**Voice off**

*Player entering the game (tuto) for the first time*

-Hey are you awake? Hellooo, there we go you are finally with me so hi, welcome to my test lab. I am the person that kidnap... hmm kindly asked you to come with me to perform some tests.

-Just to make sure that you are fully awake, I am going to ask you to perform a few steps. Don’t worry if you lose your balance sometimes, it’s is no big deal you wont fall, it’s just that I had to give you a little sedative last night because you couldn’t sleep.

-Take a look around you, you should see a zone on the ground. Go walk to it

*Player reaches zone and door opens*

-Good doggie, see it wasn’t that hard. I just want to verify something, could you crouch please(…) **(hushing)** *Mmmh he probably blocked his back when I tied him in the van…* Okay As I expected you can’t to do it thus I’ve added a little mechanism. You can see on your right this is the key to unlock the door to get to the next level. Just take it and drop it, it will reappear on the table.

Okay so now take it, don’t drop it and go open that door. Oh, and by the way if you don’t believe me, you can still try to open the door without the key but spoiler alert, it won’t work… *(if the player really tries, say: you really tried it….)*

*Once player has opened door with the key*

-Okay so now all the levels won’t be that easy, otherwise my experiments wouldn’t really be useful. In each room you should take some time to find clues so as an example, try to find the key in the room. To open the furniture, you don’t need to grab them. You just need to slide you hand in the handle and pull it *(each time the player opens the wrong cabinet, say something)*.

*Player finds the key*

-There we go you found it. Even a baby would’ve made it faster.

*Opens door to next room*

-You will sometimes avec codes to enter. Look around to find this one and get the key *(if player takes too much time say to look at the door).*

*Once the code written on the ceiling is entered, the key is dropped on the table behind the player and he can continue to the next door*

-Good job!!! See it wasn’t that hard.

Okay snow I think you got the big picture of it so let’s start with the first level