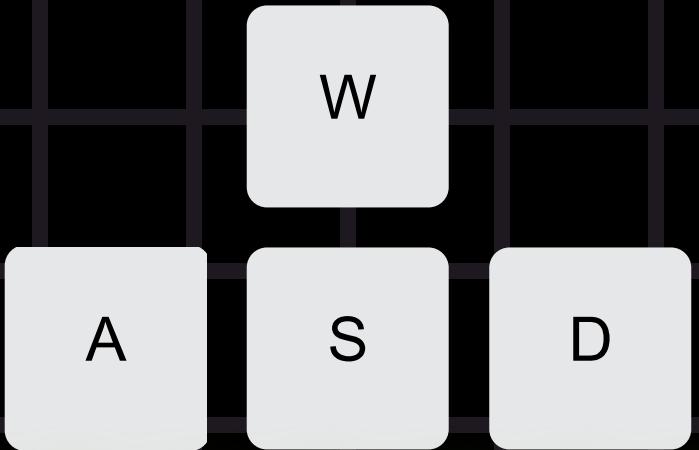
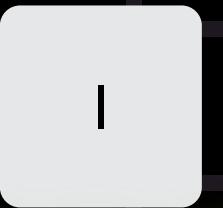


# CONTROLS

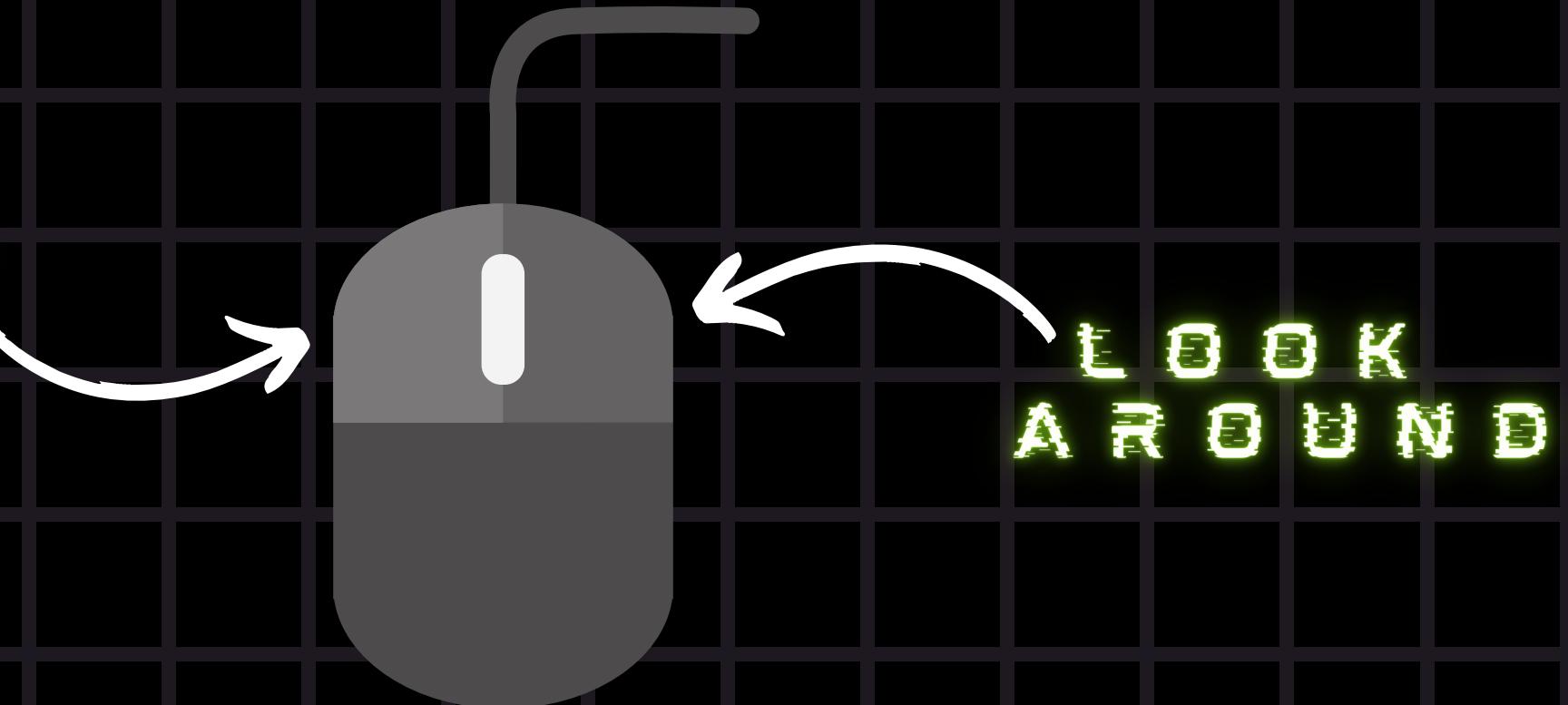


MOVEMENT



INVENTORY

INTERACTIONS  
WITH OBJECTS



# SETTINGS

**CONTROLS**

**QUIT**