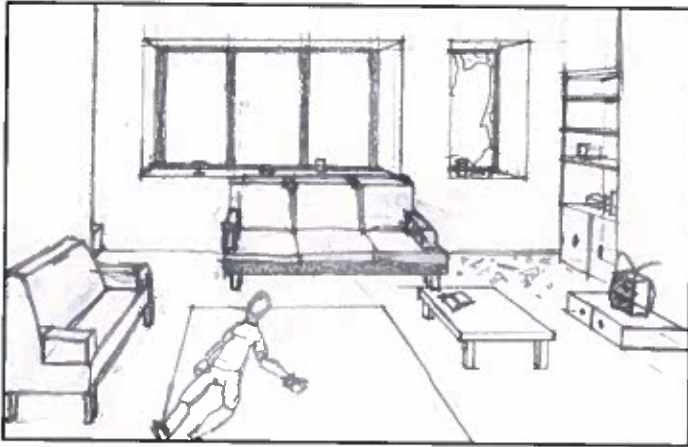
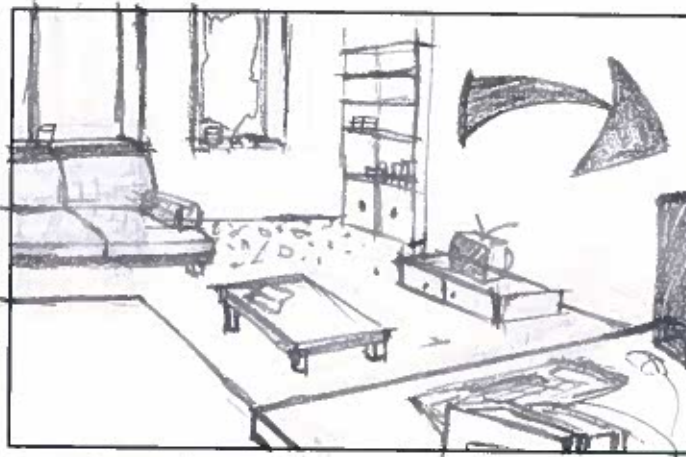


Scene: 1 and 6 The user looks at the desktop and drawers.

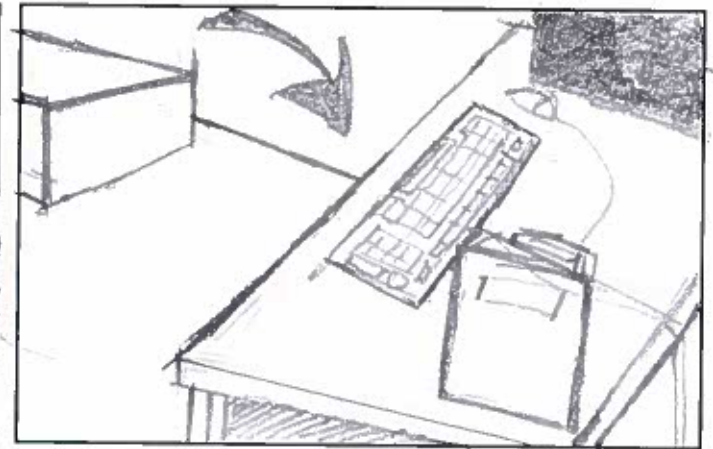
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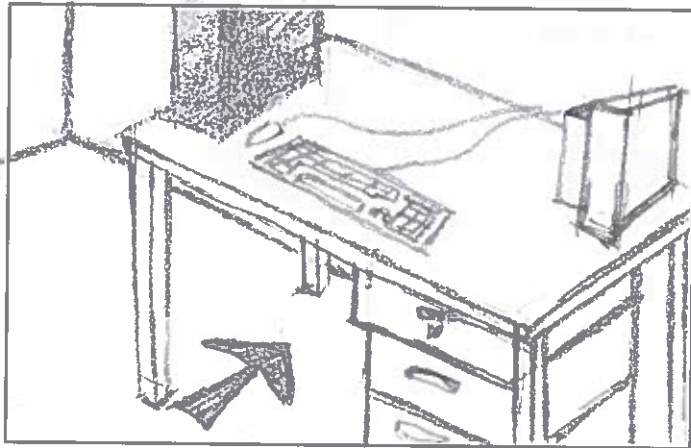
Panel 1 of Scene 1:
The user enters the room and sees the body.



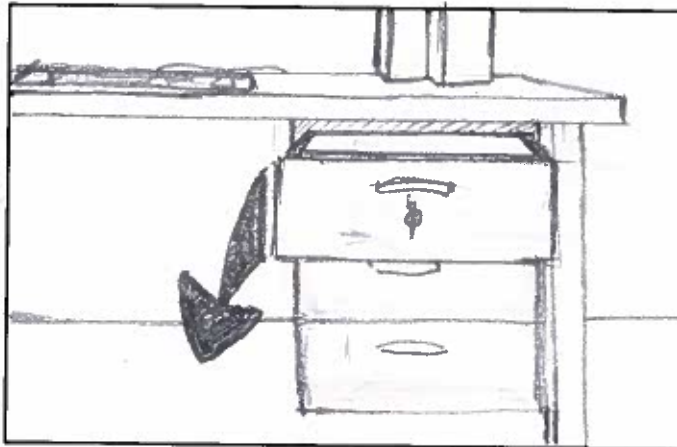
Panel 2 of Scene 1:
The user looks around the room.



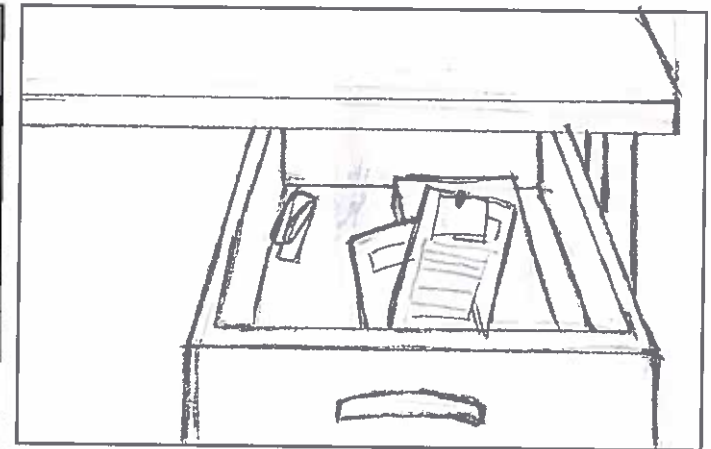
Panel 3 of Scene 1:
The user tries to look closer at the desk.



Panel 4 of Scene 1:
The user can see that the desk has drawers.



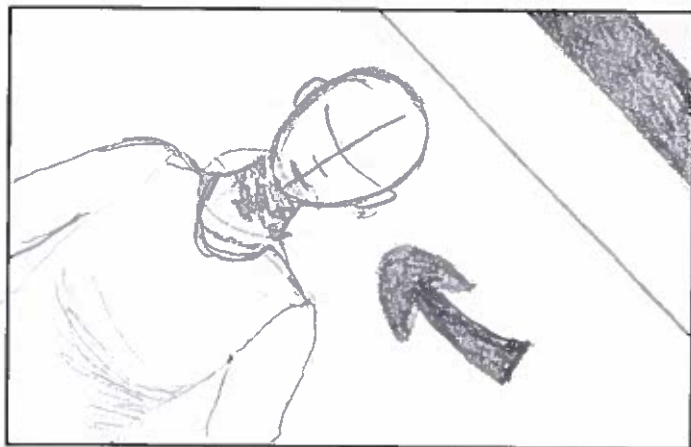
Panel 1 of Scene 6:
The user looks closer at the drawers of the desk.



Panel 2 of Scene 6:
The user opens the drawer and looks inside.

Scene: 2 The user examines the body and finds a pair of glasses under the couch.

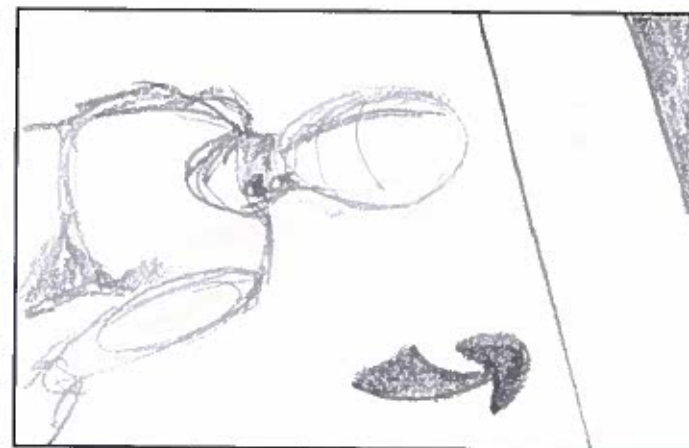
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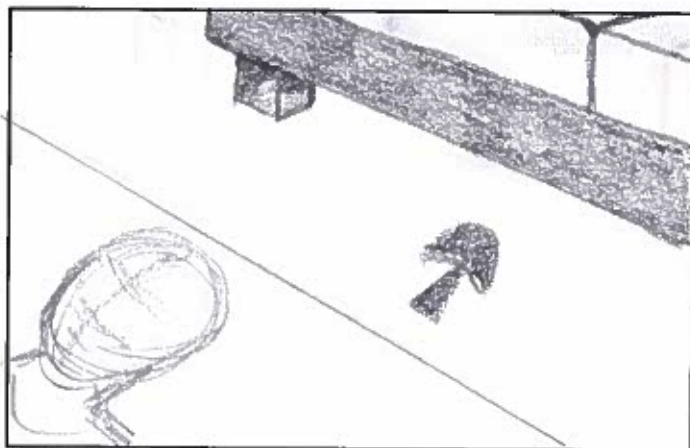
Panel 1 of Scene 2:
The user studies the body of the victim.



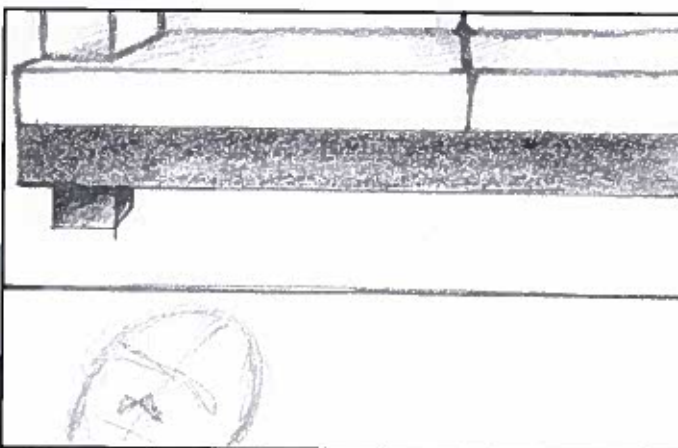
Panel 2 of Scene 2:
The user can see that the victim was strangled.



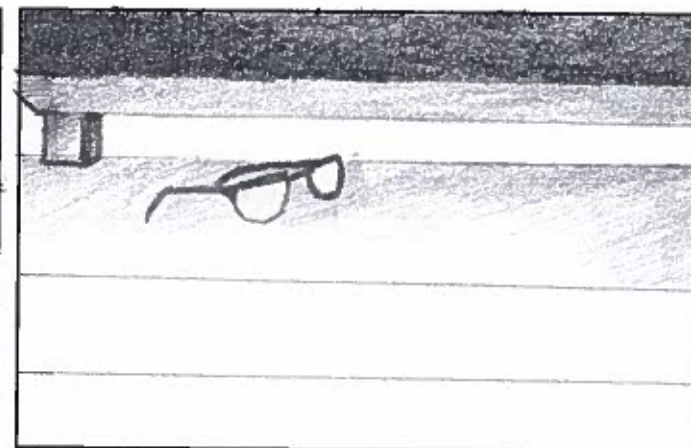
Panel 3 of Scene 2:
The user moves to look around the body.



Panel 4 of Scene 2:
The user moves closer to the couch.



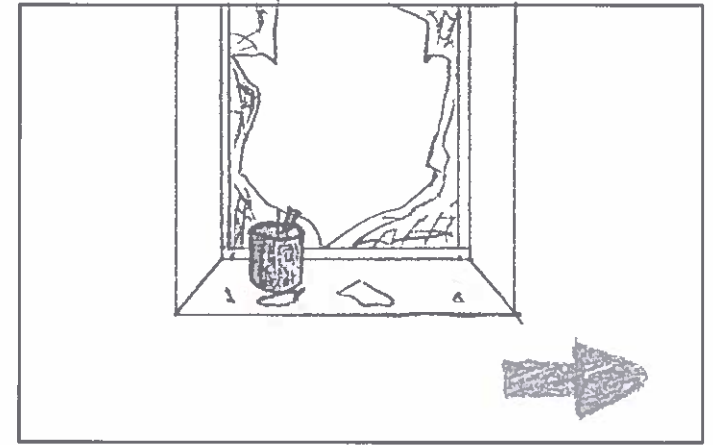
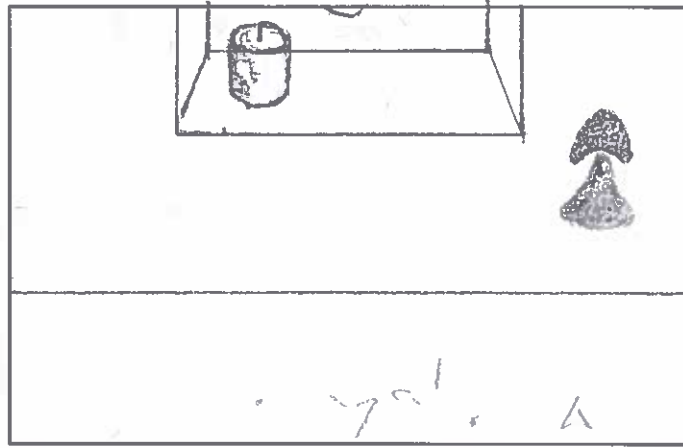
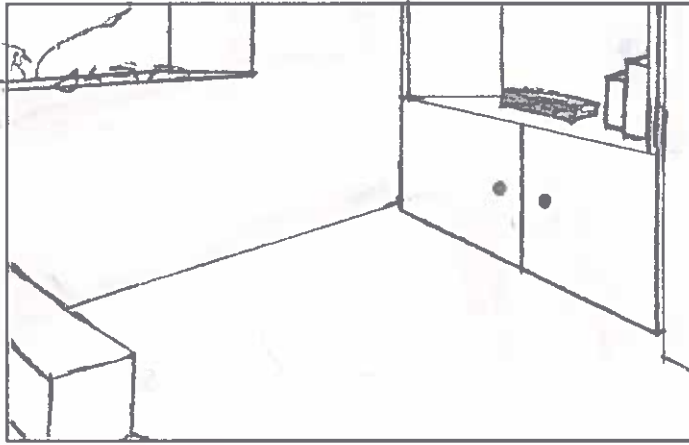
Panel 5 of Scene 2:
The user tries to see what is under the couch.



Panel 6 of Scene 2:
The user finds a pair of glasses underneath the couch.

Scene: 3 and 5 The user inspects the broken glass window and finds a file behind the bookshelves.

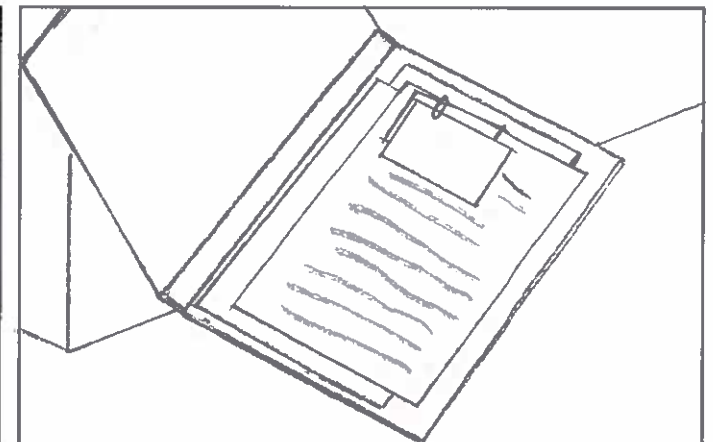
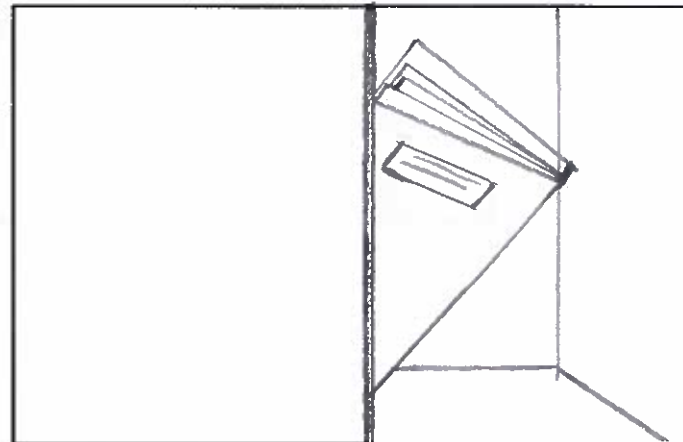
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Panel 1 of Scene 3:
The user goes to look at the glass smashed on the floor.

Panel 2 of Scene 3:
The user looks up to see broken glass on the window sill as well.

Panel 3 of Scene 3:
The user looks to their right to see if they can find more clues.



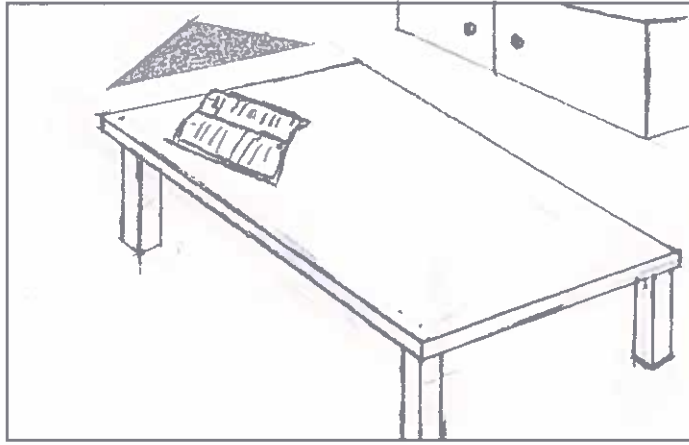
Panel 1 of Scene 5:
The user looks at the bookshelves and they can see something behind it.

Panel 2 of Scene 5:
On a further inspection, they find a file.

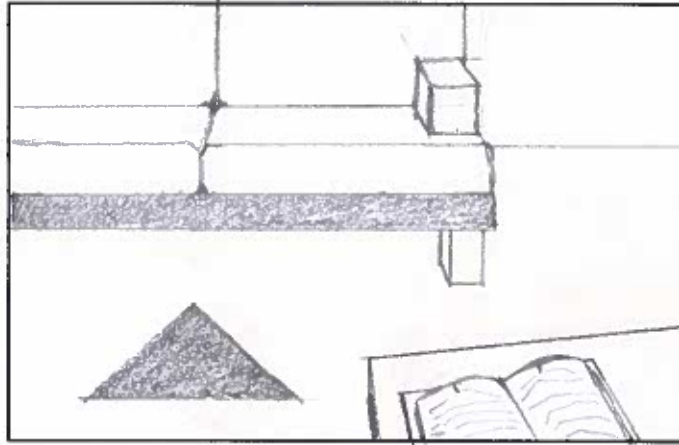
Panel 3 of Scene 5:
The user opens the file and they can see multiple paper and different pictures.

Scene: 4 The user finds the tea cup on the window sill.

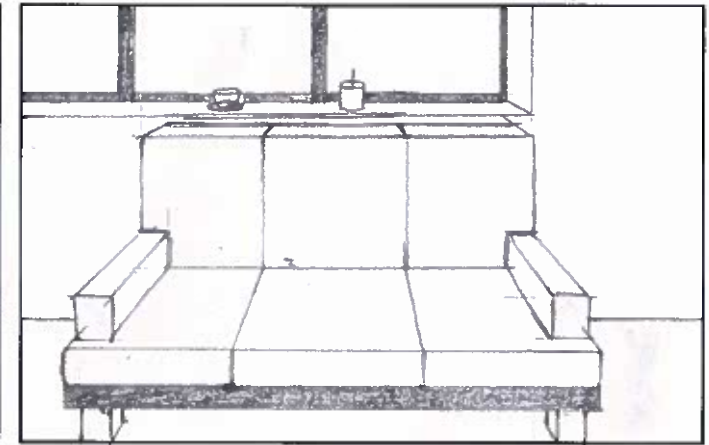
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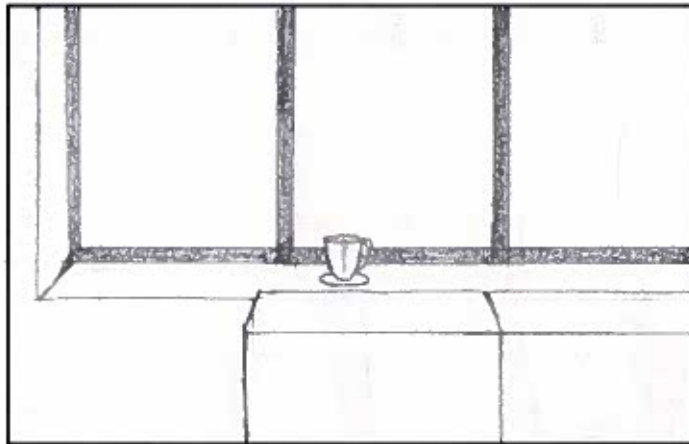
Panel 1 of Scene 4:
The user finds an open book on the coffee table. The camera starts to look up.



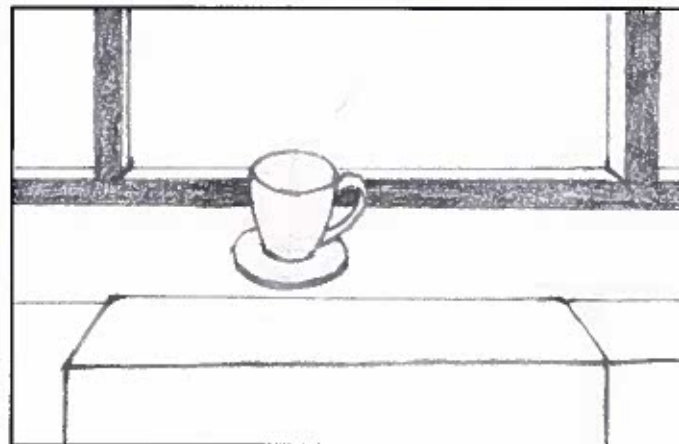
Panel 2 of Scene 4:
The user starts to look at the couch.



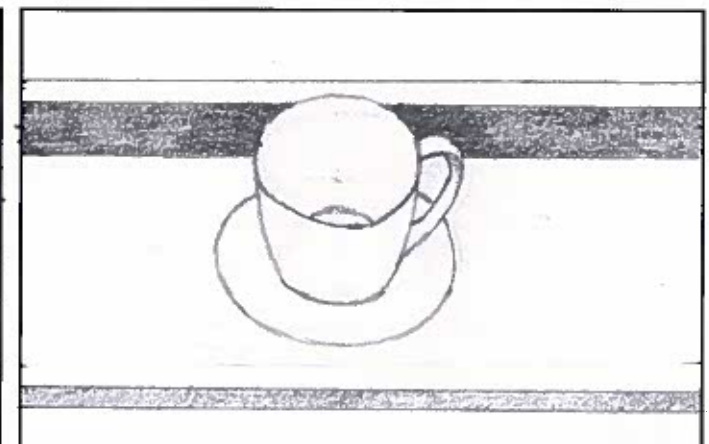
Panel 3 of Scene 4:
The user looks at the couch and then at the window sill behind it.



Panel 4 of Scene 4:
The user sees a cup standing on the window sill.



Panel 5 of Scene 4:
The user approaches the cup.



Panel 6 of Scene 4:
The user can see that the cup is empty.