Manual

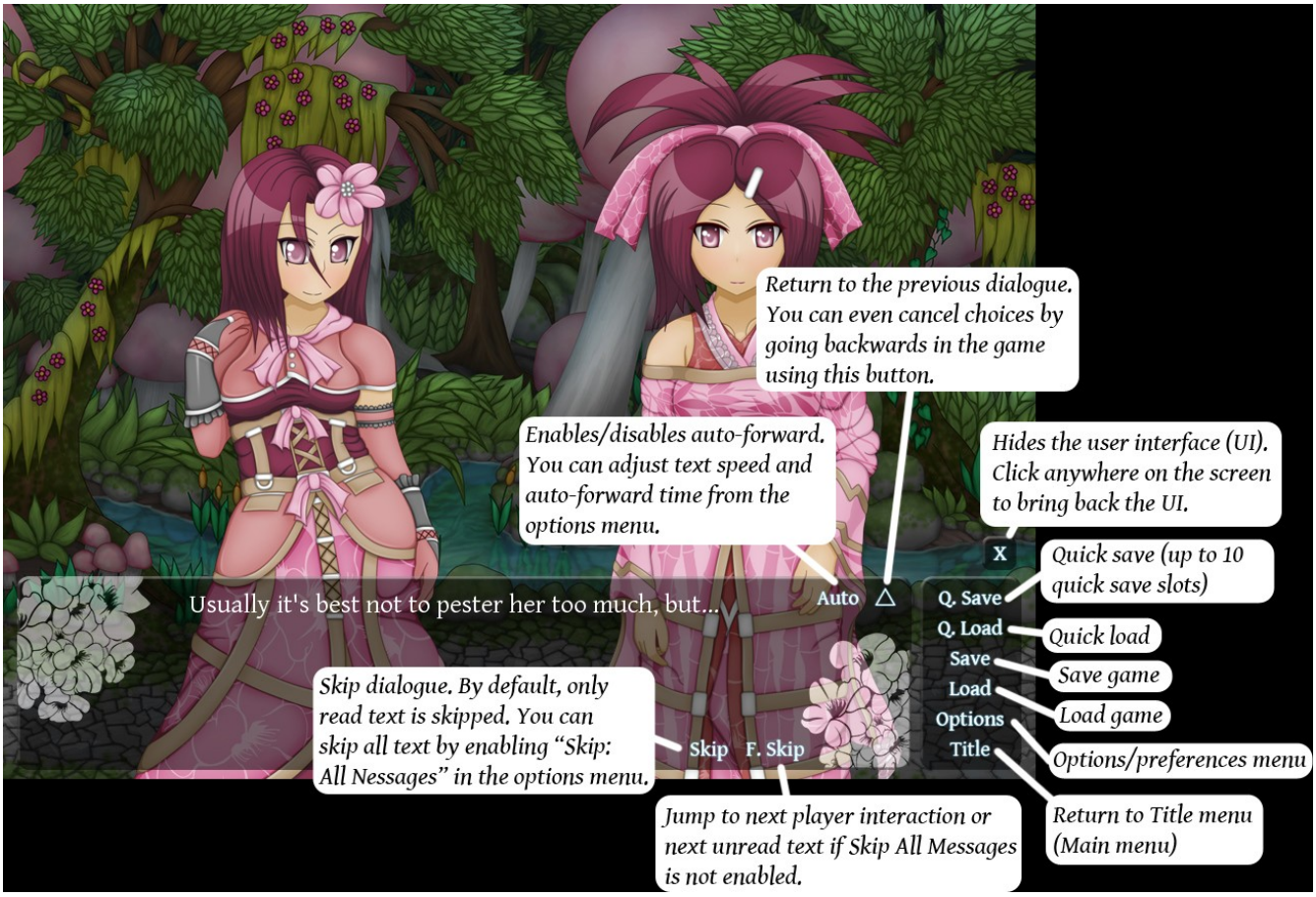
Twin Blue Moons © 2018 Arcus Plume

Basic functions:

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

To make a choice, pick a map location, or navigate the in-game smartphone: **left-click** or use the **arrow keys** to make a selection and **enter** to activate it.

User interface:



Options menu:

Display
: Switches between fullscreen and windowed mode.

Transitions
: Controls the display of transitions between game screens. It is highly recommended to keep this enabled. A part of the game content will not be displayed at all if this option is set to 'None'.

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.

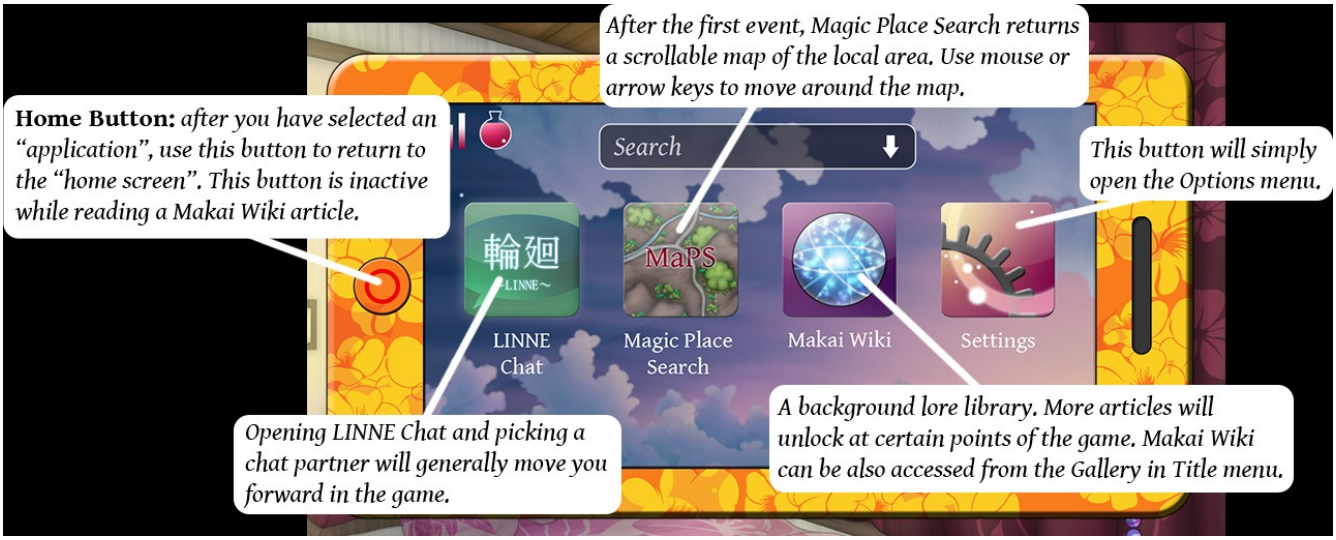
Music, Sound, and Voice Volume
: Controls the volume of the Music, Sound effect, and Voice channels, respectively. The further to the right these are, the louder the volume.

SMaRTPhone* interface:

*Super Magic-Relayed TelePhone

Only LINNE Chat will progress the game (except the first time, when it is not available).

Makai Wiki and Magic Place Search may affect some dialogue, <u>but only the selection of LINNE Chat partner has any true impact on the routes and endings.</u>



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.

Credits:

Story	kuroha238
Art	kuroha238
Programming	kuroha238
Game engine	Ren'Py*
Music	Various authors*
Sound	Various authors*

*Free materials used under various lisences. See **Lisence_Information.pdf** in the game folder for details.