

actual solution is found inside the library's center, near the staircases.

Each statue here has a plaque; their positions correspond to those out in the courtyard. Simply change the outdoor statues' plaques to the first letter of those inside. (So, nearest to the bridge on the left is 'G', nearest to the bridge on the right is 'M'. Continuing clockwise, 'V' and 'R' are placed.)

If done right, players will hear a special 'puzzle complete' SFX and the book is automatically collected. This will commonplace throughout the game.

[1.2] ARCHITECTS

Players begin in the courtyard, near the stone hut that held the Navigators tome. Take the stone pyramid from within.

There are two other geometric figures to collect before continuing with the main puzzle. A sphere is also in the courtyard, on a pedestal along the central pavilion's northern exterior. (In other words, opposite the bridge.) Finally, the octahedron is inside the library, in an unlocked 1F room behind that tier's right-hand stairway.

Return to the courtyard pavilion and approach its main door to find another puzzle: a 4x4 "magic square". In other words, all numbers (1-16) are placed in the square once without repetition, and adding up any given row or column should equal the same number. In this case, each row should add up to 34.

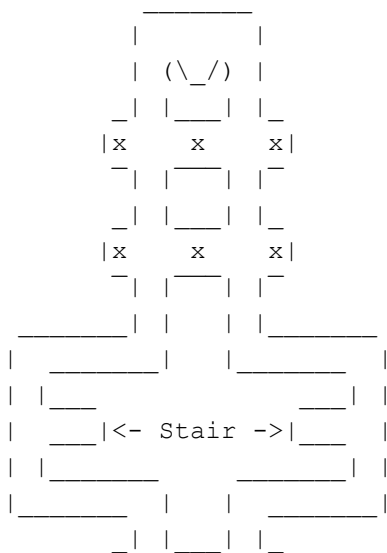
The controller buttons allow one to change a single number in each row; all others are locked. Starting in the left column and working right, input these entries: 9, 15, 2, 8. The door opens if done correctly.

Inside the pavilion are eight altars, each labelled with a letter. Approach the ones below and place the given object on them to earn the book.

- M: sphere
- S: octagon
- T: triangle

[1.3] ELEMENTA GEOMETRIAE

Take the cog from the altar and note the zodiac symbol for Virgo underneath. Visit the library's second-floor balconies and move to the end (above the 1F entryway) to find a strange machine. Advance towards it and put the cog into its innards - this allows the various other machines -- marked by 'x' on the map -- to function.



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|x   x   x|
-| |_____|-
-| |_____|-
|x   x   x|
-| |_____|-
  | (/^\) |
  |MACHINE|
  -|_|-

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Operating the machine displays a 4x3 peg-and-hole array. Switching between zodiac symbols changes the configuration. Players may have already noticed the number of holes and the number of operable devices on this floor are the same.

Change the configuration to Virgo and note the placement of the six pegs that pop up. These correspond to the switches one must flip around the balconies. So, continuing toward the other side, players would hit the middle switch and nothing else, then skip north and do just the two side ones, and so on. The device at the balcony's other end displays which switches are currently active, ensuring players are on the right track.

When all switches are flipped properly (i.e. the pointy part of the triangle faces upwards), the book is automatically found.

[1.4] LABYRINTH

Open the bookcase where the Elementa Geometriae was and take the key. Descend to 1F and enter the left-hand passage, revealing a staircase to the basement. Before going below, turn to the right and take the lantern on the table.

Into the basement! Halfway through, players can look on either side to find a globe sculpture ('orbis' inscription) and a pedestal with a sun plaque. The latter will only have use in the next mission, though taking it now affects nothing. Unlock the far door with the bookcase key to find a new library.

Enter the main hall, turn to the right, and approach the dark reading table. Place the lantern to illuminate a book containing this symbol:

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Approach the corridor's opposite side to find a locked door. Its puzzle has a circular design and a bunch of letters. The solution to this, if the globe design didn't give it away, is O-R-B-I-S. Once done correctly, the labyrinth door is accessible.

Players will enter the near-lightless labyrinth automatically. The only way through is mentioned in the spiralling symbol earlier. To proceed, one must go the set distance, turn to the right, go the set distance, and repeat until the end. (There are no 'wrong solution' SFX in this part, giving it more challenge than some books. Those who want to backtrack out and get bearings should keep turning to the left rather than right.)

So, the solution to this is: 1, 1, 2, 2, 3, 3, 4, 4, 5, 2. There's a right turn after each advancement, other than the final movement ('2') where one

turns left and moves toward the tome.

[1.5] DE HVMANI CORPORIS FABRICA

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_____      Back in the labyrinth library, return to the lantern-lit reading
|   _   |    table and check the book to learn another solution (hinted at in
|  /|\  |    intro video).
|   _   |
| | _   |    Return to the labyrinth and proceed this time using the following
| | _ _ |    solution: 2, 1, 1, 2, 2, 1. As before, do a right turn after each
|   |   |    advancement, other than the final one, which requires a left turn.
|_____ |    This time, players can obtain a moon emblem, rather than a tome.
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Exit the labyrinth area back towards the spiral staircase, taking the sun emblem (on hallway pedestal) if not previously taken. Exit the library and revisit the courtyard pavilion, where the geometric shapes were placed a few missions earlier. Place the sun and moon tokens on the 'J' and 'B' pedestals, respectively, to finish. (The solution for those tokens is scrawled on the pillars opposite the pavilion entrance.)

That's the end of disc one. Swap at the prompt. (It's possible to revisit this area after entering the Iris Islands, but none of the puzzle solutions or remaining tomes are hidden in the library area, so it's unnecessary.)

[1.6] THE TALE OF ROSES

Players begin in a circular courtyard with four inspectable plaques and a few offshooting paths. The goal is to open the locked door -- at the palace's foot -- opposite the starting point. Move the sun and moon to 3 o'clock and 2 o'clock position, respectively, to get in. (The solution is noted on actual clocks in the courtyard.)

Inside the small house, there's an old-fashioned organ with four keys that correspond to controller buttons. To solve the tonal lock, operate the keys in this order: 1-3-2-4-4-2-3-1. The door to the right leads to the palace in a lengthy FMV. (It plays every single time one takes that route, sadly.)

Within the palace's statuary hall is the Tale of Roses tome, in the central 1F display. Players must circle around and acquire it from behind to finish up, thanks to some obstacles.

[1.7 & 1.8] NECRONOMICON / ASTRONOMICON

The next two books are a pair, though this chapter's easier than most. Take the glass eye from where the Tales of Roses once stood, then turn around and advance toward the palace's farthest corner. Use the glass eye on the skull found there, then operate the four-character puzzle below it.

The solution is M-O-R-T (Latin for 'death') and ends the segment. Curious on how to find the solution in-game? On either side of the skull platform are 5x5 checkerboard pictures with letters/symbols on 'em. Position on one will correspond to position on another. Visiting downstairs by the Tale of Roses' platform leads to a large metal plaque with 4 symbols carved on it. If one deciphers it using the checkerboards, it gives the solution.

[1.9] AESTHETICS

The two newest books were held inside astrolabes on either side of the Tale of Roses' platform. Approach and check them -- one contains an artist token, the other a clue ('COMPOSITUS').

Backtrack to the island's lower courtyard and enter the mansion nearest it. Approach the double doors leading back to Ceres Island but, instead of going forward, turn right and proceed down the windowed corridor. Use the artist token to unlock the door, then continue through the room to the Aesthetics volume. The key is to walk only on tiles that spell out 'COMPOSITUS' (an easy feat, as they're in huge font).

[1.10] POLYCRONYCON

Before leaving Aesthetics' room, take the copper globe from its holder on the right. Another orb with a triangular design is opposite it; take it too, as it'll be used soon. Revisit the palace and continue straight toward the Tale of Roses' old platform, descending the stairs when able.

In front of the plaque that gave the 'MORT' solution earlier, take a right down the next stairway. Advance into the shadowed room, hang a left, and put the copper globe on the pedestal. The door opposite the pedestal is now open, and leads through a creepy passage to the sought-after tome.

[1.11] LE VIANDIER

Before leaving Polycronycon's crypt, take another triangular orb from the left alcove. Backtrack to the courtyard mansion from before and take the last two orbs from the 2F twin stairwell balcony (they're hidden inside globes). Return to the lower foyer and enter the 1F passage opposite the corridor that lead to the Aesthetics puzzle.



The game's final puzzle is placing the four triangular orbs in a pattern around a larger globe. The courtyard inscriptions list the correct order, but I'll mention them here as well. Place the first (leftmost above) orb on the pedestal closest the entrance door, then work counterclockwise to complete the rest. Or do 'em in any order, so long as it's the correct one.

[1.12] SILENCE

Just approach the nearest platform to obtain it automatically.

[1.13] THE BOOK OF WATERMARKS

There's no search here. Just listen to Prospero's epilogue. The end!

II. FREQUENTLY ASKED QUESTIONS

[FAQZ]

[Q] - Is this game worth seeking out?

[A] - Yes, it's quite enjoyable. Although not a seminal work like Myst, it's a step above many of the point-and-click adventures on PS1, including (in my opinion) Myst itself! Part of the charm is its warm, inviting atmosphere, rather than the dour ones often encountered.

[Q] - Does this game work on NTSC consoles?

[A] - Nope -- for all the heavy English voice acting and text, it's still a PAL game. Players will generally need a PAL console or a modded NTSC console, on top of other hardships (like finding this extremely rare

game in the first place).

[Q] - How many save slots does Book of Watermarks use?

[A] - Just one. It's not like other short games (City of Lost Children) that use all fifteen, thankfully.

[Q] - Is this an edutainment game?

[A] - Not really, though some passing references to the magical tomes may stick in players' heads. Daedalus of Crete built labyrinths?

[Q] - [Architects] How do I put items on the pedestals?

[A] - Approach the pedestals as close as one can go, enter the inventory to select the geometric shape, then press Circle.

III. UPDATES & CONTRIBUTORS

[UPDT]

3-13-2017 -----+ Started walkthrough

3-15-2017 -----+ Finished walkthrough

THANKS TO...

- Sailor/Ceej, for hosting my crap
- Prospero, for giving some sweet narrations

IV. LEGALITY

[LGLT]

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