# How to play

The game starts in the hotel room where the murder is committed. From there you can create your user account and start playing. Evidence can be found in the hotel room, the church and outdoors (mostly in the parks). When hovering with the mouse over the evidence, they will get bigger and show you information. When clicking on them, you pick up the evidence. When you think you have enough evidence, you can go to the police station and talk with the police officer. After that you go back to the priest to accuse him of murder and you will find out if you have enough evidence to get him behind bars… Good luck!

**Known bugs:**

* Conversations are really slow (you probably want to avoid talking)
* Long loading time
* Evidence list is not saved across sessions
* UI scaling. 1920x1080 is recommended
* Evidence can fall through the ground when mouse hovering doesn’t go right
* Not possible to play the game off-line yet
* No statistics yet
* Save file can be a bit dodgy
* You can still walk through landposts

**Keys:**

* WASD or arrow-keys to walk around
* Mouse- click NPC to talk
* Mouse- hover object to show info
* Mouse-click object to pick up
* Walk through church door to get inside the church.
* Walk through hotel door to get inside hotel
* Walk through police station door to get inside police station
* Press esc to pause the game (from here you can quit or resume)
* Press ‘e’ to see a list of all evidence you have collected so far
* Hold ‘m’ to see the map full screen