Highway Blossoms Remastered

Basic Help and Controls

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.

Hi-Contrast Text

Makes text drop shadows completely opaque.

Textbox Contrast

Allows you to control how dark the textbox is, allowing for more contrast.

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.

Language

Sets the language of the in-game text to either English, Russian (Русский), Chinese (中文). If Goofball Mode is on, Duwang ([DUWANG])

will also be available as a language.

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.

Character Volume

Controls the volume of individual characters in the game. Each portrait represents each character's volume.

Voice Sustain

Continues voice lines until the next spoken line, continuing the line even through un-voiced lines.

Voice Emphasis

Sound effects and music will be temporarily quieted anytime a voiced line is spoken.

Adult Content (if installed)

If the adult patch is detected in the game files, this will give you the option to turn the added content on and off without having to uninstall the content.

Goofball Mode

Enabled after the first readthrough of the game, Goofball Mode adds extra surprises to the script for subsequent readthroughs that may or may not match the tone of the original script.

Main Menu

Returns to the main menu, ending the current game.

Help

Shows a help screen in your default browser that covers the same information as this manual.

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

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.

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.

J

Displays the journal entry selection screen

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.

Ctrl+Shift+G (Main Menu)

Manually enables Goofball Mode, even if you haven't finished the game yet. Look at you reading the manual and learning something new.

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