Basic Controls

To advance through the game, left-click or press the space or enter keys. When at a menu, left-click to make a choice, or use the arrow keys to select a choice and enter to activate it.

Game Menu

When playing a game, right-click or press the escape key to enter the game menu. The game menu gives the following choices:

Return

Returns to the game.

Save Game

Opens the Save menu, which allows you to save your progress by clicking on a save slot.

Load Game

Opens the Load menu, which allows you to load your saved progress by clicking on a save slot.

Settings

Opens the Settings menu, which allows you to personalize your game experience with a number of configurable settings.

Main Menu

Returns to the main menu, ending the current game.

Quit

Closes the game application.

Settings

After opening the Settings menu, the game will give the user the following configurable settings:

Display Mode

Switches between fullscreen and windowed mode.

Window Size

When in windowed mode, sets the window resolution to one of the displayed sizes.

Sound, Music, and Voice Volume

Controls the volume of the Sound effect, Music, and Voice audio channels, respectively. The further to the right these are, the louder the volume. You can click the small icons to preview the volume levels of sounds and voices.

Character Voices

Opens a menu with bars that control the volume of individual character voices.

Skip

Chooses between skipping messages that have already been seen (in any playthrough the game), and skipping all messages, regardless of whether they have been seen.

After Choices

Controls if skipping stops upon reaching a menu.

Cursor

Chooses whether the game will use a custom cursor for the game, or uses the computer's default cursor.

Text Speed

Controls the rate at which text displays. The further to the right this slider is, the faster the text will display. All the way to the right causes text to be shown instantly.

Auto Speed

Controls automatic advance. The further to the left this slider is, the shorter the amount of time before the game advances. All the way to the right means text will never auto-forward.

Key and Mouse Bindings

During normal gameplay, the following inputs will have the listed effects:

Left-click, Enter

Advances through the game, activates menu choices, buttons, and sliders.

Space

Advances through the game, but does not activate choices.

Arrow Keys

Selects menu choices, buttons, and sliders.

Ctrl

Causes skipping to occur while the ctrl key is held down.

Tab

Toggles skipping, causing it to occur until tab is pressed again.

Mousewheel-Up, PageUp

Causes rollback to occur. Rollback reverses the game back in time, showing prior text and even allowing menu choices to be changed.

Mousewheel-Down, PageDown

Causes rollforward to occur, cancelling out a previous rollback.

Right-click, Escape

Enters the game menu. When in the game menu, returns to the game.

Middle-click, H

Hides the text window and other transient displays.

F

Toggles fullscreen mode

S

Takes a screenshot, saving it in a file named screenshotxxxx.png, where xxxx is a serial number.

Alt-M, Command-H

Hides (iconifies) the window.

Alt-F4, Command-Q

Quits the game.

Delete

When a save slot is selected, deletes that save slot.

v

Toggles self-voicing mode, which reads text to the user using an os-supplied speech synthesizer.