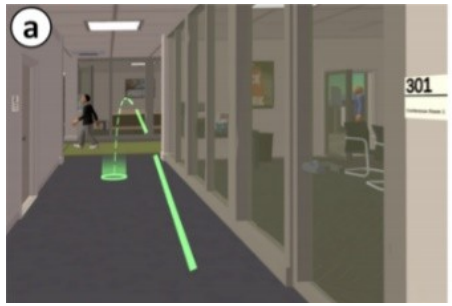
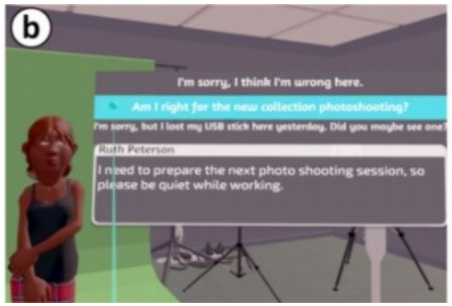

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The Social Engineer – Player Controls - VIVE



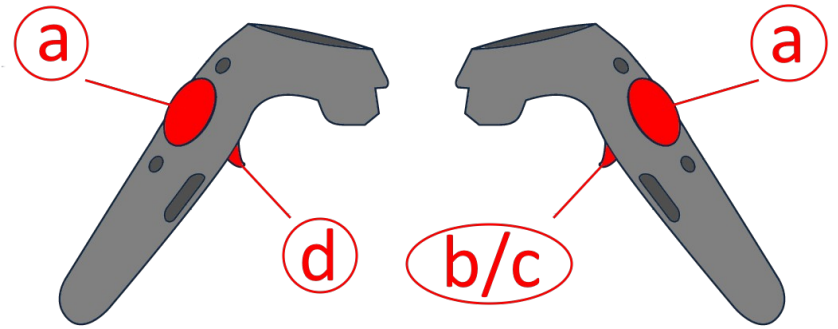






(a) Walk

Move around freely or use the controller **“Tap/Thumbstick” button** to select a teleport destination and to rotate.



(b) Talk

Use the **right** controller **“Trigger”** button to choose an answer in a conversation.

(c) Interact

Use the **right** controller **“Trigger”** button to interact with objects, people and doors as well as to grab items.

(d) Virtual Tablet

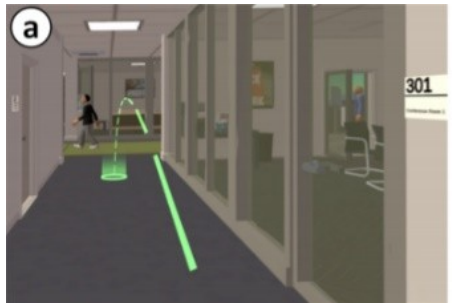
Use the **left** controller **“Trigger”** button open/close the virtual tablet and **the right virtual index finger** to interact with apps on the tablet.

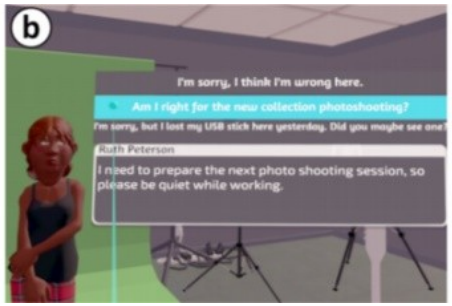
Mission:

The current mission goal can be viewed at any time in the **'Mission' app** on the virtual tablet or can be explained by the instructor at the bus station.

Hints for solving the mission are available in the **'Hint' app**.

The Social Engineer – Player Controls - Quest/Rift



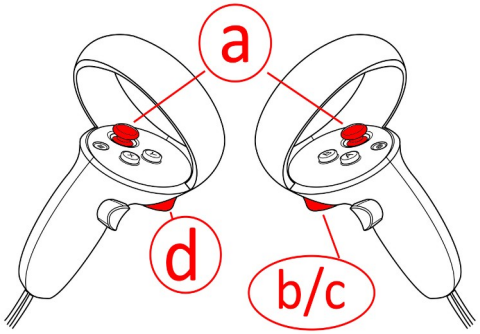






(a) Walk

Move around freely or use the controller **“Tap/Thumbstick” button** to select a teleport destination and to rotate.



(b) Talk

Use the **right** controller **“Trigger”** button to choose an answer in a conversation.

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Use the **right** controller **“Trigger”** button to interact with objects, people and doors as well as to grab items.

(d) Virtual Tablet

Use the **left** controller **“Trigger”** button open/close the virtual tablet and **the right virtual index finger** to interact with apps on the tablet.

Mission:

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