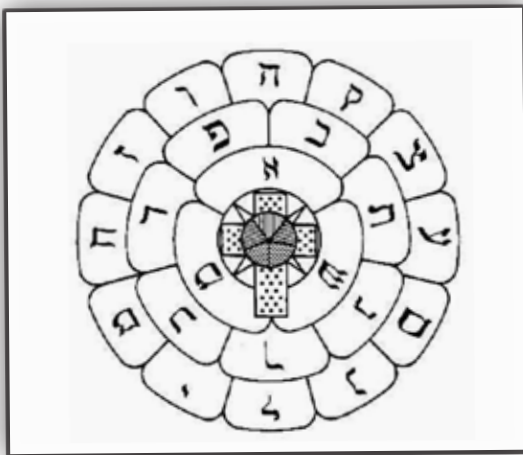
Mission 14 also dealt with real world news relating to Venezuela, specifically **the names and members of prominent drug cartels operating within the country**. We wanted to include as much of this type of content in Season 2 as possible, as it blended our narrative into current affairs.

This feeling was captured again in Mission 17 and 18, when **the players had to research the locations of real CCTV cameras in a town in England** in order to evade authorities, and learn how to exploit the data found on a key card to find the location it was last used. Mission 22 had **players reading diplomatic cables to discover the cover name of the shell company North Korea uses to buy weapons using WikiLeaks diplomatic cables**. This type of real spycraft is something we constantly strive to teach our players.



## SEASON 2: HIGHLIGHTS

As always, we also wanted to include some **occult knowledge-based missions** in Season 2. This took the form of paranormal monster identification, but also included occult symbols and sigils. The final puzzle of Mission 27 involved a Chaos Magick symbol, which the players had to identify based on its components. Mission 30 involved two occult symbols - the Rosicrucian Sigil Creator and the Freemason Magic Square, where all directions, up, down, left, right, and diagonal make 15.



*The Sigil Creator*

4	9	2
3	5	7
8	1	6

*Magic Square*

The Sigil Creator later became our inspiration for the input mechanism in the game **Ahnayro: The Dream World**.

The final mission set also had one of the biggest reveals in the game, we had to keep a tight lid on this information and **it was a closely guarded secret for almost the entire season**. Even in the last stages of playtesting, the testers were only given instructions to submit dummy answers to complete the final mission (the reveal video would be added in at the last minute and then quickly removed before release). Credit for this narrative reveal goes to one of our interns, Betina, who suggested it during a story meeting early in the season. We won't give any spoilers on what this reveal is here, you'll need to finish Season 2 to find out!

**SECRET**

(Security Classification)

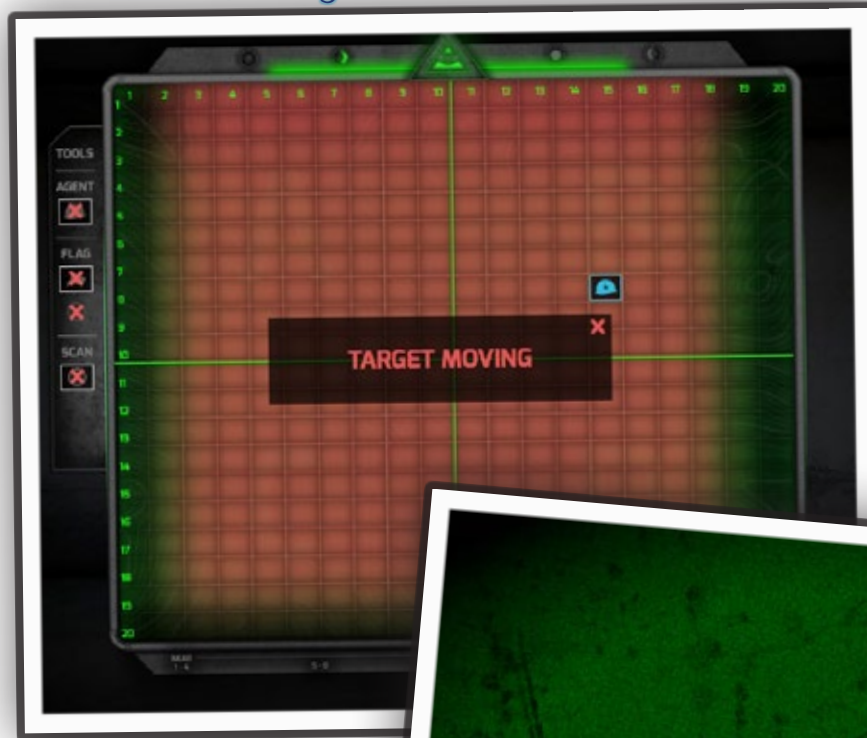
## MINIGAMES

The first mini game in Season 2 once again saw the player controlling the field agents - this time in a game of cat and mouse with a rift entity in a dark cave. The mechanics were similar to minesweeper - where the player can see how close they are to a dangerous target - except that the threat is constantly on the move.

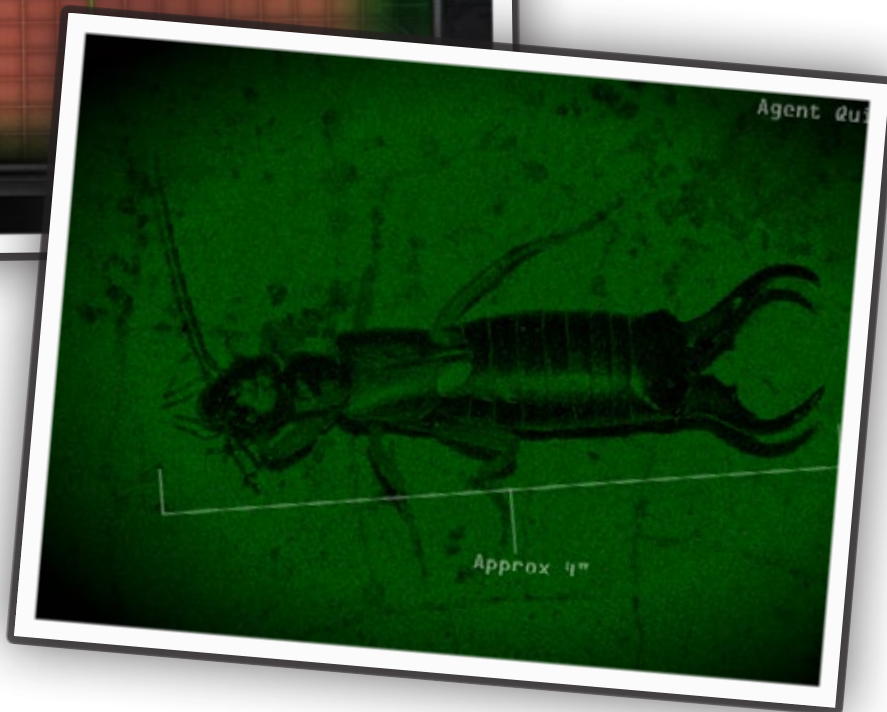
The monster moved in specific patterns, and once the pattern was identified, the player gained the upper hand. **The pattern could be discovered by combining the current moon cycle in Australia with the reference document in the archive.**

*Archive # 6C21C6*

*Cave Strike minigame*



*Infestation within the cave >*



**SECRET**

(Security Classification)

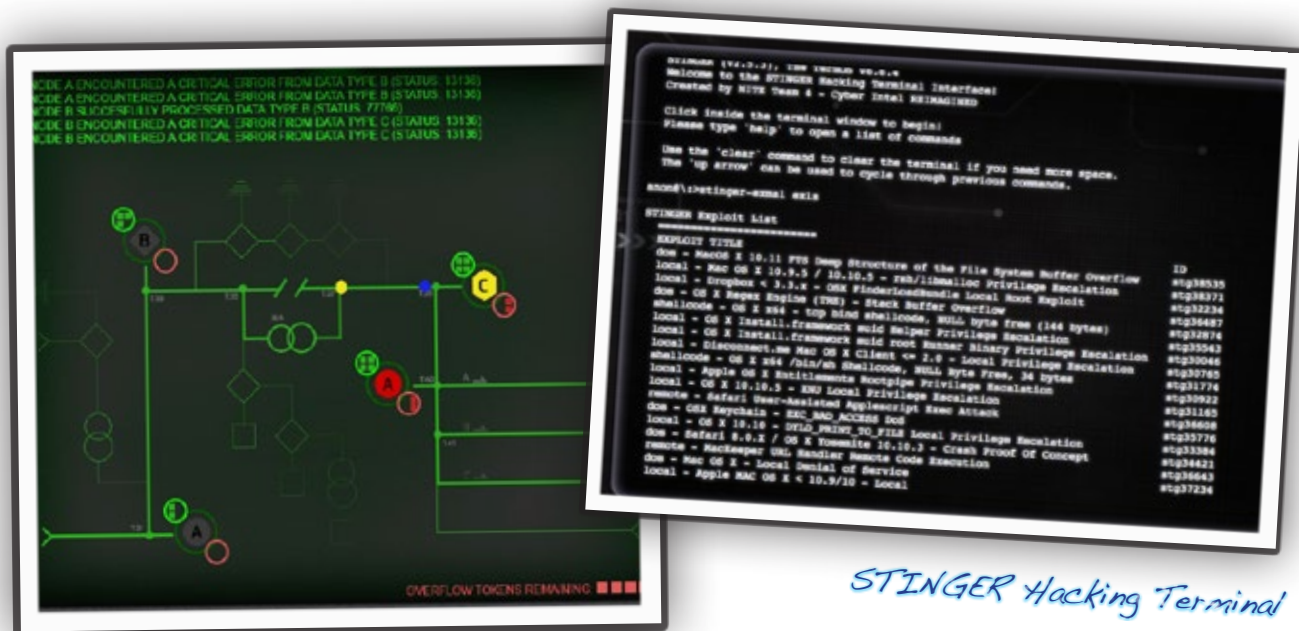


## MINIGAMES

The second minigame was centered around a **tower defense mechanic** - the player is building a data analysis device in a particular manner to correctly process a string of data (the device in question was the CLAM or CLuster Analysis Machine). Testing it out proved fun for everyone, and we knew we had a minigame that would be well enjoyed.

The third minigame, **STINGER hacking terminal**, was a series of puzzles that centered around hacking themed missions. These puzzles could be found and solved using a terminal interface online (<http://stinger.blackwatchmen.com>). Players voiced their interest in the return of terminal themed missions and we felt that a hacking terminal was something that Cybertech players would really enjoy. crux had prior experience with hacking tools (such as Metasploit) and was tasked with developing the terminal.

The initial series of STINGER puzzles had the players researching the best way to exploit a computer and ideal malware to implant. **STINGER would go on to become a central mechanic in multiple missions and the number of commands would increase.** A number of game ideas didn't make it into the mission set (such as a mini text adventure RPG where you had strike teams make decisions in a facility and a robust camera hacking simulation game). The positive response we received from the community gave us ideas for what a fully featured STINGER terminal might look like. **This idea would later be expanded on to become the NITE Team 4 game.**



*The CLAM Minigame*

*STINGER Hacking Terminal*

## OPERATION JADELION

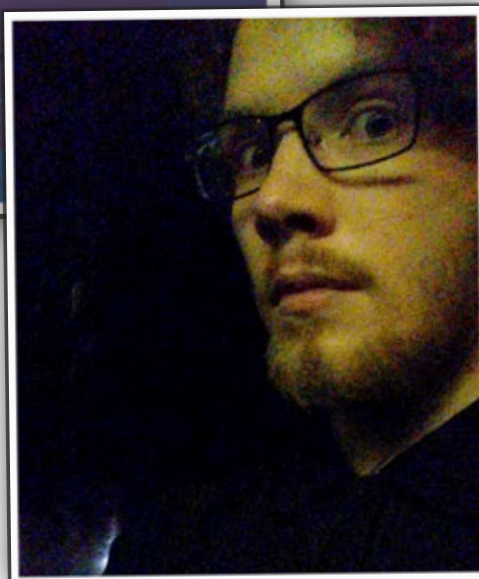
The first mission involved a puzzle we had wanted to try for a long time: **turn the ICD-10 (International Statistical Classification of Diseases and Related Health Problems) into the key** for a complex code. A message was encoded using the first letter of diseases found within the ICD-10. Each disease had a specific classification (ie: Actinomycetoma is B47.1), which worked well for a code. We simply took B47.1, converted the letters into numbers (A=1, B=2, etc.), and removed the decimals.

Therefore: H16.2 = 08-162  
A = Actinomycetoma = B47.1 = 02-471

From there, we were able to create a seemingly complex code, which, once cracked, was easy to read. Other tasks in this live mission included **finding a contact on Craigslist, meeting them in a bar in Brighton, UK**, and creating an attack plan for monster containment around a power plant.



Attack plan submitted by players around the Shoreham Power Station



Agent dylanamite on Periscope  
for his meeting in Brighton?



## OPERATION WINTERHARVEST

Live Event 2 started out in one area, and evolved into something else entirely. Initially, it was about gathering weather data for the Lorenz Weather Mapping Group—**both by recording real cloud data from players around the world**, and from decoding a series of weather data submitted from the most isolated weather stations in the world. Each of the weather stations would send over their enciphered data, along with a key to deciphering it.

Some of the puzzles for the weather stations included:

Gough Island Weather Data transmission: A:740(ha)

The explanation:

Gough Island is part of the UNESCO World Heritage site known as the Gough and Inaccessible Islands, which is UNESCO site 740, and its Area (A) measures 397,900 hectares (ha)

Answer - 397900

Nunavut Station Weather Data transmission:

```
01101101 01100001 01101100 01101100 01101001 01101011 01110000 01101111
01101011 00100000 01100001 01110100 01100001 01110101 01110011 01100101
01110100 01110101 01100001 01110010 00100000 01110011 01110101 01101110
00100000 01100011 01101100 01101111 01110101 01100100 00100000 01101100
01100101 01100000 01100110
```

The explanation:

Binary translates to **mallikpok atausetuar sun cloud le@f**. Mallikpok means “follows” in Inuit (one of the languages spoken in Nunavut) and atausetuar means “only one.” The Alert Nunavut Weather stations have an automated Twitter account that follows a single other account: @weatherstats, which has a sun, cloud, and maple leaf as their Twitter logo.

Answer: @weatherstats

**SECRET**  
(Security Classification)

**LIVE EVENT****OPERATION WINTERHARVEST**

However, as we began to plan the detailed rollout of this mission, we felt that it lacked the intensity of a good live mission, so we went back to the drawing board. What emerged was a much more complex mission: **the players needed to track five businessmen who had fled their homes for unknown reasons, understand their motives and connections, track them down and assassinate them.**

Part of the mission involved hiding an alert symbol within a poster that would "activate" assassins (Bourne Identity style), and putting the posters up around Europe.



*The Alert Symbol*

Within the live event, we hid a second layer of puzzles that unlocked an additional storyline. Of course, our community—being as perceptive as they are—quickly found this second layer and followed it to its end. The players found hidden documents relating to the businessmen, **which led to phone numbers, which led to encoded answering machines, which led to a witch coven website, which led to...**you get the idea.

*www.iglesiasanmartin.com*

**SECRET**

(Security Classification)



LIVE EVENT

OPERATION WINTERHARVEST



< Some of the Agent  
submitted posters -  
[bit.do/tbwposters](http://bit.do/tbwposters)

SECRET

(Security Classification)

**LIVE EVENT****OPERATION PRESTIGE**

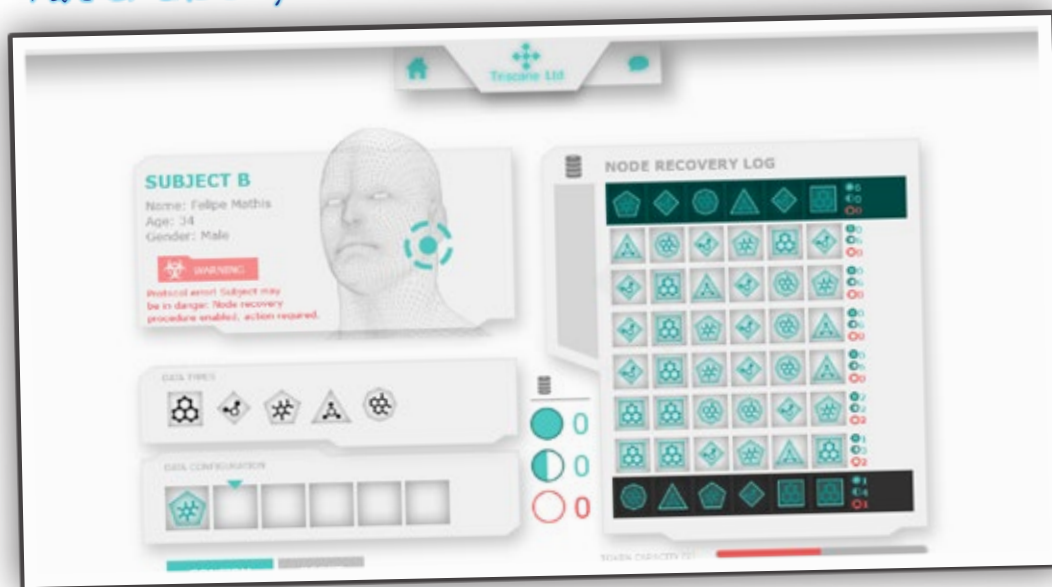
Live Event 3 was aided by our Christmas travel plans. **Jarobi was in Vancouver visiting his parents, crux went on holiday in Japan, and Chiling was able to gather material from Taiwan and Seattle.** The mission was built around teleportation attempts gone wrong—the people were vapourised, but their clothing (courtesy of Betina) and everything in their pockets remained intact (we forgot that Taiwan rarely had much snow and therefore, the Subject whose clothes were found outside had to also be subjected to freezing experiments in the narrative).

**Players needed to trace back scraps of receipts and everyday items to specific neighborhoods around the world.** From there, the players learned of Triscane Labs, a covert teleportation facility, which apparently wasn't very good at their job.

*Archive # TR63FG*

The players had to hack into the lab's website and attempt to save other subjects who were in the process of being teleported. **NITE Team 4 was first introduced to players at this stage.** They would come into their own in future live missions, aiding the players whenever they needed a little cyberwarfare help.

*Part of the teleportation lab's hacked terminal*



**SECRET**

(Security Classification)



LIVE EVENT

## OPERATION PRESTIGE

There was also a crafting component to this mission, where players needed to create signal jammers using copper wire, LED lights, and antenna, to prevent any future teleportation experiments from the lab.

We received photos of jammers from all around the world.

*Various Signal Jammers*



**LIVE EVENT****OPERATION RUBYDRAGON**

The objective for Live Event 4 (RubyDragon) was to set the stage for the final live event of Season 2 (DarkAvalon). We really wanted to create the feeling that the final events were all clearly linked to each other narratively. The mission asked players to obtain intel on **a secret bot network found on Twitter** and communicate with the bot to get leads on possible enemy operations.

Players were able to decipher the encryption scheme used by the bot and sent commands for the most recent operation info. They discovered that the bot was issuing commands to perform a ritual at various Chinatown gates. **Dispatch immediately asked players to head to Chinatown locations all around the world and submit recon photos.**

After accomplishing this task, players discovered this was a trap and that the Twitter bot had released a "hit list" of agents (including Agent MidDipper) that had gone to Chinatown gates. The operation was immediately suspended and all TBW agents were recalled from the field. **This was the first time we ended a live mission on such an abrupt note and we felt that the players knew that this event was leading up to something big.**

*pastebin.com/f5m24/qam*

*Agent Crogor - San Francisco*



*Agency Wide  
Emergency Alert >*



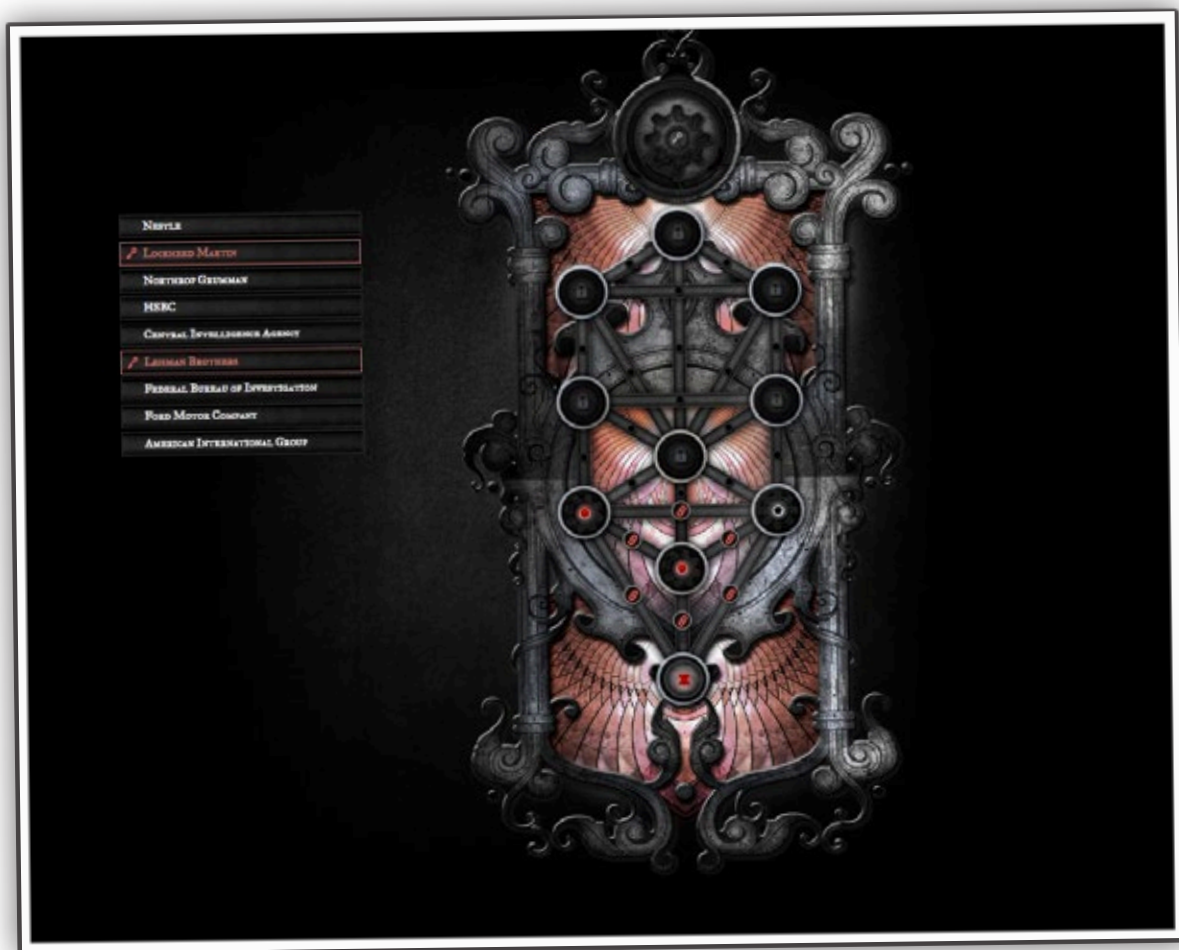


## BLACK LEVEL EVENT

### OPERATION MENACE

Black Level was a paid virtual mission designed for Agent Cronkllr and it introduced an oracle type character (**codenamed Subject Omicron**) as well as a minor villain (**Subject Epsilon**). The mission was created to communicate the feeling of tracking a dangerous serial killer with help from a mysterious individual using precognitive abilities. **Omicron would reappear again in the Green Level mission and was introduced as part of a multi-arc story.**

Players were eventually led to a bizarre and cryptic website that when solved, revealed a location where an Epsilon killing was about to take place. This information was forwarded to Dispatch and Epsilon was detained. **Their interrogation can be found in the hidden missions of Season 2.**



[www.veritasrevealed.com](http://www.veritasrevealed.com)

**GREEN LIVE EVENT****OPERATION DARKAVALON**

The Season 2 Green Level Event needed to **be bigger and more intense than the first time around**. We wanted the mission to have the same objectives — time-sensitive goals that included location-specific action, while drawing on the community at large for support and puzzle-solving — but we also wanted to take the valuable lessons we learned from the previous Green Level Event and make Season 2's mission even better.

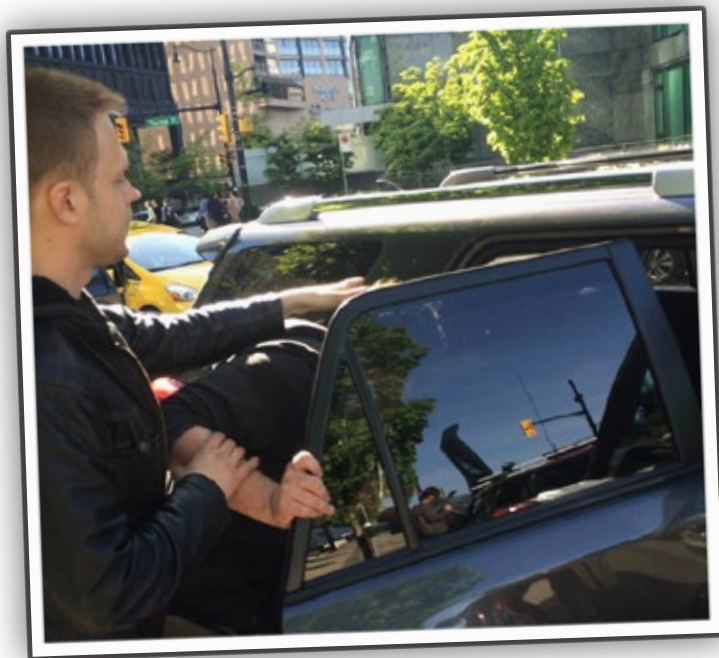
While the event in Toronto was successful, precious moments were wasted on the time it took to travel from one location to another, and there was only limited interaction with NPCs. We already knew the overall goal of the event: **free a kidnapped player from the clutches of an enemy organization**. But we needed to find a way to break that down into smaller steps, including as many characters as possible in the process.

The Green Level player was once again voted in by the community, this time around it was **Greenstarfanatic, from Vancouver, BC**. We also contacted another one of our players, the wonderful **Agent MidDipper, to act as our kidnapping victim**. She agreed to have her character captured, and refrain from taking part in the mission as a player.

We began brainstorming to find the best way to approach this new mission. An early brainstorm brought up the following ideas: an identifiable bad guy, and several support agents available for the player. It also brought up the tempting question:

**What if the Green Level agent got kidnapped for real?**

*Greenstarfanatic  
being kidnapped >*





## OPERATION DARKAVALON

A story evolved in which the kidnapper, Vladimir Bezrukov, would be identified at the beginning of the mission. Using him as a starting point, the players would need to find where MidDipper was being held (by disabling a psychic defense shield which was blocking remote viewing), figure out how to get into the organization's defenses (hack into one of their employee's computers), and weaken the organization (disable their security cameras). Then, **just as the mission appeared to be complete, the Green Level Agent would be kidnapped** by Bezrukov and the community would need to save both of them at once.

**We created multiple points during which the Agent would interact with NPCs:**

- Mandatory mission briefing/timbits drop to start the event
- Eavesdropping on Bezrukov's phone conversation
- Package picked up at hotel concierge
- Meeting with NITE Team 4 hacker
- Fake job interview to deploy the hack
- Kidnapping attempt

The hack and Greenstarfanatic's kidnapping attempt were the two parts of this mission that were the most difficult to plan. **We decided to use a USB Rubber Ducky, a device which looks like a USB key, but is in fact a keystroke injection attack platform.** It is preprogrammed with an attack payload, and once plugged into a target computer, it delivers that payload as though it were a keyboard, performing 1000 keystrokes a minute. We were all very excited by its potential, but it needed to be properly tested. After many attempts, we managed to get it to extract a large amount of information off a Toshiba laptop.



**GREEN LIVE EVENT****OPERATION DARKAVALON**

The kidnapping was something else entirely. Needless to say, we had never attempted to kidnap a player before. **We had to make it convincing for the player, but seem innocent from the eyes of passersby.** The last thing we needed was to have to explain the intricacies of our game to the Vancouver Police from the back seat of a squad car.



*Jarobi tries out the zip tie handcuffs/chair combo, plus the black out goggles used.*

We did research into **kidnapping techniques used by several groups around the world** (there's a fun google search) and how we could apply them to the event. First thing we needed was a clear threat of violence without actually showing it - that was accomplished with the kidnapper's profile and list of crimes given to the player at the beginning of the mission.

We also needed to blindfold the player, but in a way that would not be alarming to a passer by. **We bought safety goggles and blacked out the inside with duct tape.** Next we needed a good set of restraints. Those we found on Amazon - disposable plastic zip tie handcuffs. There is quite a selection of them available. The user reviews section of these items is rather odd. With these, we had the basics of a good kidnapping. Add a getaway driver, a basement and some rope, and you're all set.



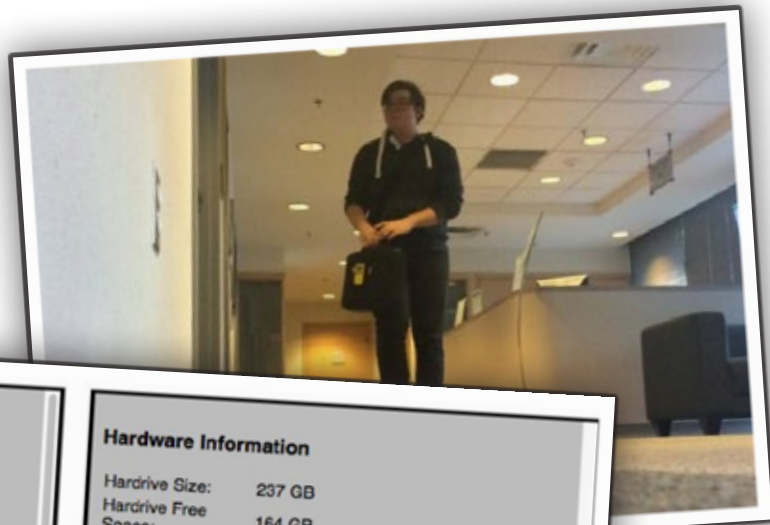
## OPERATION DARKAVALON

The mission began with **Agent Prescott** delivering the mission briefing and timbits to Greenstarfanatic in his downtown safehouse. From there, Greenstarfanatic followed up a lead on the kidnapper, **found the source of the psychic shield** in Vancouver and set out to locate and eliminate them from around Vancouver with the help of the community.

When the shield was eliminated, The Black Watchmen located MidDipper within the Chinese Consulate. Greenstarfanatic's next task involved **impersonating a candidate for a job interview at the consulate**, so he could use the USB Rubber Ducky to gain intel on their computer systems. Rushing to meet with the NITE Team 4 hacker, Greenstarfanatic received the briefing he needed, and made it to the interview location in time, and managed to maintain the facade for 10 minutes until he had a chance to use the device.

As the community began their attack on the Consulate's security system - via a command line puzzle in the STINGER terminal - our Green Level agent was kidnapped. He was blindfolded, put in a car, and driven to a secure location for his interrogation. **The community now needed to free two captive agents.**

*Greenstarfanatic leaving  
the interview armed  
with key information >*



## Computer Information

Operating System: Microsoft Windows 10 Pro  
OS Serial Number: [REDACTED]  
Current User: wong  
System Uptime: datetime  
April 25, 2016 10:50:37 AM  
System Manufacturer: TOSHIBA  
System Model: Satellite Z930  
Serial Number: [REDACTED]

## Hardware Information

Hardrive Size: 237 GB  
Hardrive Free Space: 164 GB  
System RAM: 6 GB  
Processor: Intel(R) Core(TM) i5-3337U CPU @ 1.80GHz  
CD Drive:  
Graphics Card: Intel(R) HD Graphics 4000

*Report generated by the USB Rubber Ducky*

**GREEN LIVE EVENT****OPERATION DARKAVALON**

**This is when something unexpected happened - the community failed** in their goal to decrypt the encoded communications. We had a timer set on the amount of time we would hold Greenstarfanatic captive - after all, being bound, blindfolded and interrogated can get uncomfortable rather quickly - after which point, he would be freed by Agent Prescott, but the community would fail their main objective, saving MidDipper.

When the timer went off and the players had not yet located Greenstarfanatic, MidDipper was lost. The strike team infiltrated the consulate when the cameras were shut down and found that MidDipper dead. Dispatch declared her loss in the IRC and was met with a flood of text-based salutes.

Agent MidDipper had agreed to this possibility before the event - **that if the community failed, she would give up her gamer tag and delete her account for good.** But none of us thought it would happen. We were all sad when we sent out the message - rescue operation failed, agent found dead.

**Her death marked the end of the Season 2 live events.**

**o7**

Manakias	There will indeed be a time of mourning... but there must be a time of revenge.
Quaesitio	SIGIL will experience only blood, death and pain for Dipper
Manakias	We must fight back.
Div66_Dispatch	Standby for debrief. o7
MuMuMusings	this is gonna be fun
KiRa937	o7
Manakias	Ladies and gentlemen, salute if you're with me.
MuMuMusings	o7
Manakias	For Dipper.
	o7
Quaesitio	o7
thedownfall	o7
Gene6	o7
zaelaptop	o7
MuMuMusings	For Dipper
KiRa937	o7
dylanamite	o7
AgentMeier	o7
MuMuMusings	oo7
Quaesitio	For Dipper
Cevern	o7
ManyPinkHats	o7
JantsoP	Still waiting for permission for nukes
MuMuMusings	sorry o7
KiRa937	o7 for MidDipper
TwilightHerald	o7



## MOVING FORWARD

Creating the Black Watchmen was a massive undertaking for all of us. When we started this journey, we had no idea how far we would go down the rabbit hole. **Each of us is forever changed by the process** - Anashel now has contacts in 70 countries, Nathalie knows how to legally kidnap someone, Jarobi has a tattoo of the Black Watchmen logo, Fred knows far too much about hacking for his own good and crux is now definitely on the NSA & CSE watchlists. **But most importantly, we have come to know all of you, The Black Watchmen's fantastic community.** We have never seen such a supportive, positive group of gamers, from all around the world, working so well together.

We will continue to work hard to create new games for you, as well as expand on the Black Watchmen's story. **Ahnayro: The Dream World** (a game you can only play at night) and **NITE Team 4** are both extending the Black Watchmen Universe in their own way. Plus Special Ops missions - such as Mother Russia - will continue to explore unique Agency operations.



*The Black Watchmen : Mother Russia Special Ops*

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The Black Watchmen  
**EXTENDED UNIVERSE**  
Games and Comic Book

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## BLACK WATCHMEN EXTENDED UNIVERSE

### AHNAYRO

Ahnayro is a historically focused, narrative driven puzzle game exploring the more ethereal side of the Black Watchmen Universe. You play as a person gifted with the ability to look beyond the veil of reality, investigating a world that opens up to you every night; haunting you, beckoning you to solve the mysteries within.

Yet you are not in control of this world; you are at the mercy of mysterious individuals, who flow in and out of your mind. Your only hope is to piece together your fragmented visions and confront your tormentors.

Dig deeper to find connections between the Oak Valley Sleep Disorder Center, the mysterious Glasswick Initiative and the experiments of the Rosenberg Clinic.

**Ahnayro can only be played at night; surround yourself in this unique dream world that opens up as darkness descends.**



# NITE TEAM

Join the ranks of the newest division of The Black Watchmen: Network Intelligence & Technical Evaluation (NITE) Team 4. You play as a new recruit in the sophisticated hacking team, engaged in cyber warfare with black hat groups, terrorist organisations and hostile states in a struggle to maintain global dominance.

You are part of an elite hacking group, working with strike team on the ground, and specialists around the world to infiltrate hardened computer networks.

**= The next generation of CyberWarfare =**





BLACK WATCHMEN EXTENDED UNIVERSE

COMIC BOOK ISSUE #01

# SANTIAK CHRONICLE



*Based on real The Black Watchmen live event*

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The Black Watchmen

# REVIEWS

Players Feedback

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## PRESS

Since the announcement of The Black Watchmen PARG project, we received many **positive and encouraging comments**, which filled us with pride and joy. We wish to share some of them with you...

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"If you like, sort of, spooky X-files adventure, they do those things very well, and **there isn't another experience like it that you are going to find**"

- James Recommends, Extra Credits

"**It gains a fantastic sense of a world, a real mystery to sink into**, a web of secrets on the web, a sense of being part of something bigger."

- John Walker, Rock, Paper, Shotgun

"The Black Watchmen is **ARGing at its finest.**"

- K R Parkinson, Adventure Gamers

"**I initially mistook The Black Watchmen as just a game, but it is much more than that.** I am now part of a secret reconnaissance cell partaking in undercover investigations."

- Ryan McDonagh, Critical Indie gamer

"**The puzzles are clever, the storyline is engaging**, and the eerie background music and creepy videos help set the stage for sinister happenings."

- Mike Futter, Gameinformer

"**One of the most elaborate alternate reality games ever...**"

- Dillon Baker, Kill Screen

*< This is the article that alerted Jarobi to our game. He was on a safari in South Africa when he read it!*



## FEEDBACKS

"This is definitely one of the most unique gaming experiences I have ever been a part of, and I am glad to have this game in my library."

- Agent Kakuzen

"You will participate in something you most likely have never experienced that is a work of genius. Something that, as a gamer, you will have fond memories of in the future."

- Agent Prometheus Unbound

"....did I just join a cult?"

*Yes!*

- Agent Stacks

"Absolutely AMAZING!!!!, this game actually challenges you, it's not like other 'puzzle solving' games, this thing actually makes you go and google stuff. Fantastic, also disturbing, but F\*\*KING FANTASTIC."

- Agent ARL8

"Real talk now, if you ever wanted to experience a life of an Illuminati agent, this is probably the closest experience you will ever have."

- Agent XRockstarX

"This game is hands down one of the most interactive games I've ever played and I can't wait to see where it's headed."

- Agent Saiio

"Amazingly immersive, great community, all around enjoyable experience."

- Agent Cevern

"Load game, invited to secret society, do secret society things, get recruited by the illuminati, now control the internet. 10/10 would start NWI again."

- Agent Sniffyz

"It's kinda refreshing to see a game this complex actually made and not just something we all wished existed."

- Agent Sheep Lord



## FEEDBACKS

**"This game is probably one of my favourites of all time.[...] Thank you, Alice & Smith, for creating this game!"**

- Agent Blaqk Assassin

**"This is an astonishing game."**

- Agent grobza

**"Without spoiling anything, this game (and its community) is near perfect."**

- Agent Janet Snakehole

**"I love this game. It's addicting, fun, immersive, and has a great community."**

- Agent Steve Harvey

**"I assure you that if join your life won't be the same."**

- Agent Zerosh

**"Wow, you might just want to go ahead and quit your job, drop out of school-what ever you situation is... this is intense and you will become obsessed. I love it."**

- Agent themadhuman

**"This game is unbelievable, it gets under your skin like nothing else I have played."**

- Agent Jaytherevel

**"The community around the game is one of the nicest I've come across."**

- Agent Phaen

**"Overall, The Black Watchmen is an exceptional game and I strongly urge you to play it. [...] YOU DO NOT KNOW WHAT YOU ARE GETTING INTO."**

- Agent Fyxd

**"As a professional puppetmaster, this is one of the best ARGs I've ever played."**

- Agent Lunchweek

**THANK YOU**

**It is now our turn to say Thank You!** To everyone who joined us in this journey and helped us make this game better, to everyone who worked together solving puzzles and who joined this incredibly friendly community we say again and again: **Thank You!**

And before we end this last entry of the Almanac, we wish to give a friendly shoot out to our partners who **helped us make The Black Watchmen what it is today.**

**Agent Zekh**

Asst. Puppet Master

**Porpentine**

Cult Recruiter

**Sky Choi**

Live Event Support

**Agent Santiak**

Community Manager

**Erin Sparks**

Emotional Support

**Fenwick McKelvey**

Event Inspiration

**Agent dylanamite**

Winter Support

**Dominique Rheault**

Musical Genius

**The Fried Onion**

Covert Ops

**Agent nikel**

Chief Analyst

**Vanessa Pépita Jolivet**

Patient Alpha

**Nadine Lessard**

Emotional Support

**Agent MidDipper**

Co-conspirator

**Andrea Doyon Sen.**

Adam Rosenberg

**Benoit Éthier**

Special Ops

**Agent JantsoP**

Technical Specialist

**Chastity Chevy**

Make Up Ninja

**Solvej & Mélia Doyon**

Blood specialists

**Elisa & Scott**

Emotional Support

**Philippe Bernier**

Ironman

**Jonathan Guertin**

Macgyver





And a special thanks to all our Kickstarter supporters,  
moderators, family and friends who gave us the time, advice  
and support to complete this project.

Without all of you, none of this would have been possible.



*Nathalie Lacoste*

*Andrea Doyon*

*Fred Forques*

*Steven Patterson*

*patrick Greatbatch*

In Memory Of My Father, Richard Lacoste  
1945 - 2016

Alice & Smith - 2016