**Heavy Rain** is an **action-adventure game**, requiring the **player** to move the **character** and have him or her interact with the objects or other **non-player characters** on the scene to progress the **story**. The **game** is divided into several **scenes**, each centering on one of **four** **playable characters**. The **choices** the player makes or the **actions** performed or not performed will affect later scenes in the game. For example, it is possible that a character dies or becomes detained, and will not be present in a later scene. There is no immediate "**game over**" in Heavy Rain; the game will progress to a number of **different endings** depending on the sum of the **player's performance** even if all the characters become incapacitated in some manner. Once the game is complete, the player can return to earlier scenes and replay them, possibly altering the **events** as they play through other **chapters**.

Within most scenes, the player can control the **main character** by moving them around the **environment**; they can also hold down a button to see what **thoughts** are going through the **character's mind**, and trigger them to hear an **internal monologue** on that thought. When the player is near an object or another character they can interact with, they will be presented with a **context sensitive icon** that represents what control they need to do. These **controls** include pressing a **button** on the **DualShock controller**, moving the analogue sticks in a specific manner, or rotating the motion-sensitive **controller** in a specific way; in the **version** with **PlayStation Move support**, further actions based on the Move controllers are also present. These actions may lead to additional actions to fully complete the **interaction**. Some scenes impose a **timer** on the player, requiring them to complete the **necessary actions** in time to avoid the **death** or incapacitation of that character. In other scenes, the player does not have full **control** of the character but must instead be prepared to respond to these **icons** in the manner of **quick time events**, such as during a **hand-to-hand fight** or while driving frantically on the wrong side of the road.

Keywords: Key phrases:

**Heavy Rain player**

**action-adventure game character**

**non-player characters story**

**four** **playable characters game**

**game over scenes**

**different endings choices**

**player's performance actions**

**main character events**

**character's mind chapters**

**internal monologue environment**

**context sensitive icon thoughts**

**DualShock controller controls**

**PlayStation Move support button**

**necessary actions controller**

**quick time events version**

**hand-to-hand fight interaction**

**death**

**control**

**icons**