Basic Help

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
: 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. Clicking on "Auto" accesses the automatic save slots.

Preferences
: Changes the game preferences (options/configuration):

  Display
  : Switches between fullscreen and windowed mode.

  Transitions
  : Controls the display of transitions between game screens.

  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.

  Joystick
  : Lets you control the game using a joystick.

Skip

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

Begin Skipping

Returns to the game, while skipping.

After Choices

Controls if skipping stops upon reaching a menu.

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.

Music, Sound, and Voice Volume

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

Main Menu

Returns to the main menu, ending the current game.

Help

Shows this help screen.

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

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, canceling 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. 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.

Controller Support and Bindings

This game should automatically detect and use game controllers supported by SDL2. Other controllers can be configured using third-party configuration tools like the SDL2 Gampad Tool

A small number of systems may have problems using detected game controllers. Should that happen, hold down shift as the game starts, and disable the controller support.

The following bindings are used:

Right Trigger, A (Bottom Button)
: Advances through the game, activates menu choices, buttons, and sliders.

Guide, Start
: Enters the game menu. When in the game menu, returns to the game.

Directional Pad, Analog Sticks
: Navigates between menu choices, buttons, and sliders.

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

Right Shoulder
: Causes rollforward to occur, canceling out a previous rollback.

Y (Top Button)
: Hides the text window and other transient displays.

About

Disturbed, created by Brad Moore. Produced 2016.
Game Engine used, RENPY.
Art hand-drawn and edited with GIMP.
Sound used and edited from free sources.