These SPECIFIC objects are written to convey the stories, relationships and fates of the previous owners of the workshop. They are presented in chronological order as the player encounters them to the best of our ability.

Scattered all throughout the game are small radios, interacting with them plays an advertisement. Roughly 2-3 of them are found per character section.

Rachis:

* A note on a noticeboard that says “The selective gravity transformation unit has proven to have some minor difficulty differentiating certain loose items. I won’t bore you with the details, but heed my advice. Secure your barrels and boxes!”
* A doctor’s diploma hangs up on the wall. Standing next to it and interacting with it reveals: “A document attesting one Langdon having completed her training to become a doctor, from a university I have never heard of”.

Langdon:

* Several diary pages can be found documenting various failed procedures performed on the body post mortem. Failed because of the lack of material and funding.
* Langdon’s research is drastically improved, suddenly expensive lab equipment and all kinds of fluids clog the workspace.
* A contract detailing the deal for the noble to sponsor him and in return become the next heir.

The Noble:

* One single polite robot greets the player upon entry to the nobles home. The robot assumes that the player character is the noble. “Greetings master, I did not expect you to come back already! Your daily routine is laid out for you”. Right after the dialogue is delivered the robots buzzes of through some hatch in the wall.
* Several robots are rehearsing part of a play, but at several junctions the script requires a player to be at a specific point, or else it starts over.

The Astronomer:

* The first telescope has a bow and a birthday letter attached to it. “I will never understand what you see up there but the amount of time you spent looking through that botched lens-propped pipe of yours has to mean something. I figured you could use an upgrade - Pollux, May 28 ” When looking through it it shows the star sign gemini in the night sky.

The Grandfather:

* A prototype of the glasses the main character is wearing, testing the lenses on objects that can be seen only when they are worn. A button is introduced to switch the vision by equipping/take off the glasses.
* The final puzzle is the only one not fully visible at one time. Either the character can wear the glasses and see hidden terrain, but not the normal one or they can not have the glasses equipped and not see the special terrain. All obstacles is still there in physical form they just cannot be seen.