

Act	Act 1				
Location	Bedroom, initial				
Event: Item interaction	Event 1: lyrics				
Choice type	Internal reflection				
Choice	1.1 "Her favourite dance."	1.2 "I'll never learn this dance."	1.3 "What is this?"	1.4 "Is he still pretending to be a thespian?"	
Hint awarded	1.1H Love	1.2H Introductions	1.3H Nice Weather	1.4H Other Guest	
Consequence of choice:					
Real estate agent - R	-	+		-	
Suitor - S	+	-		-	
Hitman - H		excludes		+	
Identity thief - I	-		+	-	
Location	Roji (Tea Garden)				
Event: Item interaction	Event 2: flower				
Choice type	Soliloquy				
Choice	2.1 Poetry recital	2.2 "Last year I saw this house..."	2.3 "Last year I saw you..."	2.4 "Last year I was far away from here..."	
Hint awarded	2.1H Scroll	2.2H Nostalgia	1.1H Love	1.3H Nice Weather	
Consequence of choice:					
Real estate agent - R		branch R2: bright+	excludes	branch R1: gloomy+	
Suitor - S			+	-	
Hitman - H	+			-	
Identity thief - I	+	-	-	-	
Event: Dialogue	Event 3: dialogue with Girl				
Hint	1.2H Introductions	1.4H Other Guest	1.1H Love	1.3H Nice Weather	
Prerequisite for hint	1.2	1.4	1.1 or 2.3	1.3 or 2.4	
Requirement for success	TBD	TBD	TBD	TBD	
Understood as	"Hi, my name is..."	"Have you met our other guest?"	"I love you."	"Nice weather we've got here."	
Consequence of success:		*	✗		*Hint awarded: 3.2H How Interesting
Real estate agent - R	branch R2: bright+	-		branch R1: gloomy+	✗Hint awarded: 3.3H Other Suitor
Suitor - S	excludes		locks down	-	
Hitman - H	-	+			
Identity thief - I				+	
Location	Bedroom, on return				
Event: Item interaction	Event 4: cellphone				
Choice type	Internal reflection				
Choice	4.1 "What do they want?"	4.2 "I just got here!"	4.3 "..."	4.4 "Should I... pick it up?"	
Hint awarded	4.1H Questioning	4.2H Conforming	4.2H Conforming	4.4H Remind Me	
Consequence of choice:					
Real estate agent - R		branch R2: bright+	branch R1: gloomy+	-	
Suitor - S	+	-	-	+	
Hitman - H	-	excludes	+	-	
Identity thief - I		-	+		
Event: Dialogue	Event 5: dialogue on phone				
Hint	4.2H Conforming	4.4H Remind Me	null	4.1H Questioning	
Prerequisite for hint	4.1 or 4.3	4.4	null	4.1	
Requirement for success	TBD	TBD	null	TBD	
Understood as	"No, sir. Yes, sir."	"I forgot. Remind me?"	"..."	"Who are you and what do you want?!"	
Consequence of success:		*			*Hint awarded: 5.2H Contract
Real estate agent - R	branch R1: gloomy+	excludes	branch R2: bright+	-	
Suitor - S		+	-	+	
Hitman - H	-		+	excludes	
Identity thief - I			+	-	
Location	Kitchen				
Event: Item interaction	Event 6: Postcard				
Choice type	No choice				
Choice					
Hint awarded	6.1H				
Consequence of choice:					
Real estate agent - R					
Suitor - S					
Hitman - H					
Identity thief - I					
Event: Item interaction	Event 7: Brochure				
Choice type	No choice				
Choice					
Hint awarded	7.1H				
Consequence of choice:					
Real estate agent - R					
Suitor - S					
Hitman - H					
Identity thief - I					
Event: Item interaction	Event 8: Poison				
Choice type	Branching action				
Choice	8.1 Use poison	8.2 Do not use poison			
Hint awarded					
Consequence of choice:		*			*Note that moving on to Act 2 without interacting with this item is the same as choosing 8.2
Real estate agent - R	excludes				
Suitor - S	branch S1: desperate	branch S2: optimistic			
Hitman - H	branch H1: efficient	branch H2: watchful			
Identity thief - I	branch I1: pro	branch I2: thespian			
Event: Dialogue	Event 9: dialogue with Man				
Hint	3.3H Other Suitor	3.2H How Interesting	5.2H Contract	2.2H Nostalgia	
Prerequisite for hint	3.3	3.2	5.2	2.2	
Requirement for success	TBD	TBD	TBD	TBD	
Understood as	"You're the other suitor!"	"I look forward to your otemae."	"Who is your mark?"	"To sell a house like this - bitter as koicha."	
Consequence of success:					
Real estate agent - R				branch R2: bright+	
Suitor - S	branch S3: lovefool	-	branch S4: detective	-	
Hitman - H		+			
Identity thief - I		+		-	