FoxTail ™
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Gingertips Game Studio

== System requirements ==

Windows
MINIMUM:
OS: Windows XP SP3
Processor: Pentium III 800 MHz
Memory: 128 MB RAM
Graphics: SVGA (with OpenGL or DirectX 9.0c support)
DirectX: Version 9.0
Storage: 155 MB available space

macOS
MINIMUM:
OS: 10.7
Processor: Intel processor
Memory: 2 GB RAM
Graphics: Video with 128Mb of memory
Storage: 155 MB available space

Linux
MINIMUM:
OS: SteamOS 2.0
Processor: Intel or AMD 64-bit capable processor
Memory: 4 GB RAM
Graphics: NVIDIA, Intel, or AMD graphics card
Storage: 155 MB available space

== Control keys ==

LMB - walking, picking up, examining, using items
RMB - dropping an item, reading a book, examining an item in the inventory, interrupting the phrase (by default)
F2 - open the save window
F3 - open the load window
F5 - quick save
F6 - low character's walking speed
F7 - normal character's walking speed
F8 - high character's walking speed
F9 - quick load
F10 - script reload (used with endless waiting)
F11 - free the mouse pointer from the window

== Possible problems and their solutions ==

Problem:
Endless waiting (spinning clock) is possible during the game in Early Access.
Solution:
Reload the script by pressing F10 on the keyboard.