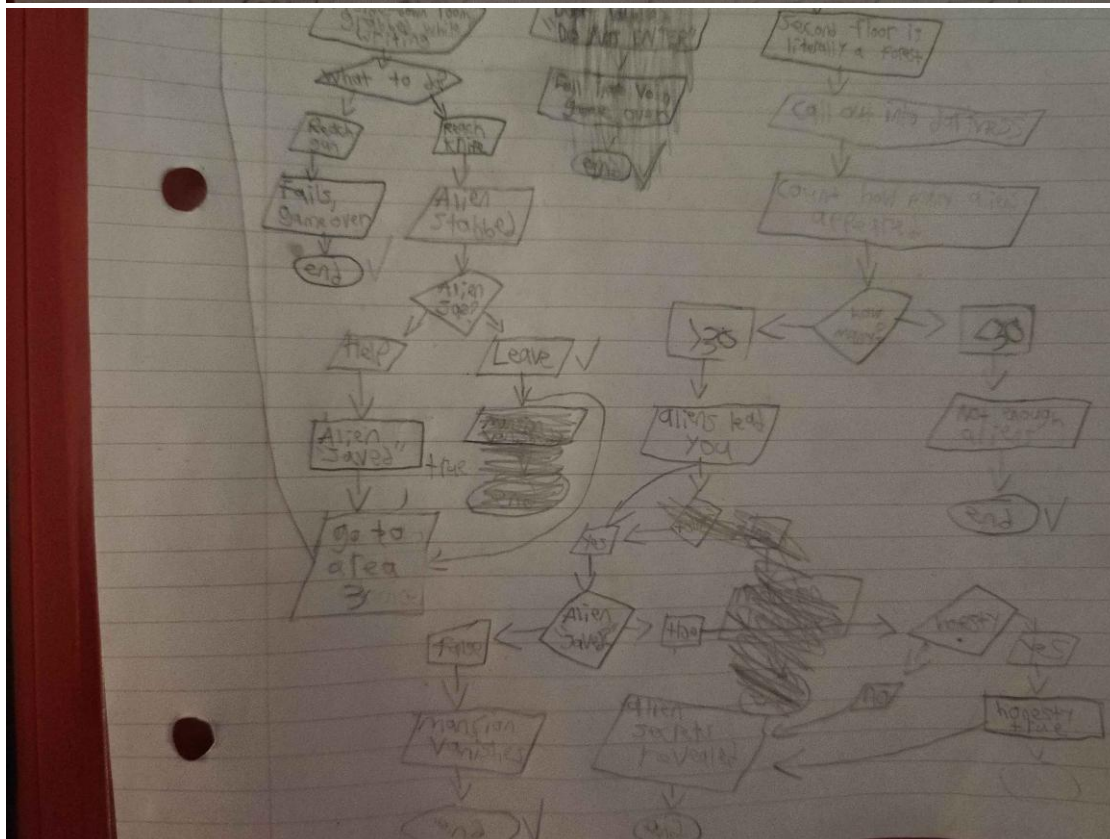
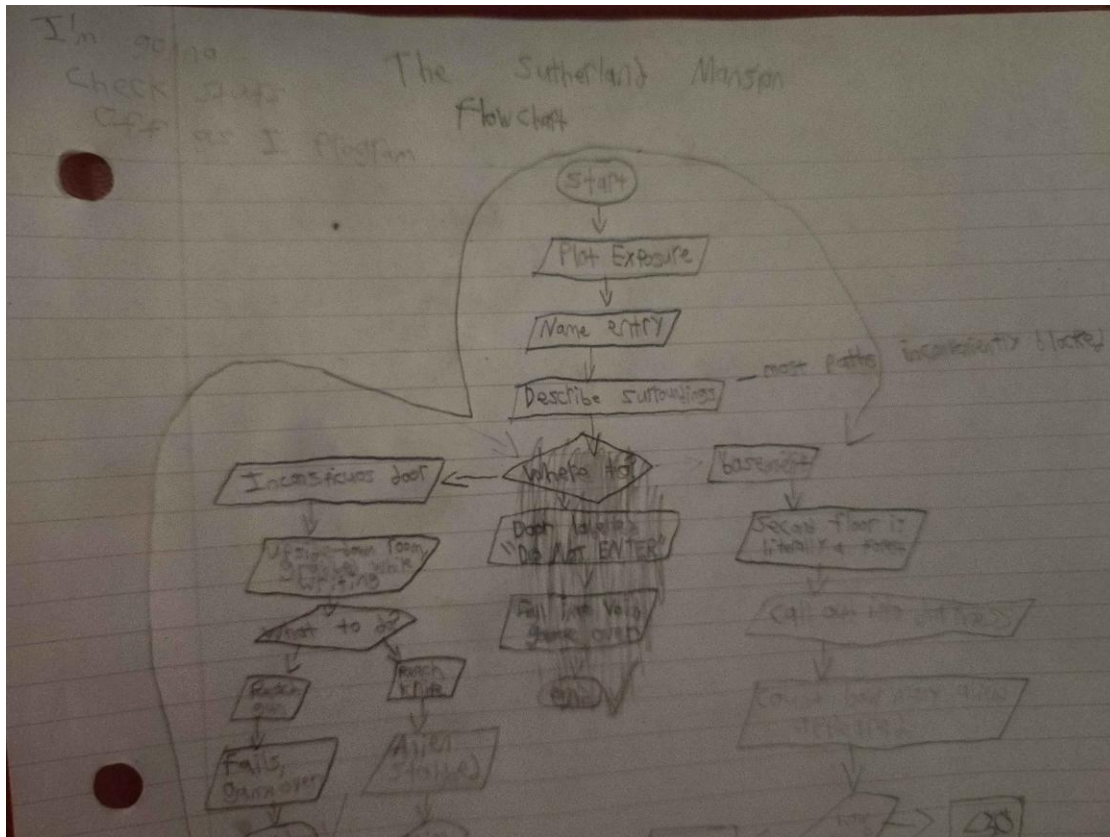


I'm going  
check stuff  
out as I program

The Sutherland Mansion  
Flowchart

## Flowchart Close-ups





## Story and other notes

### The Sutherland Mansion Story

You are a special agent sent to investigate a mysterious mansion that anomalously appeared out of nowhere. A lone mailbox stands at the entrance, labelled "Sutherland". You have a pistol, a knife, some first aid equipment, and a notepad to write down what you find. Electronics weren't allowed because of the exploding upon coming near the mansion.

Note: Window has 120 character limit!

I tend to come up with more story as I go. I only have the idea for the intro dialogue and what Athero to take. Other specific dialogue comes to mind later.