

Object	Equip	Use	Pick up
Violin			"E"
Main body			"E"
Neck		"MB1"	"MB1"
Strings		Click "MB1" on the neck, drag to the main body and release.	"MB1"
Chisel	"2"	Click "MB1" on the violin neck. Same steps for the bleeding book.	
Paint brush	"3"	Click "MB1" on the can of paint, then double click "MB1" on the violin.	
Sand paper	"4"	Click "MB1" on the violin body and scrub on it.	
Knife	"5"	"E" to suicide. "E" to cut the string of the devilish violin.	"E"
Scrub brush	"1"	Click "MB1" on the wall and scrub on it.	
Violin case		"E" to pick the violin inside. "E" to put the violin inside.	
Letters		"E" to exit from reading mode.	"E". Automatically

			opens reading mode.
Doors		“E” to open them.	
Rotten wall		cfr. Scrub brush	
Devilish book		cfr. Chisel	“E” Automatically opens reading mode.
Bed		“E”	
Pile of coins		“E”	
Music stand		“E”	
Stool		“E”	
Mirror		“E”	
Devilish violin		cfr. Knife	

TUTORIAL

RAPID TOOL SELECTION KEYS:

“2” for chisel

“3” for paintbrush

“4” for sandpaper

“SPACEBAR” for empty hands

- 1) Walk to the workbench
- 2) Interaction with the table: the character approaches, the camera rises and frames the table from above. Character movement locked and now the view moves with the mouse cursor, which will function as the protagonist's hand/tool
- 3) Inspection of the violin case (damaged painting texture) and the checklist of repairs to be made appears in the top right-hand corner.
- 4) Select the sandpaper with the hotkeys appearing in the UI and hold the left mouse button on the surface of the violin for 3 seconds (if you can, force the player to move the cursor while holding) to remove the paint (wood texture). If possible, subsequently test a method for dividing the violin into sections to be sanded individually. Tick checklist.
- 5) Select the paintbrush with the shortcut keys that appeared in the UI, click on the paint can to dip the paintbrush 1 time, then click on the body 2 times and repeat this last process one more time. If possible, test a method later for dividing the violin into sections to be painted individually. Tick checklist.
- 6) Press the button to store the tool (SPACEBAR) and click on the violin handle on the workbench (find a solution to make the interaction with the handle more realistic).
- 7) Select the chisel with the quick keys that appear in the UI and act on the handle 5x times to shape it. Each time the chisel moves on the handle from right to left leaving a wood chip (it disappears immediately). Tick checklist.
- 8) Press the key to store the tool (SPACEBAR) and select the violin handle, bring it closer to the sound box of the violin and left-click to join the two pieces. Tick checklist.
- 9) The player needs to store the tool before taking one (SPACEBAR). Then left-click on the strings placed on the counter (the cursor becomes the bent string), left-click on the part of the case where they are tied at the bottom (tailpiece) and then left-click on the tuning peg at the top of the neck (the violin string appears). Repeat the operation for the remaining three strings. The strings will automatically position themselves from left to right and the 4th will be the silver one (only in the tutorial). When you have finished positioning the strings, checklist one last time.

Tutorial checklist (to be placed in the top left corner of the screen)

SANDPAPER: EQUIP THE SANDPAPER WITH [4] THEN HOLD [LEFT MOUSE] ON THE VIOLIN BOX AND SCRUB IT FOR ONE SECOND. GOING ON THE NECK OR OUT OF THE BOX WILL RESET THE ANIMATION.

PAINTBRUSH: EQUIP THE PAINTBRUSH WITH [3]. NOW [LEFT MOUSE] ON THE CAN OF PAINT, THEN DOUBLE CLICK ON THE VIOLIN AND REPEAT THE PROCESS ONCE
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AGAIN.

BUILD THE VIOLIN: EQUIP THE CHISEL WITH [2] AND [LEFT MOUSE] FIVE TIMES ON THE VIOLIN NECK THEN UNEQUIP THE TOOL WITH [SPACEBAR], PICK UP THE VIOLIN NECK WITH [LEFT MOUSE] AND PLACE IT ON THE BOX WITH A CLICK

STRING: SELECT A STRING FROM THE STRING HOLDER WITH [LEFT MOUSE]. PLACE IT ON THE VIOLIN BY HOLDING AND DRAGGING [LEFT MOUSE] FROM ANY POINT OF THE NECK TO THE MAIN BODY. REPEAT THREE MORE TIMES.