

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.

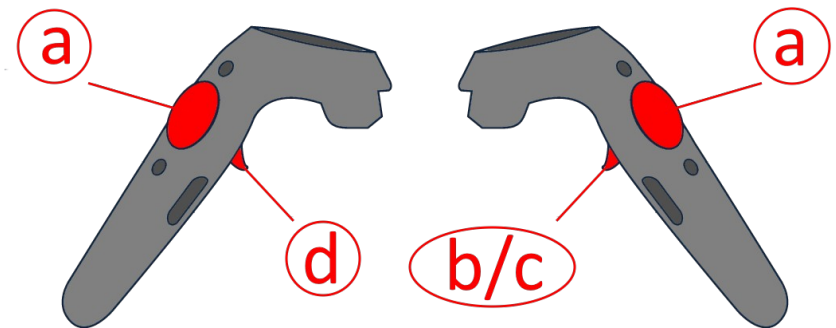
(d) Virtual Tablet

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



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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.

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