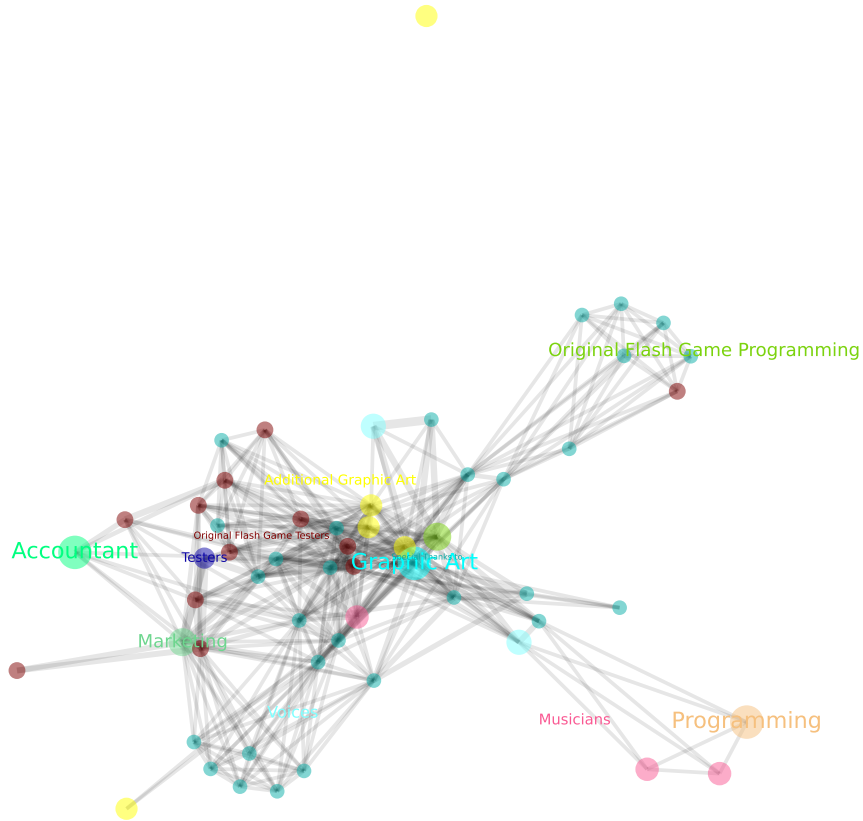


machinarium: Who worked with who?
Prior shared game dev experience network of members
(colored by their role in dev team)



Roles

Executive Producer	Music
Producer	Sound Design
Product Manager	Programming
PR & New Business Manager	Original Flash Game Programming
Marketing	Musicians
Testers	Voices
Design and Direction	Game Support
Animation	Accountant
Additional Animation	Original Flash Game Testers
Graphic Art	Special Thanks to
Additional Graphic Art	