

### **Packaged Game Instructions**

Double-click on the EscapeKeck.exe file.

The game should start from the main level and you can move forward by clicking to an area you would like the character to go.

It is recommended that you move forward so you can see the first dialogue that welcomes you to the Keck Lab.

Side note: in this demo, we don't have specific collision meshes on the objects besides the walls so you can walk through the tables and such but you're not supposed to be able to.

Once you walk forward you will see the first dialogue, follow the instructions at the bottom of the screen.

Once you find the torn pieces of paper on the floor you will see the second set of instructions, follow those to continue.

You can also click on the objects in your inventory to inspect, drop, or combine them.

Lastly, walk over to the monitor to complete your first task.

At any point, you can hit P to pause the game - not every option on there works right now but the pause and resume do.

That's all for our game for now, thank you!