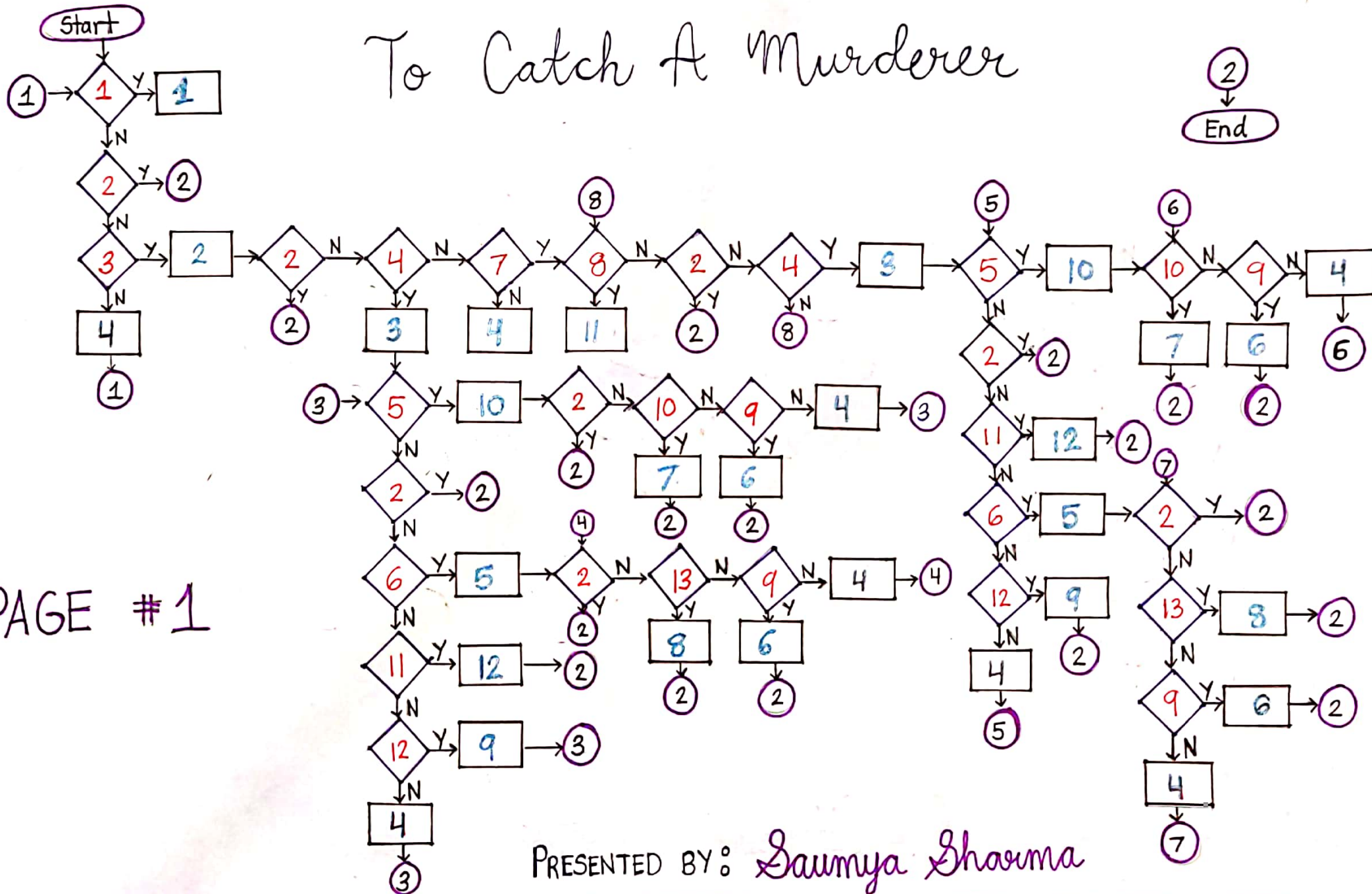


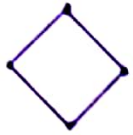
To Catch A Murderer



PAGE #2 : "To Catch A Murderer" Legend

(FLOWCHART)

(DECISION)



Numbers :



- 1 - Would you like to see the credits?
- 2 - Would you like to exit?
- 3 - Would you like to begin the story?
- 4 - Would you like to find the murderer?
- 5 - Would you like to find the clues?
- 6 - Would you like to follow the man?
- 7 - Would you like to ignore the note?
- 8 - Would you like to ignore the note again?
- 9 - Would you like to perform a DNA test?
- 10 - Would you like to tell the police?
- 11 - Would you like to go home?
- 12 - Would you like to roll a die?
- 13 - Would you like to go to his house?

(PROCESSES)

☐ NUMBERS⁰₀

- 1 - Show credits
- 2 - Find note
- 3 - Go to the police department
- 4 - INVALID NUMBER!
- 5 - See man holding file
- 6 - Perform DNA test and win
- 7 - Tell police and lose
- 8 - Go to his house and win.
- 9 - Roll a random integer (randint)
- 10 - Go back to police department
- 11 - Ignore again and die.
- 12 - Go back to your house and lose