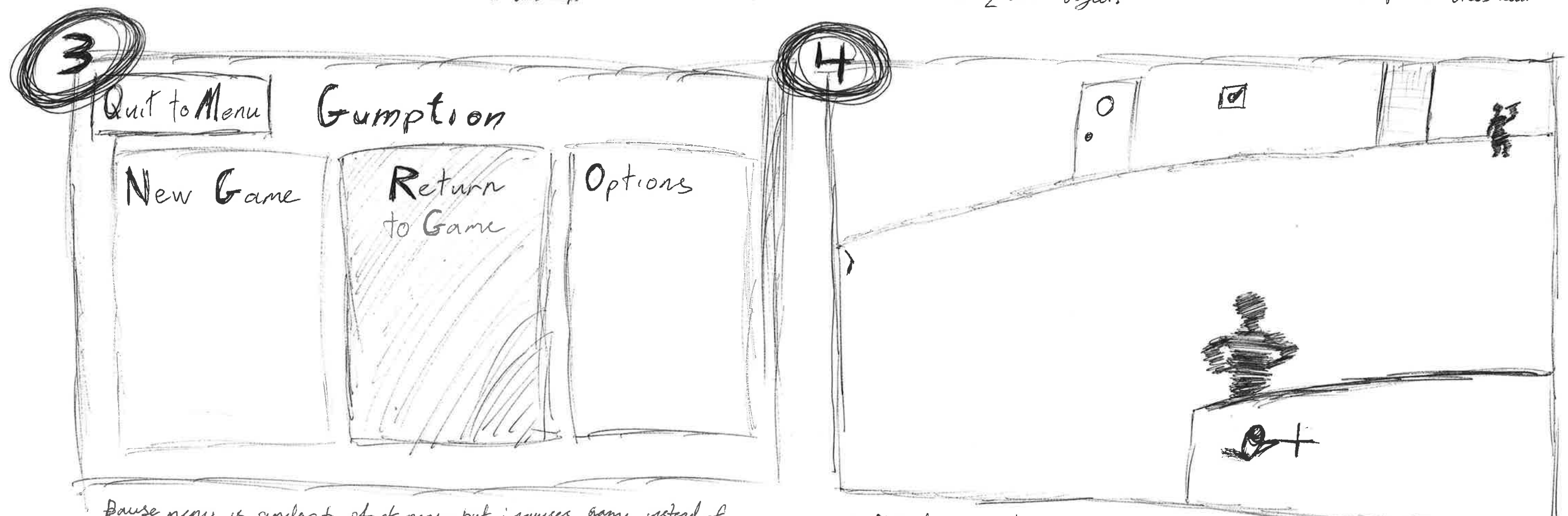


Screen thirds are divided into buttons that have a sliding portion animation. Hovered portion enlarges animation, the continue option selects THE ONLY save file quits to desktop.

Left hand menu contains inventory and menu button. Inventory scrolls on hover but leaves menu in place. Mouse cursor is opened cross-hair when not hovering over object.



Pause menu is similar to start menus but suspends game instead of continues. Quit to menu automatically saves game.

Left hand menu disappears when not hovering but leaves key icon. Mouse cursor closes cross-hair when hovering over object.