



FABULA RASA — DEAD MAN TALKING

Instructions

Disclaimer About the Standalone Quest Version

The standalone Quest 3 version of Fabula Rasa: Dead Man Talking is designed for portability and showcasing the experience, as the official version runs on PC. Consequently, be aware that **performance and visual quality** on the Quest 3 are considerably lower than the PC version, though

it remains entirely playable. Furthermore, this standalone version is limited to English, unlike the PC version which offers four language options.

How to Play

This is an improv experience at heart. Talk freely to the characters, and they will respond accordingly. **There are no wrong choices**, just have fun!

Look at a character to talk to them. They will glow and emote when they're listening.

Hold A (right controller) or X (left controller) to speak, and release when you're done (like a walkie-talkie).



💡 **Avoid holding the talk button without speaking**—background noise may be picked up as speech.

💡 **Speak loud and clear** to ensure that the characters can understand you correctly.

Press the trigger to grab **objects** with either hand. Release to drop them.



💡 You may need to **physically reach out** to the object.