Basic Controls

Using your mouse, you can turn it left and right to change the characters gaze.

Heads Up Display (HUD)

As shown above on the left is the Reticle, when approaching and object or moving your mouse over an interactive object in the game the Reticle will glow as shown on the right. This lets the player know that they have found an object that they can interact with to find more clues to help solve the mystery.

Dialogue with Player Character

Above Elise the lab technician is asking you if you need help. You have the ability to make a selection from the three choices available.

All interactive objects will have a shine effect.

Shown above is the Control HUD, which is a pair of icons that are accessed by the player by left and right clicking their mouse buttons. These icons change when the player hovers the mouse over an interactive object in order to illustrate what type of action they can take, or enters a graphical user interface (GUI) for some game element such as a book or scanner.

You can see in the images I have circled a Book, Carton of Milk and Egg that all have a Shine to them when a character approaches.