



## A WORD ABOUT THIS GAME

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**ClockWerx**

I

## Introduction



“In the early 1980s, I developed Tetris as a simple exercise in mathematics. I could not have dreamed the impact it would have in the world of *games*. *ClockWerx* carries on the challenging and addicting tradition of

Tetris, and I am proud to endorse the product. I hope you enjoy playing it as much as I do.”

Alexey Pajitnov  
Mathematician and Puzzle Game Designer

What is the name of the wooden board to which the movement of a longcase clock is attached?

Seat board

### About the Spectrum HoloByte puzzle line

Alexey Pajitnov, creator of the world-famous Tetris, is lending his endorsement to and is helping in the design of a full line of action puzzle games from Spectrum HoloByte. The line includes the company's existing Tetris games, as well as new and increasingly exciting and super-challenging puzzle products.

Since its debut in 1988, Tetris has been on best-seller lists, and the famous game of falling blocks continues its phenomenal popularity to this day. Included in the Spectrum HoloByte puzzle line are products for personal computers and videogame systems. For personal computers, the line features Tetris (IBM, Mac), **Welltris** (IBM, Mac), **Faces.. Tris III** (IBM, Mac), **Wordtris** (IBM, Mac), **Super Tetris** (IBM, Windows, Mac), **Tetris Classic** (IBM, Windows), **BreakThru** (Windows, Mac) and now **ClockWerx** (Windows, Mac). For videogame systems, the line includes **Wordtris** (SNES, Game Boy), **WildSnake** (SNES, Sega Genesis, Game Boy, Game Gear) and **BreakThru (SNES, Game Boy)**. Puzzle games within the line are fun, challenging, universally nonviolent and are ideal for all ages and skill levels.

All the titles listed above are available at your local software retailer or can be ordered directly from Spectrum HoloByte anytime by dialing 1-800-695-GAME.

### An introduction to *ClockWerx*

*ClockWerx* is a unique action puzzle game that will sharpen your skills and engage your mind. As you swing, flip and bounce your clock hand from dot to dot, **ClockWerx** challenges you to navigate through such obstacles as enemy clock hands, spikes, oil globs, moving doors and bombs. 256-color animations enhance the action in 100 levels of challenging play. But nothing could be simpler than to start playing **ClockWerx**: it only takes four keys to play!

What is a mechanism used to minimize escape error as a mainspring unwinds?

Fusee

What was the first form of clock controller used in verge-escape-ment clocks?

Foliot

## System requirements

The floppy disk version of *ClockWerx* requires:

- IBM 33MHz 80386DX compatible or faster
- 4MB RAM
- 1.44MB 3 1/2" floppy disk drive
- Hard drive with 5MB free
- Super VGA graphics (640 x 480 x 256 colors)
- Windows-compatible sound card for sound effects and music
- Mouse

The CD-ROM version of *ClockWerx* requires:

- IBM 33MHz 80386DX compatible or faster
- 4MB RAM
- CD-ROM drive
- Hard drive with 8MB free
- Super VGA graphics (640 x 480 x 256 colors)
- Windows-compatible sound card for sound effects and music
- Mouse

## Installation

### Floppy disk installation

Before installing, be sure to make backup copies of the *ClockWerx* program disks and put the originals in a safe place.

1. Start Windows 3.1 by typing **win** at the DOS prompt.
2. Insert *ClockWerx* Disk 1 into your floppy drive.
3. After Windows loads, go to the Program Manager's "File" menu and select "Run...".
4. In the command line box type a: setup or b: setup (depending on which drive Disk 1 is in). This will run the *ClockWerx* setup program.
5. As the *ClockWerx* setup program loads, you will see the message "Initializing Setup..."
6. When you see the message "Welcome to the ClockWerx Setup," click the "Continue" button.
7. The setup program defaults to installing *ClockWerx* to C:\CLOCKWRX. You can change the directory by typing a new name.
8. Insert *ClockWerx* Disk 1 or *ClockWerx* Disk 2 into your floppy drive when prompted.
9. After the game is installed into the ClockWerx program group, you will see the message "Setup succeeded!"
10. Be sure to double-click the Read Me file in the ClockWerx program group in order to read important last-minute information.

What is the name of the mechanism that electrically maintains a pendulum in oscillation?

Hipp-toggle

What steel alloy used for pendulum rods has a near-zero coefficient of expansion?

Invar

## CD-ROM installation

1. Start Windows 3.1 by typing **win** at the DOS prompt.
2. Insert the ClockWerx CD-ROM into your CD-ROM drive.
3. After Windows loads, go to the Program Manager's "File" menu and select "Run.. ."
4. In the command line box, type **d: setup** instead. This will run the *ClockWerx setup* program.
5. As the ClockWerx setup program loads, you will see the message "Initializing Setup.. ."
6. When you see the message "Welcome to the ClockWerx Setup," click the "Continue" button.
7. The setup program defaults to installing *ClockWerx* to C:\CLOCKWRX. You can change the directory by **typing** a new name.
8. After the game is installed into the ClockWerx program group, you will see the message "Setup succeeded!"
9. Be sure to double-click the Read Me file in the ClockWerx program group in order to read important last-minute information.

You will not need the *ClockWerx* CD-ROM in the drive after you install the game.

## Loading

To run *ClockWerx*, simply start Windows, open the ClockWerx program group and double-click on the *ClockWerx* icon.

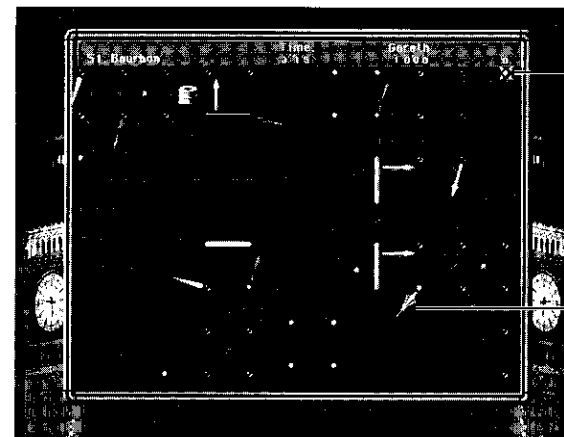
## Clock question

The first time you run *ClockWerx*, the computer will ask you a question before you can continue. The answer to the question can be found on one of the pages in the manual. You need to type the complete answer. Once you have answered the question correctly, you will only be asked again if you reinstall *Clock Werx*.

## Quick start guide

If you're impatient to start playing *ClockWerx*, just read this section. We recommend that you start with the tutorial lessons (levels 1-10) which will gradually teach you how to play the game. You can find additional information in this manual and the *ClockWerx* Help file (press [F1]).

The objective of *ClockWerx* is to finish 100 levels. Each level can be completed by reaching the goal dot with your clock hand.



Goal  
Dot

Your  
Clock  
Hand

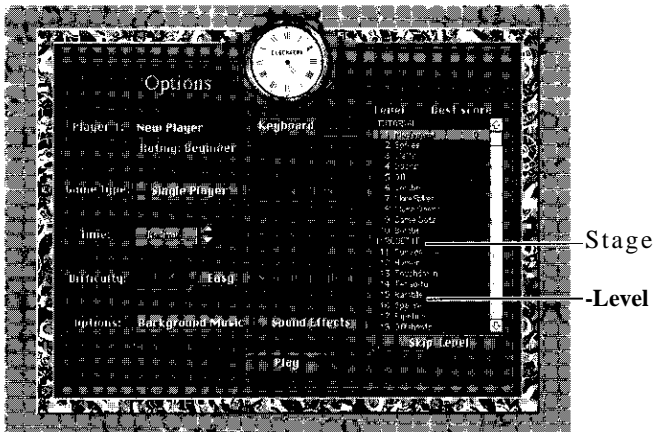
What is the name of a form of pendulum in which the rod is a diamond-shaped frame?

Rhomboid

Command	Player 1 Keys	Player 2 Keys
Swing	[x] or [.]	[2] or [6] on the numeric keypad
Bounce	[z] or [/]	[3] or [5] on the numeric keypad
Flip	[Shift]	[1], [4] or [+ ] on the numeric keypad
Reverse	[Spacebar]	[Enter] or [0] on the numeric keypad

### Options screen

The Options screen is where you will choose your game options in *ClockWerx*. Click on the buttons to make your selections.



When you are finished with the Options screen, press the “Play” button to begin the game or select “New Game” from the menu bar.

If you do not start a game, the Options screen will automatically return to the title screen. Just click the mouse or press a key to return to the Options screen from the title screen.

### Level and best score

Select which game level you want to play by clicking and highlighting it. The best score for that level is displayed to the right. The letter next to the score shows the difficulty level that the score was achieved on (C=Child, E=Easy, M=Medium, H=Hard). Each group of 10 levels is called a stage, which is shown in all capital letters. You cannot see the level names within a stage until you reach the first level of that stage.

If you become stuck, the “Skip Level” button below lets you skip a level you haven’t completed and move on to the next level. You can skip a total of three levels. If you go back and complete a level you previously skipped, you can then skip a different level.

### Player 1:

Type your name in the space to the right. Your *ClockWerx* rating, listed below, is based on your total score.

Just click on either “Keyboard” or “Mouse” to choose one as your game control. We recommend playing *ClockWerx* with the keyboard.

### Game Type:

You can choose between a single-player or a two-player game. The two-player version is described later in this manual.

### Time:

You can decide how much time you want to play *ClockWerx* in one session by setting a time limit. Click on the up and down arrows to set a time limit between 5 and 55 minutes in S-minute increments. In addition, you can set no time limit. Don’t worry if you run out

What is the name of the knurled nut supporting the pendulum bob?

Rating nut



What is the name of the device that is used to equalize the force of the main-spring over its period of run?  
Stackfreed

of time; ClockWerx will ask you if you want to continue playing. Think of the time limit as a reminder not to play longer than a 15-minute coffee break!

### Difficulty:

*ClockWerx* has four difficulty levels: Child, Easy, Medium and Hard. Most significantly, entire levels are different depending on the difficulty setting. Easier difficulty levels have simpler and fewer obstacles than tougher ones. The difficulty levels also affect the speed of everything on the game screen (including your clock hand and enemy clock hands) and the amount of time you have to complete a level (which is unlimited in Child mode).

### Options:

YOU can turn the background music and sound effects on or off by clicking on the buttons.



## How to play *ClockWerx*

To start a game of *ClockWerx*, first type your name in the space for Player 1. Since *ClockWerx* remembers your previous achievements, you can start a completely new game by typing in a different name.

Next, choose a starting level from the Level/Stage list. You can choose any level up to one level higher than the highest level you've completed. Initially, Stage 1 is a tutorial which teaches you how to play *ClockWerx*. The game really begins with Stage 2 (levels 1 1-20). You can go straight to Stage 2's levels if you want.

Choose either "Keyboard" or "Mouse." Click "Single Player." Choose whichever time limit, difficulty level and sound options you like. Click the "Play" button to start the game.

The object of *ClockWerx* is to complete each of the levels by reaching the goal dot with your clock hand. Try to achieve high scores by completing game levels as quickly and with as many bonuses as possible. The game has 10 stages, each stage containing 10 progressively more difficult levels. As you advance through each stage, you are introduced to new game enemies, obstacles and elements. You must play the levels in order (although you can skip up to three levels).

You must maneuver your clock hand across a field of dots to the sparkling "goal" dot while avoiding such dangers as enemy clock hands, spikes, bombs, doors and oil globs. You can also gather "bonus" dots to increase your score.

If your clock hand hits a dangerous obstacle or you run out of time, you'll restart that

What is another name for a watch capable of sounding out the time at will?

Repeating work

What is the name of the cylindrical brass box containing the mainspring of a clock?

Barrel

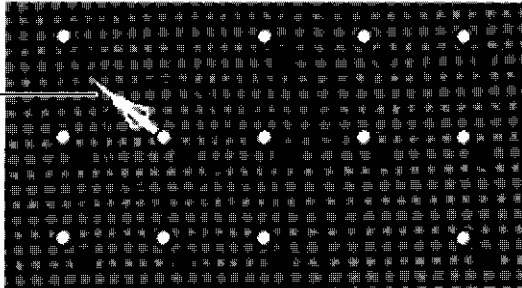
level. The time limit you have for completing each level depends on the level itself as well as the difficulty setting you choose.

Scoring is based on the difficulty level, how fast you finish the level, and how many bonus points you gathered on the level.

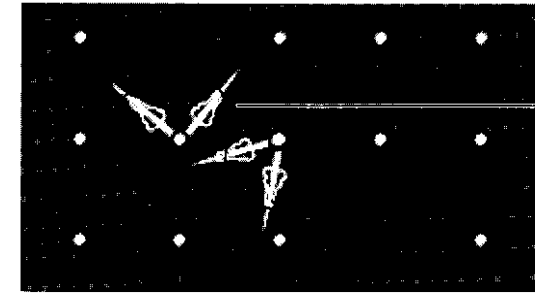
### Controlling your clock hand

Your clock hand is gold-colored and continuously spins around one of the dots on the game screen. (Player 2's clock hand is colored black.) At the start of the level, both your clock hand and the goal dot are surrounded by sparkles.

Spinning

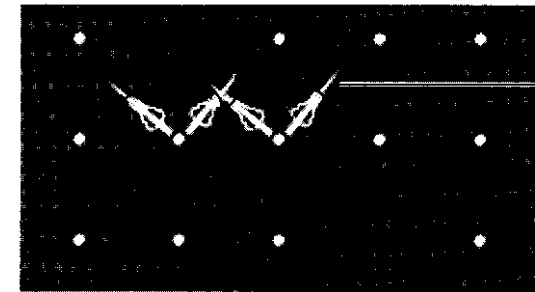


You can move your clock hand from its current dot to another dot by “grabbing” the other dot just as your clock hand’s tip passes the other dot. If you grab another dot successfully, your clock hand will spin around that dot. You can grab another dot in two ways: swinging or flipping. If you swing to another dot, your clock hand rotates in the opposite direction around the second dot as it did around the first. If you flip to another dot, your clock hand rotates in the same direction around the second dot as it did around the first dot.



Swinging

Press **[X]** or **[.]** to swing from dot to dot. Notice that your clock hand grabs the adjacent dot and changes its direction of rotation from clockwise to counterclockwise. If you turn on the Swing Indicator (by pressing **[Ctrl][I]**), the onscreen indicator will show your direction of rotation if you swing onto an adjacent dot.



Flipping

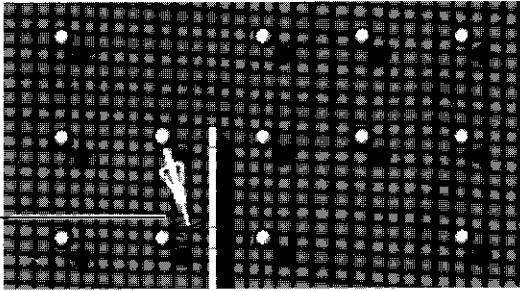
Press **[Shift][X][Z]** or **[.][/]** to flip from dot to dot. Notice that your clock hand grabs the adjacent dot and continues rotating clockwise. Flipping is essentially swinging and bouncing simultaneously.



What is the name of the cam that is used to determine the number of blows struck in a rack-striking work at the hour?

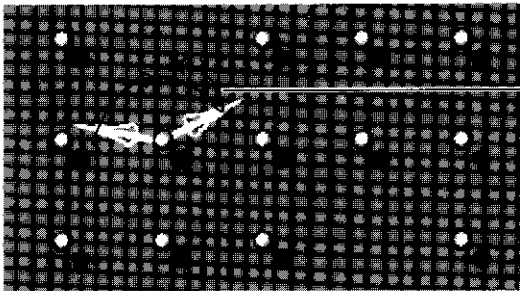
Snail

Bouncing



Press [Z] or [/] to bounce off a wall or dot. Notice that your clock hand does not grab a new dot, but it does reverse its direction of rotation.

You can also change your clock hand's rotational direction at any time by doing a "reverse."



Press [Spacebar] to reverse. Notice that your clock hand reverses its direction of rotation without bouncing off any dot. Remember to release the key or you will not be able to reverse again.

To effectively swing, flip or bounce your clock hand, press and hold down the appropriate keys before your clock hand passes by an adjacent dot and keep the keys depressed until after the grab or bounce is successful. Swinging, flipping and bouncing work if the appropriate keys are pressed at the moment your clock hand passes a neighboring dot. Pressing and then releasing the keys when your clock hand is not passing an adjacent dot has no effect. You do not have to release these keys for them to work multiple times. For example, if you want to flip continuously, simply hold down the flip key and don't release it. You can cancel a swing, flip or bounce by releasing the key before your clock hand passes any adjacent dot.

### Mouse control

At the Options screen, you can choose to control your clock hand with the mouse. Your clock hand should be within one-quarter revolution of the dot you wish to grab next when you click the mouse. If you click near the dot that your clock hand occupies, your clock hand will reverse. Click on or near the dot you wish to swing or flip onto. We recommend using keyboard control for medium and hard difficulty settings.

Command	Mouse Control
Swing	Click once away from your dot
Flip	Double-click away from your dot
Reverse	Click on or near the dot your clock hand occupies

What is the name of the arm acting as a click for the rack in rack-striking clocks?

Rack hook

What is the name of the nib at the end of the anchor or lever arms acted upon by the escapement wheel?

Pallet

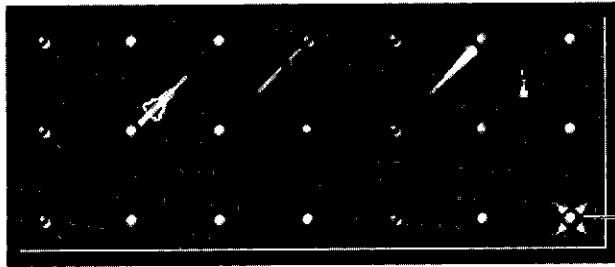
## The status area

The status area (at the top of the *ClockWerx* game screen) displays the level number and name, the time you have remaining to complete the level, your score for just this level, and your total score for all the levels you've played. **In** a two-player game, the scores shown are the cumulative scores for all the levels played in that session.



## Goal dots and bonus dots

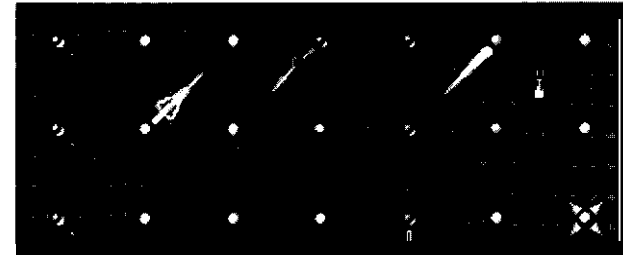
To complete a level, you must grab a goal dot by swinging or flipping onto it with your clock hand. The location of the goal dot is indicated at the beginning of each level with sparkles.



Bonus dots are translucent and may be either white or colored. Score extra bonus points by swinging or flipping onto a bonus dot. The color of a bonus dot does not affect its value.

What is the name of the depression surrounding a pivot hole?

Oil sink

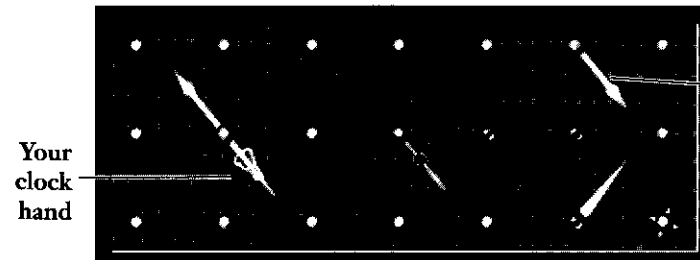


Bonus dot

## Enemies, obstacles and tools

### Enemy clock hands

Most levels have enemy clock hands, which are colored blue, green or red. Some enemy hands rotate at exactly the same speed as your clock hand does, but others may be faster or slower. If an enemy clock hand touches or crosses your clock hand at any time, your clock hand is destroyed and you must restart the level from the beginning or a way station dot. If you're careful, you can grab and ride on the same dot that an enemy clock hand is on if the clock hands do not cross-but don't follow too closely!



What is the name of the teeth on the smaller driven members in clock gear trains?

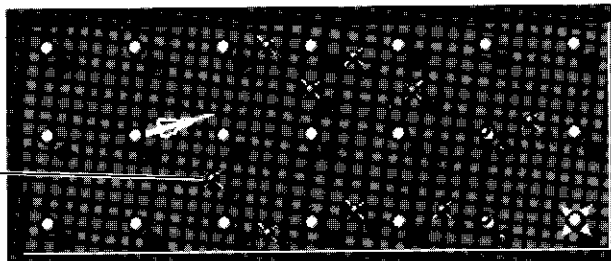
Pinion leaves

Each enemy clock hand in a level follows a definite path: swinging, flipping and bouncing just as your clock hand can. For instance, one clock hand may simply spin on one dot. Another may swing from one dot to another, spin around once, swing back to the first dot, spin around once, and so forth. When you first enter a level, watch and learn the enemy paths so you can plan how to avoid them. Some objects in the game that are dangerous to you are harmless to enemy clock hands.

The color of a game dot tells you the color of the clock hands that grab that dot on that level. For instance, the dot around which a red clock hand spins is colored red. Two dots that a blue clock hand swings between are colored blue. If clock hands of more than one color grab the same dot, that dot is multicolored. Two or more enemy clock hands that follow the same path are always colored the same.

### Spikes

Spikes can be either stationary or moving. If your clock hand hits a spike, your clock hand is destroyed and you must restart the level.

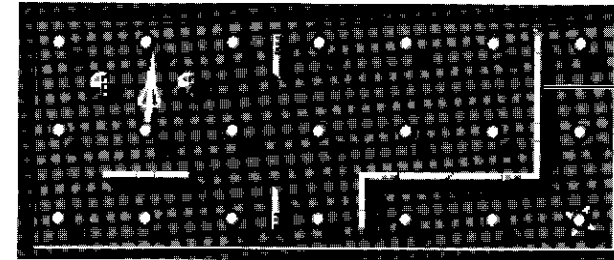


Spike

Moving spikes orbit around dots and have predefined paths, exactly as clock hands do. They orbit at a point corresponding to the center of a clock hand and move at a constant speed.

### Walls

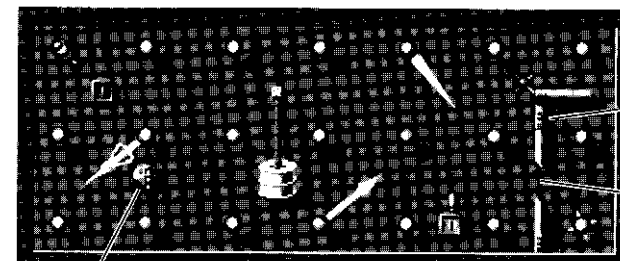
Your clock hand usually bounces off walls. Enemy clock hands also bounce off walls, although some other enemies travel right through them. If you hyperdot into a wall or you get stuck in a wall by riding a moving dot, however, your clock hand will be destroyed.



Wall

### Doors and door switches

Doors act the same way as walls, except that doors, of course, can open and close. A door is controlled by one or more switches. Each switch, in turn, may control one or more doors. The color of these switches matches the color of the door trim (the bars on both sides of the door). The dots on the switches also match the number of dots on the trim.



Door switch

Door trim

Door

What is the name of the type of wheel found in platform-escape carriage clocks which drives the escape pinion?

Contrate

What is the sound of a clockstriking the quarters on two differently pitched bells or gongs?

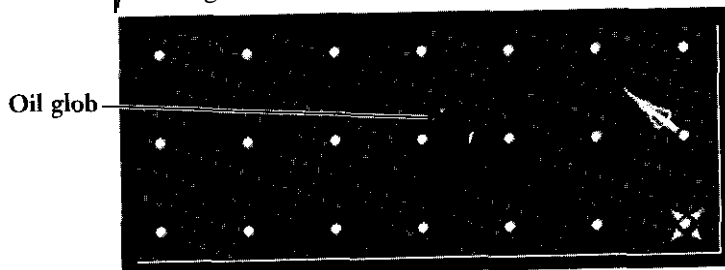
Ting-tang

A switch is activated whenever any clock hand passes over it. Activating a switch starts closing the door if it's open, opening the door if it's closed, or changing the door's direction if it's opening or closing.

Although your clock hand can harmlessly bounce off closed doors, be careful not to get caught in an opening or closing door. Your clock hand will be guillotined and you'll have to restart the level.

### Oil globs

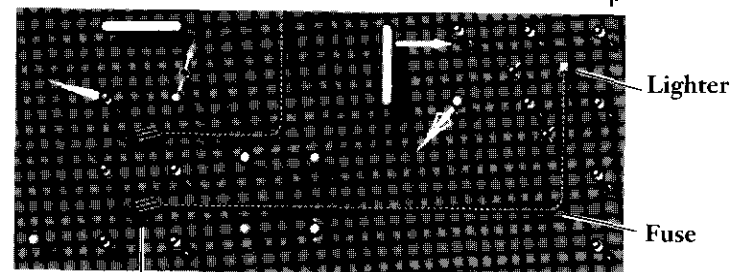
Oil globs sit motionlessly near dots. If your clock hand passes over an oil glob, the glob is activated and starts creeping toward the nearest dot. The oil glob will eventually flow up the dot and coalesce. The oil glob will sit on the dot for a bit but will then start chasing your clock hand by dripping toward another dot, usually one closer to your clock hand. If the oil glob lands on the dot around which your clock hand is spinning, your clock hand is destroyed. You can also die if you grab a dot that an oil glob is sitting on. You can safely pass your clock hand over an oil glob.



Oil globs will reproduce by themselves at random times, with the two oil globs going off in different directions. Once activated, oil globs will chase you until they leave the screen, are destroyed or you complete the level.

### Lighters, fuses and bombs

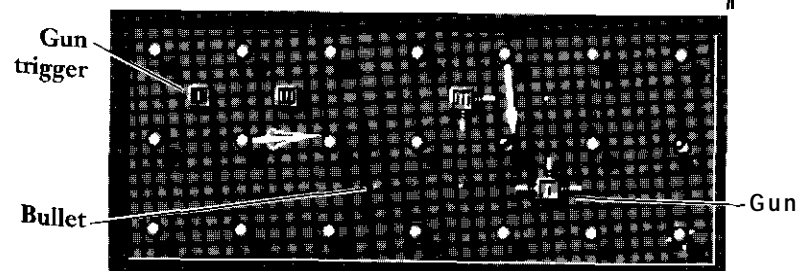
When your clock hand passes over a lighter, it ignites a spark, which starts traveling down a fuse. If your clock hand hits the spark, you die. Eventually, the fuse will burn down and detonate a bomb. The exploding bomb inflicts damage in several ways: it kills nearby clock hands (including your own); it destroys nearby spikes, oil globs and walls; and it removes the bonus from nearby dots.



Bmb

### Guns, triggers and bullets

Triggers work just like door switches and come in three colors. Scattered around the screen are matching-colored guns. The guns are stationary, and each has from one to four fixed barrels. Whenever any clock hand passes over a trigger, all guns of the same color shoot a bullet. Bullets travel at the same speed. They stop at walls but will pass through enemy clock hands. If a bullet hits your clock hand, it's destroyed and you'll have to restart the level.



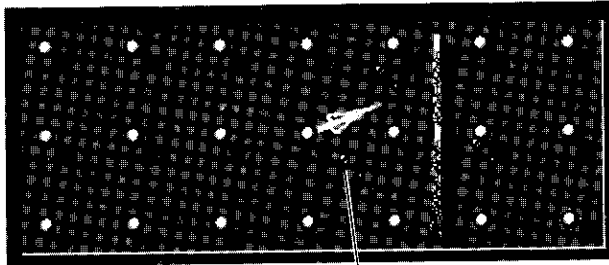
What is the name of the bearing in which a pivot runs?

Pivot hole

What is the name of the train of wheels in a clock that provides a 12 to 1 reduction between the minute and hour hands?  
Motion work

**Wallbusters**

Wallbusters are small ball-shaped objects that “float” in the playing field until your clock hand comes by and pushes them in a particular direction. If the Wallbuster hits a wall, the wall disintegrates in a cloud of dust. If a Wallbuster hits a door, it just bounces off. After a delay, Wallbusters will reappear.



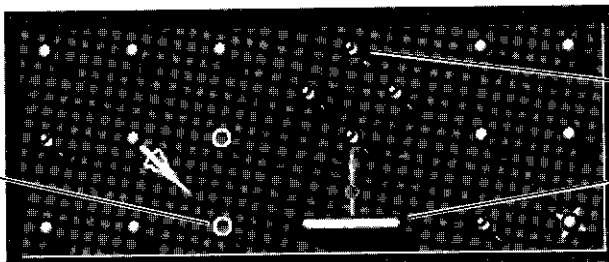
Wallbuster

**Special dots**

Special dots are introduced to you gradually throughout the game’s levels.

Moving dots move one position in the time your clock hand moves one-quarter of a revolution.

Extended dots are “long” dots that are essentially connections between two stationary dots. When a clock hand stays on an extended dot, it slides along the extended dot.



Ring dot

Moving dot

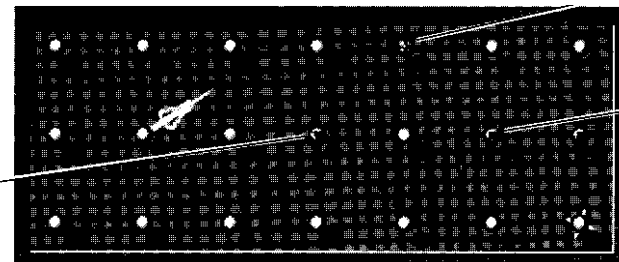
Extended dot

Ring dots disappear as soon as your clock hand releases it and grabs another dot. After a delay, ring dots reappear.

While your clock hand is on a slowdown dot (which has a triangle on it), all enemy clock hands move at one-half their normal speed.

If you grab a way station dot partway through a level and then later die, your clock hand will appear on the way station dot (instead of the starting dot). Restarting from a way station dot is very useful if you pass through a difficult section and don’t want to replay that part. If you restart on a way station dot, the clock will be reset to the time you had remaining when you first landed on that way station dot. Way stations are more plentiful on easier difficulty settings, but Hard has none.

Death dots (marked with a square) are perfectly safe to grab and spin on. If you try to switch from one death dot directly to another, however, you die. Enemy clock hands can grab death dots with no penalty.



Slowdown dot

Way station dot

Death dot

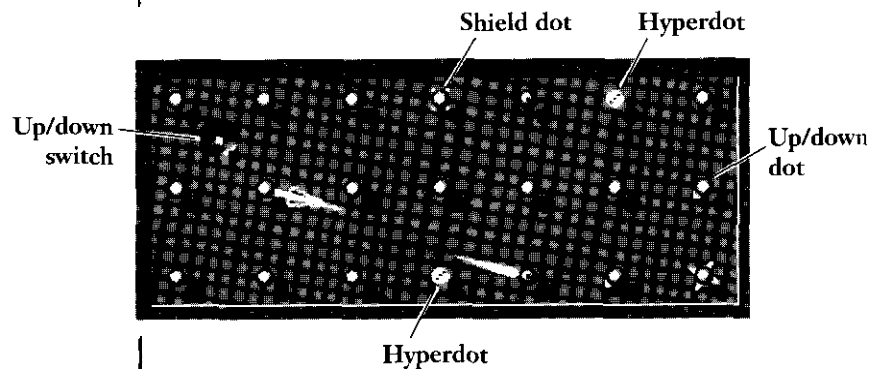
Hyperdots come in identical pairs. If you grab a hyperdot, your clock hand is immediately transported to the matching hyperdot with no change in your clock hand’s angle or

What is the name of the cam in an equation clock used for indicating solar time?  
Kidney piece

direction of rotation. Some hyperdot pairs look similar to other pairs, so examine them closely.

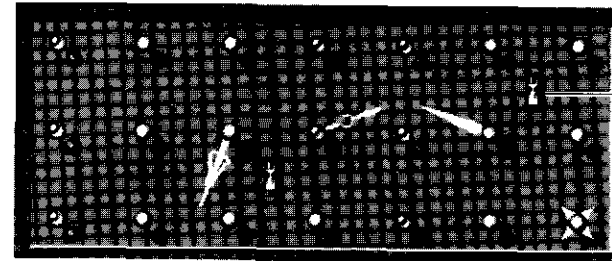
Shield dots make your clock hand invulnerable to enemy clock hands as long as you stay on them. Shield dots are useful for areas densely populated by enemies.

Up/down switches are marked to correspond with up/down dots using symbols such as circles, squares and crosses. When you or an enemy clock hand presses an up/down switch, a whole set of dots will either descend into the floor or be elevated into their normal positions. If a clock hand is dragged into the floor, the clock hand dies. Clock hands cannot grab an up/down dot that is even partway down.



## Hourglass

Pass your clock hand over an hourglass to gain an extra 10 seconds of time. The hourglass is also worth 1,000 points,



Hourglass

## Two-player game

If you choose “Two Player” at the Options screen, you and your friend compete to finish the level and maximize your individual cumulative scores for the game. Each player has a total game score for this session.

If one player dies, that player goes back to the beginning of the level. Once one player has grabbed the goal dot, the level ends when the other player either dies, grabs the goal dot or runs out of time. If both players reach the goal dot, the first player to grab it receives more bonus points than the second player. The game ends when the game time expires and the players choose not to play more.

In two-player games, the players’ clock hands cannot kill each other.

## Scoring

In the single-player game, the scores shown are the score for that level and your total score for all the levels you’ve completed.

## Completing a level

Your bonus for completing a level depends on the difficulty level.

## Bonus dots

You receive 1,000 points for the first bonus dot you gather in a level, 2,000 points for the second and so forth up to a maximum of 5,000 points for each bonus dot. If you restart the level, the next bonus dot you grab is again worth 1,000 points.

## Top scores

At the Top Scores screen, you can either see “Top Level Scores” or “Top Scores.” “Top Level Scores” displays the top scores ever achieved for a particular level along with the player’s name and the difficulty setting. “Top Scores” lists the top total scores per player (the sum of a particular player’s top scores for all the levels he or she has played).

For two-player scores, the top level score shown is the highest score for a particular level by one player in a two-player game. The top total scores shown are the highest total scores for individual players in two-player games. Each individual player, however, can only appear once in this top level score list.

## Skipping a level

You must play the levels in *ClockWerx* in order. If you are unable to complete a level, however, you can use one of your three chances to skip that level and try the next level. If you use all three chances, you must complete one of the previously skipped levels before you can skip another level. Any time you complete a skipped level, you have another chance to skip a different higher level.

## The menu bar

Move the mouse to the top of the screen to use the menu bar. If you are running ClockWerx in 640x480 resolution, press the right mouse button to bring up a pop-up menu bar. You can also use the keyboard equivalents for some menu functions.

## File

New <b>Game</b>	<b>Ctrl</b> <b>N</b>	Starts a new game from the Options screen
<b>End Game</b>	<b>Ctrl</b> <b>E</b>	Ends the current game with the score and goes to the Top Scores screen
Abort Game	<b>Ctrl</b> <b>A</b>	Aborts the current game and returns to the Options screen
Open Levels File	<b>Ctrl</b> <b>F</b>	For future puzzle add-on sets for <i>Clock Werx</i>
Pause	<b>Ctrl</b> <b>P</b>	Pauses or resumes the current game
Restart Level	<b>Ctrl</b> <b>R</b>	Aborts the current game position and restarts the level
Skip This Level	<b>Ctrl</b> <b>K</b>	skips the current level and goes to the next one
Quit	<b>Ctrl</b> <b>Q</b>	Brings up a dialog box asking if you want to quit <i>ClockWerx</i>

## options

Sound Effects	<b>Ctrl</b> <b>S</b>	Toggles sound effects on or off
Background Music		
None		No background music
Play Once		Music for that level plays only once
Play Pause		Music for that level plays once, pauses and then plays again
Play Loop		Music for that level plays continuously
Swing Indicator	<b>Ctrl</b> <b>I</b>	Toggles the swing indicator on or off

## Top Scores

**Top Scores** **Ctrl** **T** Displays the Top Scores screen

## Help

ClockWerx Help **F1** Brings up the *ClockWerx* help system

About ClockWerx Displays the game credits



## Strategy tips

Everyone has his or her own methods of playing ClockWerx, but here are a few tips we came up with to help you play better and get a higher score:

- *Study a level before starting.* Remember that you can sit and study a level as long as you like before starting since the timer doesn't start until you press a game key. Try to understand exactly what enemy clock hands are doing before plunging into the level.
- *Master swinging and flipping.* The secret to mastering *ClockWerx* is understanding the difference between swinging and flipping. Notice that when you flip, your clock hand always maintains the same direction of rotation. Practice swinging and flipping in the first 10 levels of the game. Press **Ctrl I** to turn on the Swing Indicator to help you learn how swinging and flipping work.
- *Gather bonus dots.* Since bonus dots are worth so many points, it can often be worth your loss in the speed bonus to spend some time gathering bonus dots before completing a level. Be careful, though, since many bonus dots are guarded by enemies.
- *Many levels have multiple paths to the goal dot.* If you're stuck, try studying the level some more and look for a different path to the goal dot.
- *You can "hover" between a wall and a dot.* Hold down the bounce key and repeatedly bounce off a wall and then the dot.
- *Learn how oil globs work.* Watch the oil globs carefully to learn how they chase you. You should be able to avoid them once you have learned their secret.

- *Study up/down switches.* An up/down switch is often controlled by an enemy clock hand and has a particular pattern. Observe the pattern to overcome this obstacle.
- *Learn how bombs explode.* Since fuses burn at a constant rate, how much damage an exploding bomb does depends on exactly when it's detonated. You can control this by passing your clock hand over the lighter at the correct time.

## Troubleshooting

Please see the Read Me file for important last-minute information.

- *The graphics speed seems slow.* If video performance in the game seems slow, please make sure you have the latest Windows video drivers installed for your specific video card. Please contact your video card manufacturer for the latest version. In addition, having more than one video driver installed or an outdated driver can slow down Windows.
- *The music in the game sounds wrong.* You may need to change your settings in the MIDI Mapper (which is in the Control Panel). Although the MIDI files in *ClockWerx* support both basic FM and extended FM, the music in the game sounds better if MIDI Mapper is set to extended FM if your sound card supports it. You will only need to set MIDI Mapper to basic FM if your sound card is older, such as an Ad Lib. It is better to select either basic FM or extended FM than all FM.
- *The game window doesn't fill the entire screen.* Because *ClockWerx* runs at a resolution of 640x480, the game window will not take up your entire monitor screen if you run at a higher resolution in Windows, such as 800x600 or 1024x768.
- *I can't see the menu bar:* If you run *ClockWerx* at a resolution of 640x480, the game window fills the entire screen. To access the menu bar, press the right mouse button to display a pop-up menu bar.

If you have any questions about *ClockWerx* or any of our other games, please contact Spectrum HoloByte Customer Support at:

- Spectrum HoloByte  
2490 Mariner Square Loop  
Alameda, CA 94501  
ATTN: Customer Support
- (510)522-1164  
9:00 AM to 5:00 PM Pacific Time  
Monday through Friday
- Fax  
(510)522-9357
- Automated technical support and fax back  
(800)TECH958

### America Online:

To reach our Customer Support board in the Industry Connection, press **Ctrl** **K** for "Go to Keyword." Then type **SPECTRUM** in the Keyword window. In addition to posting and reading messages, you can download files (demos, updates, troubleshooting tips, etc.) from the "Software Libraries." You can also send electronic mail to Customer Support at **SHOLOBYTE**. Call (800)827-6364 for membership information.

### CompuServe:

To reach our Customer Support board in the Game Publishers B Forum, type **GO GAMBUP** at any "!" prompt. Then select "Section 3" for Spectrum HoloByte. In addition to posting and reading messages, you can download files (demos, updates, troubleshooting tips, etc.) from the "Libraries (Files)" menu. You can send electronic mail to Customer Support at 76004,2 144.

Call (800)848-8199 and ask Representative #142 for your free introductory membership and \$15 usage credit. Besides online support of Spectrum HoloByte products, CompuServe offers many other services including communications, hardware/software support, travel, reference libraries and more.

### GENie:

To reach our Customer Support board in the Games RoundTable, type **M805; 1** at any "?" prompt. Then select "Category 18" for Spectrum HoloByte. In addition to posting and reading messages, you can download files (demos, updates, troubleshooting tips, etc.) from the "Games RoundTable Libraries." You can also send electronic mail to Customer Support at **HOLOBYTE**. Call (800)638-9636 for membership information.