Interactive	Tutorial	Day 1			Night 1	Day 2			Night 2	Day 3		Ending (look down)
Time period	Dream 1	Morning 1	Repair 1	Evening 1	Dream 2	Morning 2	Repair 2	Evening 2	Dream 3	Morning 3	Repair 3	Evening 3
Workbench	Interaction 1 [1]	Interaction 9 [2]	Absent	Blocked [3]	Absent	Interaction 7 [4]	Absent	Interaction 1 [5]	Absent	Interaction 7 [6]	Absent	Look down
Violin case	Absent	Interaction 5 - 6 [7]	Absent	Interaction 3 [8]	Absent	Interaction 3 - 4 [9]	Absent	Interaction 4 [10]	Absent	Interaction 3 - 4 [11]	Absent	Absent
Bed	Absent	Blocked [12]	Absent	Interaction 8 [13]	Absent	Blocked [14]	Absent	Interaction 12 [15]	Absent	Blocked [16]	Absent	Absent
Library (1 book only)	Absent	Blocked [17]	Absent	Blocked [18]	Absent	Blocked [19]	Absent	Interaction 7-8-9-10 [20]	Absent	Blocked [21]	Absent	Absent
Wall to be cleaned	Absent	Absent	Absent	Interaction 6-7 [22]	Absent	Blocked [23]	Absent	Blocked [24]	Absent	Blocked [25]	Absent	Absent
Barred store door	Absent	Blocked [26]	Absent	Blocked [27]	Absent	Blocked [28]	Absent	Blocked [29]	Absent	Blocked [30]	Absent	Absent
Staircase door	Absent	Interaction 4 - 7 [31]	Absent	Interaction 2 - 4 [32]	Absent	Interaction 2 - 5 [33]	Absent	Interaction 3 - 5 [34]	Absent	Interaction 2 - 5 [35]	Absent	Look down
Workshop door	Absent	Interaction 3 - 8 [36]	Absent	Interaction 1 - 5 [37]	Absent	Interaction 1 - 6 [38]	Absent	Interaction 2 - 6 [39]	Absent	Interaction 1 - 6 [40]	Absent	Look down
Knife	Absent	Interaction 1-2 [41]	Absent	Absent	Absent	Absent	Absent	Absent	Absent	Absent	Absent	Look down
Possessed violin	Absent	Blocked [42]	Absent	Blocked [43]	Absent	Blocked [44]	Absent	Blocked [45]	Absent	Blocked [46]	Absent	Look down
Music stand with score	Absent	Absent	Absent	Absent	Absent	Absent	Absent	Absent	Interaction 1 [47]	Absent	Absent	Absent
Chest / money mountain	Absent	Absent	Absent	Absent	Interaction [48]	Absent	Absent	Absent	Absent	Absent	Absent	Absent

Blocked: the action cannot be performed but the command still appears showing robert's thoughts about the object/mobile you want to interact with.

Absent or non-interoperable: there is no command prompt at all.

Ending

1. Workbench to take the violin. After Interaction absent

2. He opens the door of the workshop pharase "I need explanations for all this". The door closes behind him and the interaction with the door becomes absent.

3. Obligatory movement of the player through the door and you find yourself in the workshop with the demonic violin lit up, smoke in the room starting from the violin if possible

4. Visual and movement maluses appear (player slowed down speed 0.4) and the closer you get to the violin the stronger they become (there will be an insanity bar and the player will have to hurry otherwise game over and it starts over from him re-entering the "demonic" workshop)

5. Once the violin is reached when the player interacts with it the selection of repair tools appears, but only with the knife and the phrase in UI "It's that fucking violin... I'm gonna destroy it!'

6. The player when interacting on the violin with the knife (left mouse button and stab motion) destroys it (you can't actually see the destruction)

7. A blinding light appears when the knife stands at the end of the knife animation and is in the dream environment (room without walls, white with smoke on the floor) where there is a mirror in the center

8. Open his eyes in front of the mirror, phrase "Where am I ? Why I'm not reflected?" to appear.

9. Writings of the script ending appear on the mirror

10. After a number of seconds THE END

[1] 1. He sits at the table, the camera pans up to show the workbench from above, and the controls change:
- mouse controls the hands
- w rotates the violin forward
- s rotates the violin backward

[2]

After this interaction impossible to interact until the final moment of the morning.

9.He sits at the table, the camera pans up to show the workbench from above, and the controls change:
- mouse controls the hands
- w rotates the violin forward
- s rotates the violin backward
Phrase: "I'll do my best"

[3] He gets up from the table when he has finished arranging the violin automatically. If you go near it again the words "The violin is ready I don't have to work on it anymore" / "The violin is ready, better not to damage it" appear."

[4] Unable to interact until the final moment of the morning.

7. He sits at the table, the camera pans up to show the workbench from above, and the controls change:
- mouse controls the hands
- w rotates the violin forward
- s rotates the violin backward
Phrase: "It's seams real I've to give my best"

[5] 1. He gets up from the table when he has finished arranging the violin automatically, and if you go near it again the words "The violin is ready I don't have to work on it anymore"/"The violin is ready, better not to damage it" appears

[6] Unable to interact until the final moment of the morning.

7. He sits at the table, the camera pans up to show the workbench from above, and the controls change:
- mouse controls the hands
- w rotates the violin forward
- s rotates the violin backward
Phrase: "I'll have a new life after that"

[7] 5. the case opens automatically when the staircase door is opened, inside there is a letter on top of the violin and he picks it up and the letter appears on the screen.
6. Puts the letter down and picks up the violin phrase: "Perhaps not all is lost" and walks down to the studio.

[8] 3. Stows the violin in the case phrase: "who knows what to expect
for tomorrow..." the case remains open and a sound comes from the workshop.
Finished, the interaction with the case will be absent

[9] 3. The case opens automatically when the staircase door opens, inside there is a letter on top of the violin and he picks it up and the letter appears on the screen
4. He puts down the letter and picks up the violin phrase: "Great! Better run to the work table" and runs down to the study

Interaction with the case after he picks up the violin will be absent

[10] 4. Stows the violin in the case phrase: "tomorrow, if all goes well, it'll be the last one" the case remains open and a sound comes from the workshop
Finished the interaction with the case will be absent.

[11] 3. The case opens automatically when the staircase door is opened, inside there is a letter above the violin and he picks it up and the letter appears on the screen
4. He puts down the letter and picks up the violin phrase: "I have to hurry!" and walks down to the workshop.

Interaction with the case after he picks up the violin will be absent

[12] When approaching before taking the violin, the words appear:
"Even my bed is shitty."
When he returns with the violin in his hand the words appear, "No... I have to repair this violin first

[13] Absent before the opportunity to interact.

8. Lying in bed the room mimics the movement as if the character is lying down, fade to black.

[14] When approaching phrase: "WHAT A MESS"

[15] Absent before the opportunity to interact
12. He lies down in bed the room mimics the movement as if the character is lying down, fade to black

[16] When approaching phrase: "What a mess"

[17] When approaching it, the words "Always the same old books" appear.

[18] When approaching it, the words "Always the same old books" appear.

[19] When approaching it, the words "ALWAYS THE SAME OLD BOOKS" appear.

[20]
7. Camera frames bookcase appears interaction phrase: "oh god how thats possible?"
8. Blood comes out of the bookcase you approach and interact phrase: "it comes from here.. it seems stuck"
9. Camera frames bookcase and mouse command switches to hands with chisel 1 clicks on book
10. Phrase interaction final: "WHAT THE FUCK JUST HAPPENED? I CAN'T BELIEVE IT, I DEFINITELY NEED SOME SLEEP"

[21] When approaching it, the words "Always the same old books" appear.

[22] 6. Interacts with wall phrase "OH SHIT IT COMES FROM HEREI SHOULD BRUSH IT OFF! "
Camera frames wall player need to clean it with the brush
7. Finished cleaning the player regains control over the character's movement and view Phrase: "how may mud arise so quickly? Never mind i'm tired i'll go to sleep now"

[23] When approaching phrase: "HOW IS IT POSSIBLE THAT IT GREW BACK SO QUICKLY? I HAVE NO TIME FOR THIS NOW!"

[24] When approaching phrase: "HOW IS IT POSSIBLE THAT IT GREW BACK SO QUICKLY? I HAVE NO TIME FOR THIS NOW!."

[25] When approaching phrase: " HOW IS IT POSSIBLE THAT IT GREW BACK SO QUICKLY? I HAVE NO TIME FOR THIS NOW!."

[26] When approaching it the words appear, "SOMEONE WENT IN AND OUT BUT LEFT THE DOOR UNTOUCHED, HOW'S THAT POSSIBLE?"

[27] When approaching it the words appear, "SOMEONE WENT IN AND OUT BUT LEFT THE DOOR UNTOUCHED, HOW'S THAT POSSIBLE?"

[28] When approaching it the words appear, "SOMEONE WENT IN AND OUT BUT LEFT THE DOOR UNTOUCHED, HOW'S THAT POSSIBLE?"

[29] When approaching it the words appear, "SOMEONE WENT IN AND OUT BUT LEFT THE DOOR UNTOUCHED, HOW'S THAT POSSIBLE?"

[30] When approaching it the words appear, "SOMEONE WENT IN AND OUT BUT LEFT THE DOOR UNTOUCHED, HOW'S THAT POSSIBLE?"

[31] 4. He opens the door and the door stays open:"LET'S SEE..."
7. When he comes down to go back to the workshop phrase: "let's give it a try" , the door closes on its own

[32] 2. Opens the door and phrase: "NEVERMIND, I'VE MISSED THIS JOB SO MUCH" and the door remains open

4. The door closes automatically when he passes by without the violin in his hand:
After it locks phrase: "I feel a strange sensation"

[33] 2. He opens the door phrase:" lest's hope..."
5. When he comes down to go back to the workshop with the violin in his hand phrase: "What a strange customer"

[34] 3. Opens the door and sentence, "fuck I just have to hold on" and the door stays open
5. The door closes automatically when he passes without the violin phrase: "I'm feeling weak"

[35] 2. He opens it phrase: "just a little further and I'll be free"
5. When he goes down to return to the workshop the door closes by itself
After it locks

[36] 3. He opens it and the door remains open "WHO'S AT THE DOOR UPSTAIRS?"
8. The door closes automatically when he goes back to the workshop with the violin in his hand presse:"I HAVE NOTHIG TO LOSE AFTER ALL"
Afterwards it locks if you try to open it again Phrase: "I need to work now""

[37] 1. The sentence as he opens it: "WHAT WAS THAT STRANGE FEELING?'" and after the part remains open
5. The door closes automatically phrase:"what's that smell ?" when he passes by without the violin in his hand
After absent

[38] 1. Opens the door phrase, "who knows if I passed the first test..." and the door remains open.
6. when he goes back phrase" I need to work now"

[39] 2. The sentence opens, "why did I feel like that?" and the door remains open.
6. The door closes automatically when he passes by without the violin in his hand phrase:"WHAT IN THE WORLD!"
After absent interaction

[40] 1. Opens the door phrase, "will the customer have already passed?" and the door remains open.
6. The door closes automatically when he goes back to the studio with the violin in his hand.
Afterwards its blocked if you try to open it again phrase: "who knows who's coming here tonight"

[41] 1. Looking at the workbenck interaction phrase: "'IF I COULD JUST GO BACK IN TIME..."
2. knife interaction." I CAN'T TAKE IT ANYMORE... IF I COULD JUST GO BACK IN TIME" Seconda farse:"WHAT THE FUCK IS HAPPENIG UPSTAIR"

[42] When approaching it appears the words, "The only precious thing left with me."

[43] When approaching it appears the words, "The only precious thing left with me."

[44] When approaching it appears the words, "THE ONLY PRECIOUS THING LEFT WITH ME"

[45] When approaching it appears the words, "The only precious thing left with me."

[46] When approaching it appears the words, "The only precious thing left with me."

[47] He approaches and phrases, "I know this composition"

[48] Approaching phrase:"I can't believe it, I'm going to be bloody rich"
Disappears after interaction and lightning junpscare.