

Framed - Instructions

Player Movement

Walk forward - W key

Walk left - A key

Walk back - S key

Walk right - D key

Look around - move mouse

Sprint - shift key

Crouch - ctrl key

Player Mechanics

Pick up object - E key

Interact with NPC - E key to start dialogue, left click to skip through dialogue

Cheat Code

Don't take damage - 0

Puzzle

1. Talk with the NPCs in the level to figure out your task
2. Find an item you can trade with them
3. Trade items with them until you have the key item to free the possessed character
4. Pass through the now unlocked door to progress onto the next level

Level 1

1. Find the lipstick on the ground
2. Talk to Vermeer's Girl to trade it for a pair of earrings
3. Talk to Giaconda to trade it for a ring
4. Talk to Venus to give the ring and open the door to the stairs
5. Go to the stairs in the middle of the game

Level 2

1. Find the pills on the ground
2. Talk to the Elephant and trade it for a Gecko's food
3. Find Gecko and pick it up (collide with it)
4. Give the Gecko to the Dancing Cat
5. Go to the stairs in the middle of the game

Enemies

Patroller:

Patrols a specific area and will chase and grab the player once they spot them. Their field of view is displayed on the floor.

Mimic:

Static enemy that looks like a painting with distinct differences from the others. Will attack the player if they come too close

Statue:

Stays in their place, if they spot the player they will start chasing them and then return again to their spot once the player's out of sight