**Room [0-6] [0-7]**

Rooms:

1. Living Room
2. Kitchen
3. Study
4. Bathroom
5. Darren Perceptor’s Bedroom
6. Hephaesta’s Bedroom
7. Poseida’s Bedroom

Room Data:

1. Room name.
2. Description of the room. Contains HTML that will be passed to the Feedback area.
3. Visited flag 0: unvisited, 1: visited. The map redraws each room based on this variable.
4. Clue count. Decreases as each clue is fully investigated.
5. X position in Map area, in pixels, from the left of the screen.
6. Y position in Map area, in pixels, from the bottom of the screen.
7. Width on map, in pixels.
8. Height on map, in pixels.

**Clues [0-26] [0-9]**

Clues:

1. Living Room
   1. Sofa
   2. Chair
   3. Bookshelf
   4. Television
2. Kitchen
   1. Sink
   2. Fridge
   3. Rubbish Bin
3. Study
   1. Darren Perceptor (the victim)
   2. Monitor
   3. Window
   4. Broken glass on the floor
   5. Computer
4. Bathroom
   1. Bathtub
   2. Toilet
   3. Sink
   4. Humidity
5. Darren’s Room
   1. Bedside Table
   2. Bed
   3. Wardrobe
6. Poseida’s Room
   1. Bed
   2. Bedside Table
   3. Wardrobe
   4. Dressing Table
7. Hephaesta’s Room
   1. Bed
   2. Bedside Table
   3. Wardrobe
   4. Dressing Table

Clue Data:

1. Clue name.
2. Location of the clue. This is the number of the room in question. It’s here to tell any “go back” links which room to actually go back to.
3. Description of the clue. Contains HTML that will be passed to the feedback area.
4. Question. If blank, the clue alone will display and it will immediately flagged as investigated. If there is a question, that flag will not be changed until it has been answered, allowing the player to back out and look elsewhere before deciding.
5. Answer A.
6. Answer B.
7. Answer C.
8. Correct answer that will be compared with the player’s choice. Set to 0 if no question exists. To select A to C, set this to 1 to 3 respectively.
9. Explanation behind the correct answer. This will display regardless of whether the player answered correctly or not.
10. Investigated flag. Set to 0 until it has been investigated fully. When switched to 1, the game will warn the player that they’ve already looked at this clue.

**Endings [0-3]**

1. No suspects accused. Bad ending.
2. Hephaesta only. Bad ending.
3. Poseida only. Bad ending.
4. Both suspects. Good ending.