

Basic Help

To advance through the game, left-click or press the space or enter keys.

Game Menu

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

Return

Returns to the game.

Preferences

Changes the game preferences (options/configuration):

Display

Switches between fullscreen and windowed mode.

Transitions

Controls the display of transitions between game screens.

Music and Sound

Controls the volume of the Music and Sound effect respectively. The further to the right these are, the louder the volume.

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-Forward Time

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.

Skip

Chooses between skipping messages that have been already seen (in any play through the game), and skipping all messages.

After Choices

Controls if skipping stops upon reaching a menu.

Begin Skipping

Returns to the game, while skipping.

Save Game

Allows you to save a game by clicking on a save slot.

Load Game

Allows you to load a game by clicking on a save slot.

Controls

Shows the layout of the keyboard and mouse controls for the game.

Flowchart

Opens the flowchart menu, displaying the different paths the story can take. Double-clicking a node will jump to that point in the story.

Main Menu

Returns to the main menu, ending the current game.

Quit

Exits the game; the game will be closed and ended.

Key and Mouse Bindings

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

Navigates between 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

Displays the text log.

Mousewheel-Down, PageDown

Exits out of the text log.

Escape

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

Right-click

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.

A

Opens the accesibility menu, which contains the toggle for colour-blind mode.

Alt-M

Hides (iconifies) the window.

Alt-F4

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. For more information, please read the [self-voicing](#) documentation.

Shift+C

Toggles clipboard-voicing mode, which copies text to the clipboard so it can be read by a screen reader.

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