

# singles

*flirt up your life!*



DEEP SILVER

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## **System Requirements / ReadMe**

### **Minimum**

Microsoft® Windows® 98SE/Me/2000/XP  
Pentium® 1GHz or equivalent  
256MB RAM  
32MB DirectX 8.1 compatible 3D graphics card  
Soundcard  
700MB free hard disk space

### **Recommended**

Microsoft® Windows® 2000/XP  
Pentium® 1.5GHz or equivalent  
512MB RAM  
64MB DirectX 8.1 compatible 3D graphics card  
Soundcard  
700MB free hard disk space

### **Optimum**

Microsoft® Windows® XP  
Pentium® 2GHz or equivalent  
512MB RAM  
128MB DirectX 9 compatible 3D graphics card  
Soundcard  
700MB free hard disk space

### ***EPILEPSY WARNING***

Some people are prone to epileptic fits or the loss of consciousness as a result of being exposed to strobing light sources. These people may have attacks while watching television or playing computer games. Fits can happen to people who have no previous history of epilepsy. If you or your family has any history of epilepsy it is advised that you contact your doctor before playing. If you suffer from any of the following symptoms: disturbed vision, eye or muscle spasm, fainting, disorientation, convulsions or other uncoordinated movements, you should immediately stop playing the game and contact your doctor.

### **Safety Procedures**

- Sit an appropriate distance from the monitor, ideally as far away as the wires will allow.
- Use a small monitor.
- Avoid playing the game if you are tired.
- Make sure the room is adequately lit.
- Take a 10-15 minute break every hour of playing.

## Tutorial

### SINGLES – THE STORY

The buzz of the big city still attracts people from far away, like our two singles Mike and Linda. Both are new to the city, but have a promising job awaiting them. All they need now is a suitable flat.

Actually, that's not strictly true. Mike has already found the flat of his dreams. Unfortunately, it's a bit too expensive for him, so he's looking for a roommate. After all, it can't be that complicated to share a flat, now can it?

Fate would have it that Linda is the first to read the flyers Mike has put up. And Linda is fully aware of the advantages of a shared flat: for one, the rent is cheap, then there's the fact that the rent is cheap - and above all, the rent is cheap. Okay, so it's not the most varied list, but few lists are more convincing! So Linda takes a look at the flat – and our story begins...

### THE FIRST STEPS

In the tutorial you are given tips to ease yourself into the game. At the beginning Linda walks through the door and meets Mike. Simply follow the conversation and the tips for using the controls. Mike will eventually invite you to have a look around the flat on your own.

The question marks indicate interesting spots where you can learn something that might be useful for you as a Singles beginner. Simply send Linda to the locations marked with question marks, and read the dialogues. Once you have seen enough, have Linda sit down with Mike at the table to complete the first part of the tutorial.

As soon as you agree to move in, the proper game starts. Fortunately, you and your singles have a whole weekend to get used to the new set-up. The working week starts at nine o'clock on Monday morning.

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#### *A few tips for the start:*

You can control not only Linda but also Mike. Can you see the circle in the top right hand corner, which shows the image of the character currently activated (up to now this has been Linda)? Click on the small button below it – the focus of your attention will change to Mike.

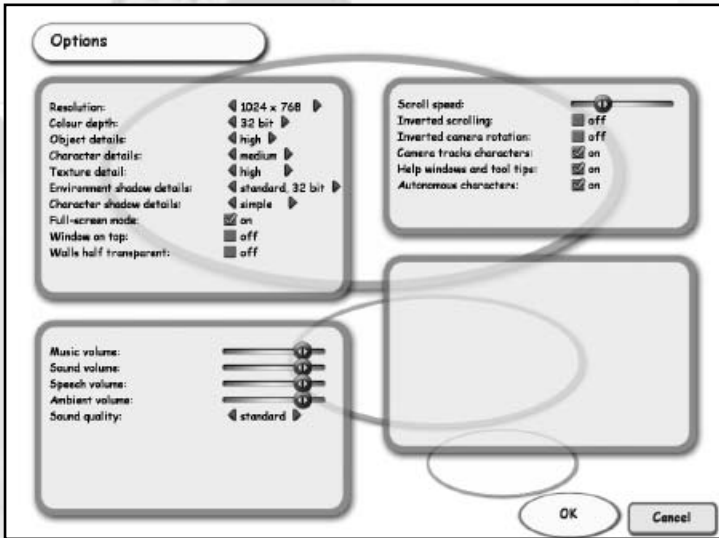
At the bottom you can see a number of green/red indicators. They are called "hunger", "fun", etc. You will notice that seven of these indicators ("needs") change in the course of time, with the red portion increasing. It doesn't take a genius to guess: Red is bad, green is good! Your basic job is therefore above all to keep these indicators as far as possible in the green for both Mike and Linda. Remember that only the needs of the currently activated

character are displayed. So if you want to take care of Linda's needs, you need to "jump" to Linda first, using the button in the top right-hand corner. You already know (from the tutorial) how to influence the indicators: Use the assorted objects in the flat to find out the consequences of various actions. You could also let your singles talk to each other, e.g., if you are currently playing Mike, try to click on Linda to see which options are available here. As long as you manage to keep all indicators in the green, everything is fine. Your two singles are happy and in a good mood.



Once you have got used to the new set-up, you might want to unpack the boxes in the hall. How about dedicating some of Sunday to this activity? Clicking on one of the boxes to unpack it activates a new section of the tutorial. It will show you how to place furniture. As a special exception, the content of the boxes is free of charge. You must satisfy all other wishes at your own costs using a mail order catalog. Can you see the big round control element containing many buttons in the bottom left-hand corner? Click on the "flat" button (it looks like a stylized house) to enter the catalog. If you wish, you could browse around a little to see what options there are. You will see that you can not only buy new objects but also redecorate and even completely do up and extend your flat. To leave the catalog, click on the "needs" button. It might take a moment to integrate all the new furniture that you may have purchased during the catalog phase into the game.

The singles will set about fulfilling their most urgent needs without your input if you leave them standing around. So there's no reason to worry if one of your singles suddenly sets off to plunder the fridge. You can sometimes simply lean back and watch your two bods. However, it's always better to take care of your singles. Moreover, Mike and Linda's relationship won't develop on its own. Any independent activities are immediately broken off whenever you take over control and issue your own commands again. If you don't want your singles to act of their own accord (we call this "Artificial Intelligence", "AI" for short), you can deactivate this function. To do so, use the button that looks a bit like a cogwheel (access the main menu, click "Options", deactivate "Autonomous characters"). But be careful: From now on, you really have to take care of everything yourself!



## SINGLES – LIVING LIFE TO THE FULL

The flat is decked out, the excitement has died down, and Mike and Linda have both started their new jobs. The mundane side of life could begin - if it wasn't for that crazy little thing called love. Alright, so maybe "love" is too strong a word for the moment, but in time, our couple will doubtless develop some kind of interest in each other. They talk, they cook and eat together. They watch films together on their new TV set.

Before long, Mike and Linda will start flirting with one another... The first kiss? Or even... A shared bed?

Well, this is up to you: Depending on your behavior in your two roles as Mike AND Linda you will gather so-called relationship points in various categories (such as romance, friendship or sensuality). The more points are gathered, the closer Mike and Linda get, the more interpersonal activities become possible which are not yet available at the beginning.

At first, this includes completely harmless things such as flirting, or conversations about common hobbies. Later, there might be kisses – maybe only a peck at first, then later a more passionate one...

Before long, the two will want to make out on the sofa and maybe even to make love. But remember: satisfying your basic needs comes first! Even the best sex is no fun on an empty stomach – just ask the responsible product manager at Deep Silver, he knows all about it. :-)

On Mondays there is a time slot from 9 to 10 o'clock for sending your singles off to work. To do this, click on the staircase and then on the button "Go to work". Normally, the AI should do this for you – that is, unless you have switched it off. At about 3 p.m. Mike and Linda will turn up in the flat again, bringing their daily wages with them. You will notice that their needs indicators have dropped further while they have been at work. Have fun regenerating! By the way, it is possible to miss work occasionally, but don't overdo it, or you'll be out of a job...

There are some activities that do not always work. Going to work is for instance tied to a time slot. Going to Bed is tied to the night time. Besides, to start with Mike and Linda will certainly not want to sleep together in a double bed. Most of the interpersonal options aren't available at the beginning anyway – you will have to work on Mike and Linda's relationship in order to get on. In the course of time, you might notice further activities with these or similar limitations.

## How to Play!

### MAIN MENU



**CONTINUE:** If you just started Singles, clicking here will load the latest saved game. If you just accessed the main menu from a running game, click here to continue your current game.

**NEW GAME:** Strangely this button starts a new game! You can choose between: "Tutorial", "Story mode" (without tutorial dialogues and packing cases) and "Free game". (The latter means that the flat is completely empty and has no dividing walls so you can unleash the interior designer in you. For that reason, you have an adequate amount of money at your disposal at the beginning). Finally, you will have to unlock the "villa" first before you can use it in the game. To do so, you will have to go through the story successfully. In each version, you choose a couple you like from the singles available at the beginning of the game. By the way, in Singles you can also activate the so-called "Pink Mode".

To this end, you'll find two buttons in the "couple generator". This enables you to play a homosexual relationship.

**LOAD GAME:** With this option you can access all formerly saved games.

**SAVE GAME:** This is where you can save your current game in order to end your session, try out something risky that might have negative consequences, or simply save your current status...you have to sleep sometimes!

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**OPTIONS:** This is to control the more technical aspects of the game. Although the settings that have been automatically selected during the installation process should usually ensure the optimum performance for your computer, here you can do some fine-tuning. The most interesting item is probably "Autonomous characters", where you can deactivate or activate your singles' AI.

**WINDOW MODE:** If you want Singles to run in a window on your screen, you can activate this function here.

**QUIT:** This is to quit Singles and return to Windows, but why would you want to do that!

## Controlling the "Camera"

Camera? What camera? Well, imagine there's a camera that you can control and use to watch the flat and what's going on in there. What you see on the screen is exactly what the camera sees.

**THE LEFT MOUSE BUTTON:** Sometimes also called the "proper" mouse button by people who have problems telling their left from their right. Well, whatever you like to call the mouse's ear is fine with us. The main thing is that you know what we're on about. Anyway, this thing's job is to make Mike and Linda get a move on. That's one of the things you've learnt in the tutorial: Click on a free space on the ground to make the single currently activated go there. If you have activated the "tracking mode" (see below), their movements will be tracked by the camera.

**THE RIGHT MOUSE BUTTON:** Or "wrong" one, if you like. This is to move your "camera". Press the button and hold it down. Now move the mouse to the left and right. Do you see the picture moving accordingly? Now try to move the mouse up and down. You see that the picture is now moving up and down as well. It goes without saying that this works with diagonal movements as well. Take your time to experiment a bit – you'll soon get the hang of it.

**THE MOUSE WHEEL/THE MIDDLE BUTTON:** In most cases, this will probably be a wheel. Simply roll it forwards and backwards. See what happens? You can use it to zoom in and out moving your "camera" nearer or further away from the action. If you have no wheel, you can also use the arrow keys on your keyboard (up and down). Try it out.

The wheel has an additional function: You can press it down like a button. Go on, try it: press the button and hold it, and move the mouse to the left or right at the same time. Do you see the picture turning? By moving the mouse up and down instead, you can change the height angle of the "camera". If you have no wheel or no middle button on your wheel, use the arrow keys left and right on your keyboard to turn the picture, the arrow keys up and down for zooming in and out and the PAGE UP / PAGE DOWN keys to change the camera angle. You can also rotate the screen by holding down the ALT key and moving the mouse at the same time.

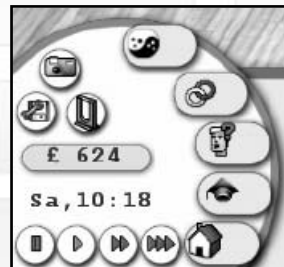


**THE TRACKING MODE:** Do you see the image of the activated single in the top right-hand corner? Click on the little button right beneath it. This enables you to change from one single to the other. The "camera" will automatically be raised to a higher position to allow you a better view. Changing your active single will automatically activate the "tracking mode" of the camera. If you now instruct your single to move, the "camera" will follow their movements. The tracking mode is deactivated if you move the "camera" manually with the

right mouse button. It is automatically activated again as soon as you instruct the active person to do something.

**A little tip:** If you are having problems getting used to all that turning and rotating and stuff, you can also use the tracking mode for controlling the camera. Why don't you try it out, it's easy and a handy alternative if you have no experience with more complicated control methods.

## Time, Money and More



**THE TIME CONTROL:** At the bottom left of the screen you will see the time control. It works almost like a VCR: The two vertical lines mean "PAUSED!", the right arrows indicate the speed with which time progresses. Normally, you'll want to use the slowest speed (one arrow), but there may be situations when you need to speed things up a little.

**THE CLOCK:** Right above the time control there is a clock that also states the date.

Well, there isn't much more to say about this. A clock is a clock, and this one is used for the exact same purpose as all the other clocks in the world: It tells you what time it is for your singles.

**THE ACCOUNT:** Above the clock you will find Mike and Linda's current bank statement. This is the money that they have between them. Okay, we'll admit that this arrangement is a bit far fetched especially at the beginning of a relationship, but believe us: Having to manage two different accounts at once would drive you up the wall. And isn't real-life money management stressful enough?

**MAIN MENU:** The little button with the cogwheel icon above the account takes you back to the main menu, e.g. if you want to save the game status.

**SNAPSHOT:** Using the button right above the main menu, you can make a snapshot of what you see on the screen whenever you like. You can look at the pictures later with a suitable program or with the Windows image display (simply click on the image file to open it). You will find the image data in the directory where you have installed Singles, in the "Screenshots Folder".

**WALLS ON / OFF:** There are three different ways to display the walls in your singles' flat. The default setting is a compromise of sorts: Usually they are visible, but they become transparent if you move the mouse pointer across a wall or if one of your singles is behind a wall. If you find this too confusing, you have two other options: The walls can either be invisible all the time (except for the pictures hanging on them) or always visible. Both of these options have their advantages, so if it makes things easier for you, go ahead. Try out which option you like best.

## Needs and Such

### NEEDS



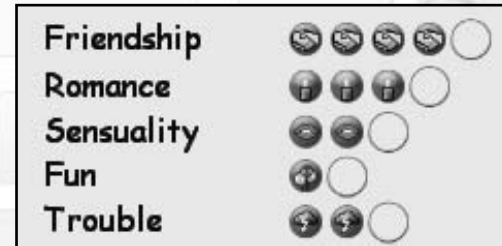
Your singles have 8 acute needs that you must take care of and keep in the green. Remember that we have already talked about this in the tutorial. Basically, a character's needs more or less represent their mood. If they are in a bad mood, it's not beyond them to refuse certain actions (in particular interpersonal ones) even though these actions have already been activated. In addition to the mood, the current need status also indicates your single's condition. For instance, if your character's body value has dropped well into the red section, you had better try sending that individual to take a shower if you don't want to upset their roommate, who might have a somewhat more delicate sense of smell.

**A small tip:** *Despite what immediately springs to mind, satisfying your singles' "relationship" and "sensuality" needs does not necessarily have to involve the other flatmate. Play around with this a little, and bear in mind that the catalog may hold quite a few treasures that might be useful here.*

The last of the eight needs ("surroundings") is a bit different from the others and works in a different way too. First of all, "surroundings" always refers to the room where the single is at that moment – so there may be large jumps, e.g. if Linda walks from the living room into the kitchen. Apart from that, this value will change little if at all unless you remodel the flat with additional/better furniture and decorative objects. In other words, don't panic if this value changes very slowly – it isn't meant to move quickly.

If you look after your singles carefully and satisfy their needs, Mike and Linda will be happy. And we're not just saying that – there is a reason behind it that we'll explain later.

### RELATIONSHIP



Though we haven't discussed it properly yet, the relationship is of immense importance. The "Needs" menu that we have just looked at indicates your singles' current degree of well-being. But then, that's not all that Singles is about, is it? What about the interpersonal relations?

Well, under "Relationship" you'll find all that you have invested in the relationship between Mike and Linda in the course of the game, regardless of the current mood of your charges. They can be in a foul mood while you have made good progress here, and vice versa.

In each of the five sections you can obtain up to 10 points as the Singles story develops. This shows that obtaining a new point is quite something and will often (though not always) be accompanied by special events. These can, e.g., be an automatic dialogue that reveals the progress made in the relationship between Mike and Linda. Besides, every new point you obtain here might open up new avenues for interaction between the two singles. Or, more concisely:

**Tip:** *If you want to make headway in the relationship between Mike and Linda and see them grow more and more attached to each other (which is the real goal of the game), you must make sure you gather as many relationship points as possible!*

And how do you do that? Well, that's easy: Many actions (and in particular the interactive ones between Mike and Linda) will affect not only their current well-being, but also their long-term relationship. Conversations, for instance, can deepen their friendship. However, there's no use in having long heart-to-hearts for hours on end – these things will take their time, and too many repetitions will become tedious.



So this is where you can find out how things really stand between Mike and Linda! While the needs indicators also display values e.g. for romance or fun, these only reflect the current status in that need, but not the general status of the relationship.

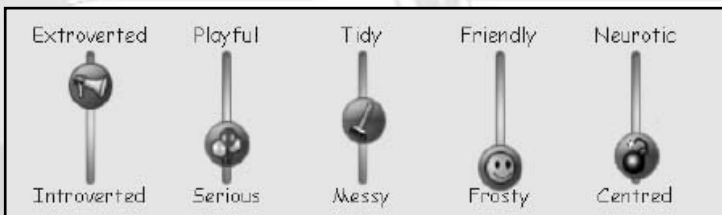
Now there's one aspect of the relationship that we haven't examined in detail yet: and that's trouble! Disaster may be brewing whenever your singles, for whatever reasons, are left to do uneven shares of the household chores. In real life, anger about such things tends to smoulder below the surface, and that's just what happens with your singles. They have something like a hidden "need for justice". When this need reaches a critical value, your singles will have a heated argument even if the AI has been deactivated.

Fortunately, you will be warned shortly before this happens: If a single feels neglected, a pair of scales will appear in the thought bubble above their head. If you take action now by having the other single perform the next cleaning or cooking activities, the situation will get back to normal. Phew, that was a close shave...

If you do nothing about it, however, there's no way to avoid the argument. But a storm can sometimes clear the atmosphere. In other words, Mike and Linda will usually make their peace again – until the next quarrel. Usually!

Once again, the game mirrors real life: anything that happens in a relationship will leave its mark. In this case, the quarrel will be immortalized in the shape of a trouble point in the Relationship menu of the formerly exasperated roommate. If a roommate's trouble points should ever go up to the full ten, then that roommate will pack their cases and go. In that case, you'll be faced with the rather unpleasant realization that your ambitious project for two people to peacefully share a flat has failed miserably. But then, you can always make a new start. Ahhh, there's nothing like turning over a new leaf but with the gift of hindsight – that's something our parents have always dreamed of!

## PERSONALITY



This part is particularly important if the AI remains activated. As you can see from the screenshot, the selected single's personality values in five areas vary between the two extremes. This personality is fixed and cannot be changed.

Here's how this works in practical terms: While a tidy character will soon start dusting or cleaning the bath, an untidy single will be likely to turn a blind eye to the ever amassing dirty footprints.

Generally, every single in Singles can be combined with any other single. However, there are some combinations that are more difficult to handle than others. E.g., if you insist on pairing up fastidious Ellen with J.D. the slob, you would be well advised (keeping the "justice need" in the back of your mind) to keep an eye on who uses the vacuum cleaner or the duster, and how often they do it...

In addition to the AI, there is another area where personality plays an important part: in the eternal battle for the TV remote control! While one might be mad about action films, the other one might prefer romances, and still another one might like comedies or horror films. So Mike and Linda can have different views as to whether watching TV is fun or not (which might even reduce fun points instead adding to them).

## SKILLS

### Skills

**Name:** Eden

**Career:** Failed contestant on 'House of Humiliation' reality TV show.

**Level:** 1

**Income:** £150

**Working hours:** 09:00 - 15:00

**Experience points:** 0

**Next skill point at:** 5

**Skill points:** 0

**Career 1**

**Humour:** Clueless

**Cleaning:** Beginner

**Repair:** Beginner

**Cooking:** Beginner

**Romance:** Clueless

**Flirting:** Clueless

**Slacking:** Clueless

This menu incorporates some more information that is important for the game. These are:

### CAREER:

Every single must work for a living. Remember the promising jobs Mike and Linda had already been able to get? While all singles have different careers, the career assigned to each of them cannot be changed.

Every career has 6 levels. A promotion will bring more money, but will also involve longer working hours. So how can you work your way up? That's easy: Under certain circumstances, you will get "skill points" (for more details, see below). When you have obtained a skill point, you can use it as you like: for an improvement of various domestic or social skills, or for a career advancement. But consider very carefully whether the financial advantages will offset the disadvantages of having less time at your disposal. Will you still be able to satisfy your charges' needs in the remaining time? Have you maybe laid the foundation to cope even after the promotion by having purchased better furniture, or by having improved other skills beforehand? In any case, it won't hurt to save the game BEFORE you decide on a career advancement.

By the way, the game provides something like an emergency brake: If you are having real trouble with your time management, you may occasionally stay at home. Note, however, that you won't earn money while you're at home...

In short: Your singles do not necessarily have to get on in their jobs in order to reach the game target. All the same, the additional money can be useful for a lot of things – from buying new furniture to adding more rooms to the flat.

#### **LEVEL:**

Remember what we said in the needs section? That your singles are happy as long as everything is in the green? Well, we can be a little more accurate about this: As time passes, your singles will be gathering experience points. This is a very slow process if their needs are only satisfied to a small degree or not at all. However, the happier you make your charges, the more experience points they will obtain. When the experience points exceed a certain amount, Mike or Linda will rise one level – this is a popular character development system in computer games. The advantage of raising your character to a new level is that you will be awarded a skill point for each level. You can use this point to increase your character's skills or to advance their career. The number of levels is limited, but reaching the next level will of course be increasingly difficult because you will need more experience points than before. So if you really intend to go the whole way here, you have your work cut out for you... :-)

#### **INCOME:**

This is the money that Mike and Linda bring home every day. When planning your expenses, remember that there are expenses which are not listed in the catalog. For instance, the food in the fridge won't grow in there for free...

#### **WORKING HOURS:**

These can change. For example in case of a career advancement.

#### **EXPERIENCE POINTS:**

These have been mentioned before: Your singles get experience points when they are happy. At certain, ever increasing intervals, the added-up number of experience points will raise you to a new level, which in turn will earn you a new skill point.

#### **SKILL POINT:**

There is 1 per level. Consider carefully what you want to spend it on (by clicking on the appropriate icon). Faster cooking? Reducing working hours? Becoming a really good kisser? Making a career for yourself? All levels included, there are more than 30 options for spending your skill point.

#### **FLAT:**



This takes us to the catalog. The principle of purchasing furniture should be fairly self-explanatory, and the tutorial has already taught you how to place them. Check out your options here for yourself. You'll see that putting up wallpaper or laying a new floor is just as easy as installing a new armchair. You can even tear down walls and build new ones or extend the flat by adding new rooms – the adjoining flat roof offers quite a few possibilities for expansion.

By the way, the game will be suspended while you are in the catalog section – so you can browse through it to your heart's content. Don't forget to leave the catalog when you're ready by clicking on the "needs" button.

## **The Week-by-Week Calendar**

The game includes another feature. It doesn't have a special menu. It's the week-by-week calendar! You have probably already noticed the fairly precise times, down to the days of the week. Well, there is a reason for this!

The AI takes a very detailed note of what Linda did, say, last Friday at 8 p.m. Maybe she took a relaxing bath after a long working week? If you let her take a bath on a Friday evening again two or three times, the AI will notice the repetition and include it in the calendar of its own accord. This way, by and by you can set out an extremely detailed weekly timetable for your singles.

And if you want to modify the timetable (sit in front of the T.V. instead of having a soak) – no problem! You as the player can change the course of events at any time. This means: You can cancel an action initiated by the AI at any time by clicking on the relevant action command in the top left corner of the screen. So if Linda sets off for the bathroom on a Friday evening again, instruct her to flop in front of the TV instead. Do this two or three times on the following Friday nights – and the bath is deleted from the weekly timetable to make room for Only Fools and Horses & Co. instead.

Let us add a few words about the timetables. First of all, you know what it's like with plans. Plans are plans, but this is real life. Your singles won't slavishly follow their weekly timetables. More than once, one of them will do something else instead for no special reason. This applies to the untidy characters more often than to the tidy ones. Now don't start whining to us about it – after all, that's life.

Sometimes, however, there may be reasons for such insubordination. For instance, if Mike is pooped out when according to the timetable he should be hoovering the floor – well, he'll probably prefer a nap on the sofa. So don't get cross with him, you'd probably do the same, wouldn't you?

And finally: We've mentioned before that, apart from a very few exceptions, the AI has no business interfering with interpersonal relationships. It is not entitled to start actions in this area or include anything of the kind in the weekly timetable. Therefore it will be completely up to you to include an hour for Mike and Linda to snuggle up to each other on Saturday mornings! Mike and Linda won't get active unless you do...

## **The Beach House**

If you have successfully completed the story, you will get the beach house as a kind of reward. Click on the staircase at the weekend and select the "beach house" option to make Mike and Linda drive out into the countryside.

Of course your singles have their work cut out for them to transform this hovel into a plush luxury domicile. But then, you can choose all the things you need from the catalogue. Moreover, you can stay in the countryside for as long as you like – or until you run out of money. To go back, simply click on the staircase again.

## **Basic Game Strategies**

In general, you can pursue whatever targets you like. If you feel like organizing the household of the two properly by drawing up a highly detailed weekly timetable and assigning a lot of household skills – well, go ahead!

If you want to make a career as quickly as possible instead in order to use the money to create the house of your dreams, there's nothing to stop you – as long as you still manage to satisfy your singles' needs...

If, however, you see more in Mike and Linda than just two people happening to share a flat and nothing else, you should work on the relationship between them. Basically, all interpersonal actions can be used to that end.

We recommend you follow a well-balanced course of action, because the various aspects are influenced by each other. For example, a player who puts up a luxury sofa in the living room will be able to satisfy their charges' comfort needs quicker than one who uses the old scruffy sofa version. This saves time. This in turn will come in handy when the characters have to work longer hours as they get on in their jobs – or for Mike and Linda's relationship, depending on what you choose to use the time for...

If you have reached the end of the story within the game (with at least ten points in all aspects of the Relationship menu except trouble – now don't worry, we'll make sure you won't miss this moment) you can of course play on – for years, if you like. But watch out for the trouble points: they can still trip up your dream relationship, even after a long time. Just like in real life...

## **Credits**

### **ROTOBEE**

#### **Game Design**

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#### **Produced by**

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#### **Additional Character Animation**

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#### **Sound & Music**

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