The Process Of Falling

Manual

How to play?

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.

Basics

Return

Returns to the game.

Save

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

Load

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.

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
   Selects 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, cancelling 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-H, Command-H
   Hides (iconifies) the window.

Alt-F4, Command-Q
   Quits the game.

Delete
   When a save slot is selected, deletes that save slot.

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