```
                          Go to Nora's house

                          See unknown
                          character

Go inside alone ←Ignore— Meet or —Meet→ Escort —No→ Goto go inside alone
                          Ignore          character      path, lose relationship
                                          inside?        points

                                            Yes

Find Nora → Meet Monte          Character goes in
                                with you, and leaves
                                you, but you get
Nora gets mad at you            relationship points
and chastises you

                    ↔ Meet the other dinner
                      guests

                      Goto dinner to start
                      the murder game

Milton, the detective    Choose your    Marie, the French chef
                         game
                         character

                         Willie, a travelling salesman

                    Choose your costume
                    and get dressed
```

Did you talk to
two people,
explore two
rooms, or
talked to one
person and
explored one
room?

No

Go back to the
diamond where it

See two characters in the costume closet

Do you talk to Milos or Felix?

Milos

Felix

Get +5 relationship points toward Milos

Get +5 relationship points toward Felix

Nora makes you leave

The murder mystery game starts, the first clue is revealed

You can talk to a bunch of different characters

My game has a lot of randomness and it would take a while to flowchart each exact outcome so maintain low expectations

Find Nora's parents tax reports, get a clue

Detective announces the murder. Everyone sits down and gives out their alibis

The office!

Where the murder happened

You get a clue added to your inventory

Where in the house?

House

Do you explore the house for clues or talk to suspects?

Suspects

Who?

Someone important

You learn motive and background

Irrelevant place

Gain clown points

Round end

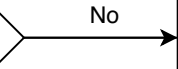Someone not important

Were you mean to them?

Yes

Lose relationship points

No

asks you to explore or
ask

Yes

No

Did you talk to two people, explore two rooms, or talked to one person and explored one room?

Gain relationship points

Is it the last round?

No

Yes

No

Yes

Guess who the murderer is

Were you right? — No → You lose → You die → Restart?

Yes

Guess their motive

Were you right? — No → (to You lose)

Yes

You win!

Y

Yes

No

Go back to the real world