Two Interviewees

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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.

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.

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.

Y (Top Button)

Hides the text window and other transient displays.

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