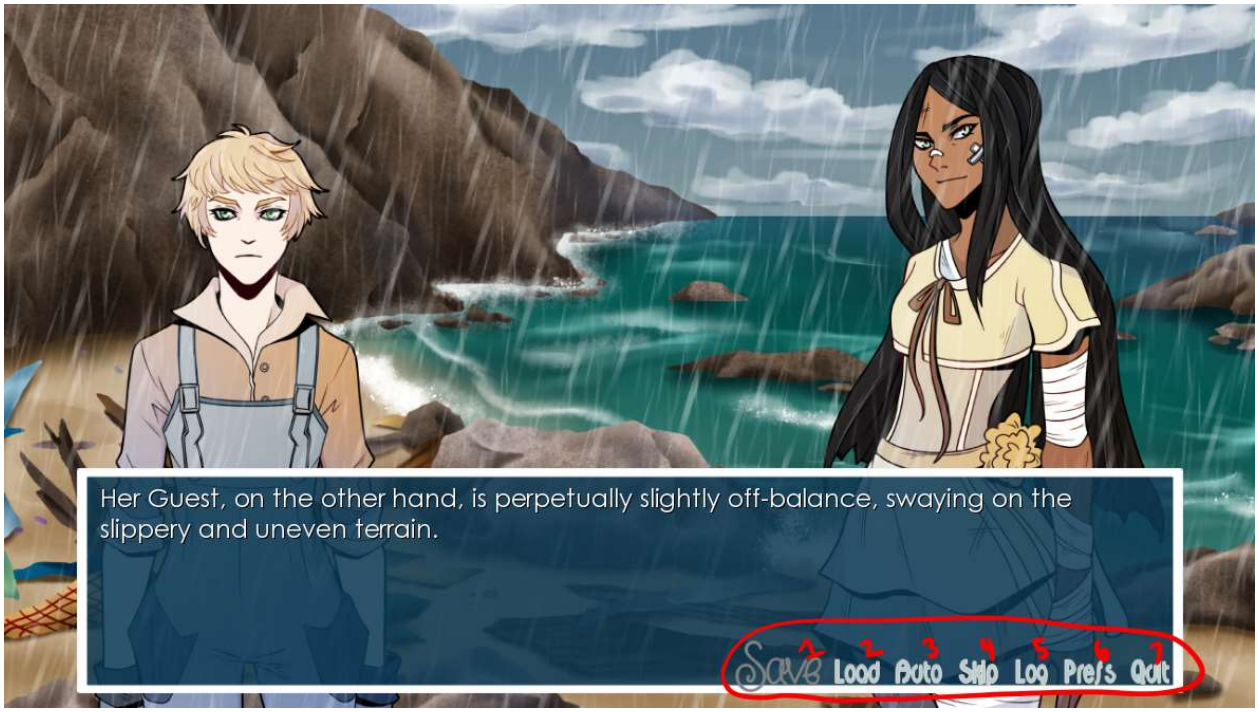


Quick Menu

This menu is available during most parts of the game.

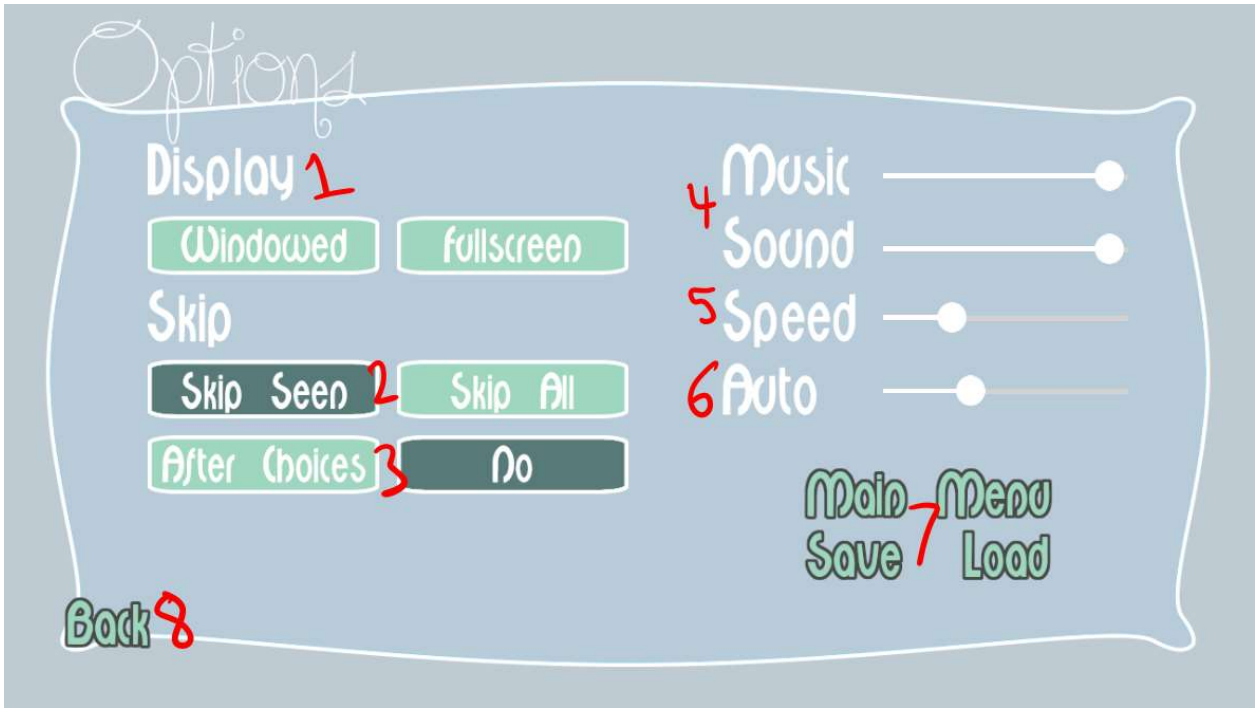
1. Save - access the save menu.
2. Load - access the load menu.
3. Auto - toggle auto mode. If auto mode is on, text will automatically advance without input from the player. The speed is adjustable in the preferences menu.
4. Skip - toggle skip mode. If skip mode is on, the game will automatically fast forward through text that you've already read. Adjustments to skip mode are available in the preferences menu.
5. Log - view the backlog. This will bring up a window that displays previous lines of text, in case you missed something.
6. Prefs - access the preferences menu. Further detail on this menu is below.
7. Quit - quit the game. (This will bring up a confirmation screen first before quitting.)



Alternate Quick Menu

When the textbox is not visible during choices and gameplay segments, this small alternate quick menu in the top left will appear instead.

1. S - save. Access the save menu, from which you can also reach other menus.
2. >> - skip. Toggle skip mode.



Preferences/Options Menu

This menu will appear if you select "prefs" from another menu.

1. Display - choose whether the game is windowed or fullscreen.
2. Skip seen/skip all - choose whether skip mode will only skip text that you've previously read (default), or skip all text regardless of whether you've read it.
3. After choices/no - choose whether skip mode remains on after making a choice, or automatically turns off after choices (default).
4. Music and sound sliders - adjust the volume of music and sound effects. At the far left of the slider, they will be muted entirely (not recommended, as the music and sound are important to the story).
5. Speed slider - adjust the speed at which text appears on the screen. At the far right of the slider, text will appear instantly.
6. Auto slider - adjust the speed at which auto mode advances the text.
7. Main menu/save/load - access other menus.
8. Back - return to the previous screen.