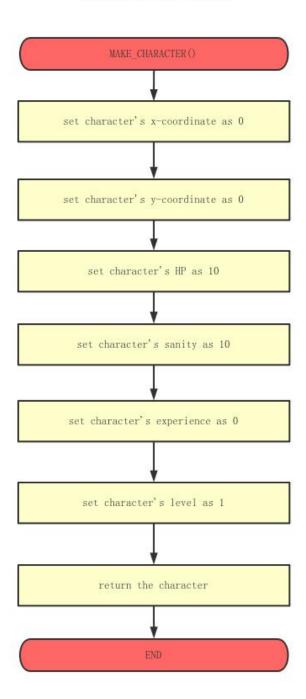
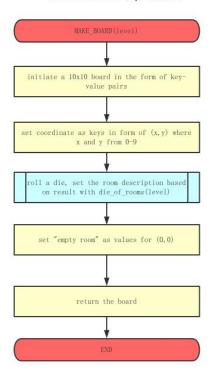


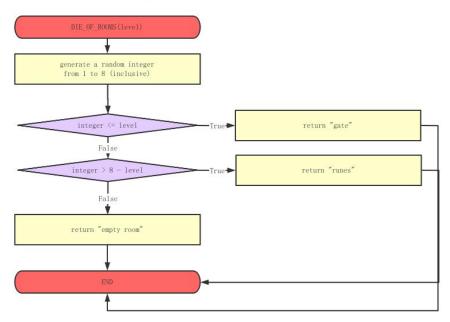
Initiate Character Flowchart



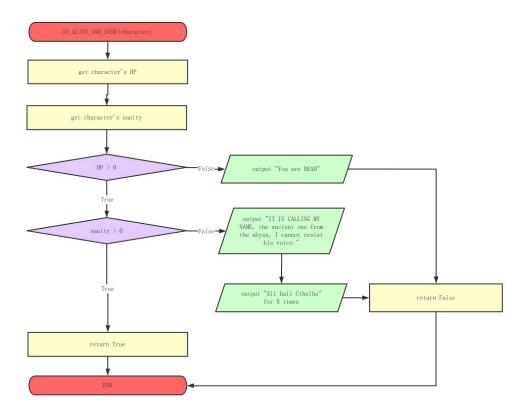
Initiate Game Board (Map) Flowchart



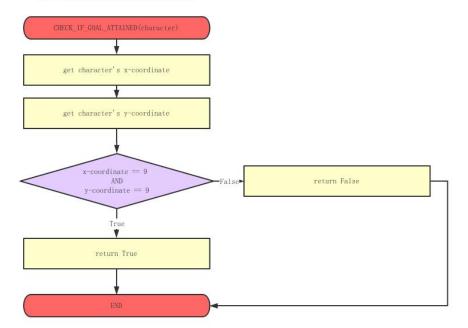
Generate Room Description by Level Flowchart



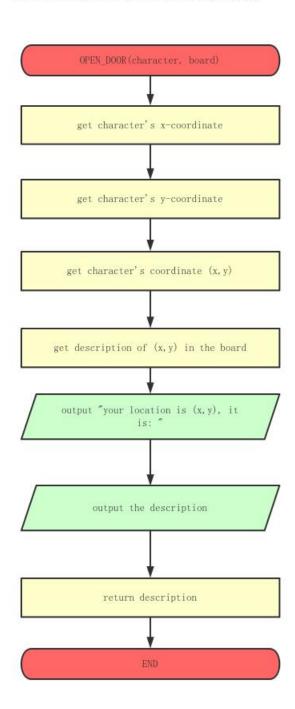
Tell If Character Is Alive and Sane Flowchart



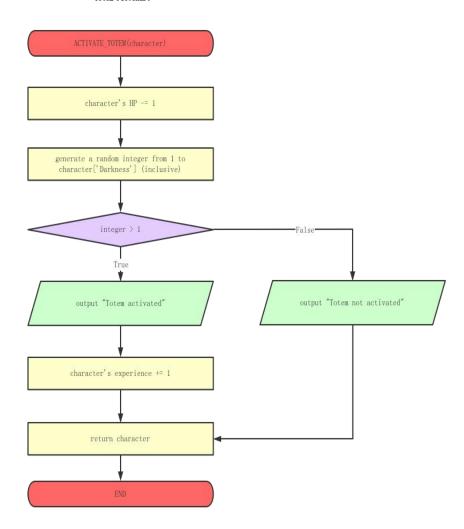
Tell If Character Attained Goal Flowchart



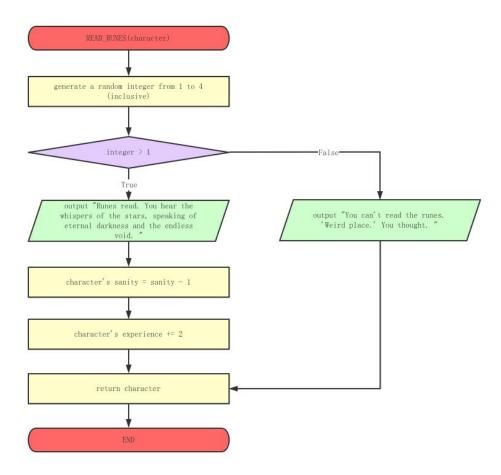
Describe Character's Current Location Flowchart



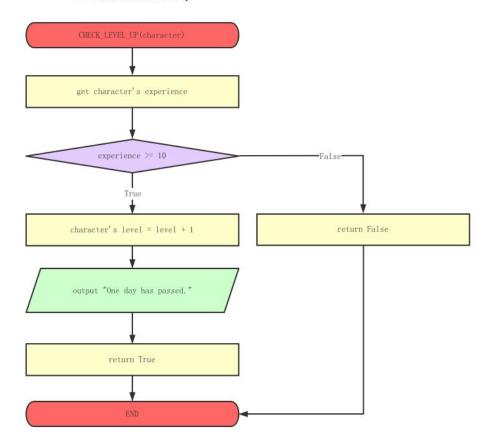
Check If Character Activated Totem Flowchart



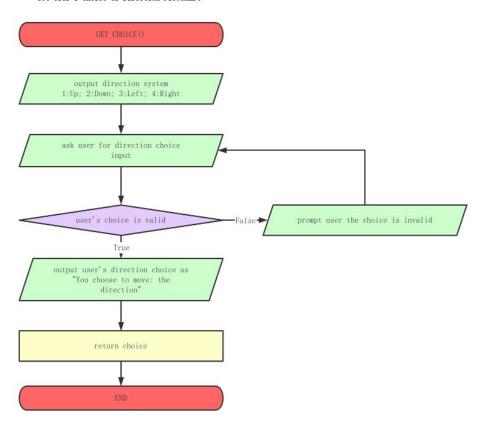
Tell If Character Successfully Read Runes



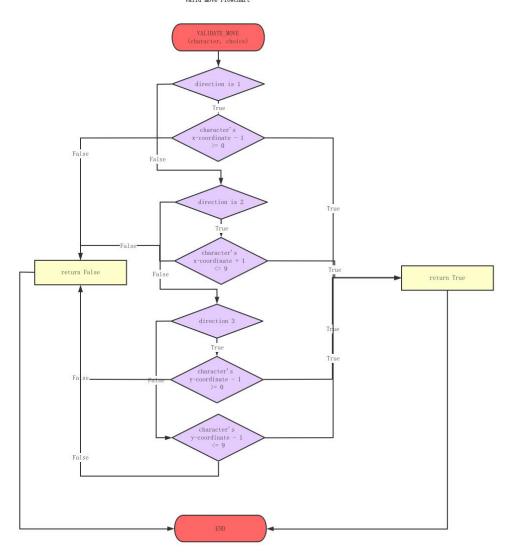
Tell If Character Leveled Up



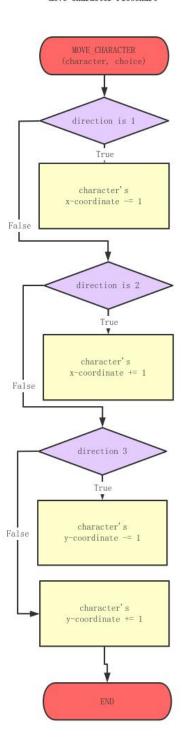
Get User's Choice of Direction Flowchart



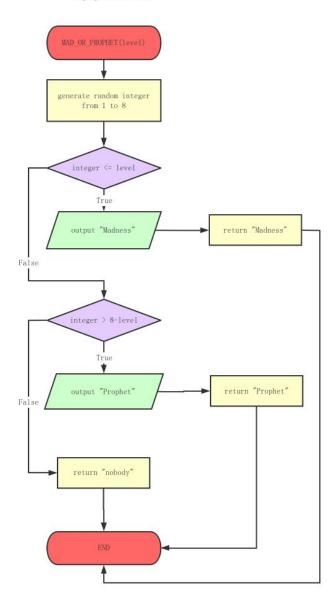
Check if User's choice is a valid move Flowchart



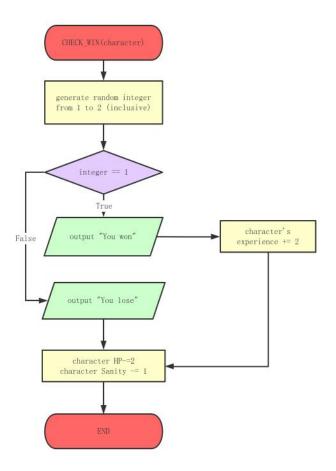
Move Character Flowchart



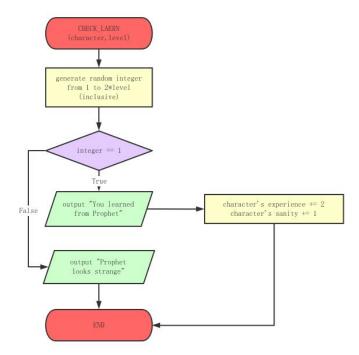
Check if encountered madness or prophet Flowchart



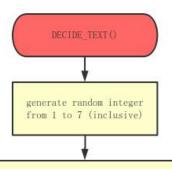
Check if character won Madness Flowchart



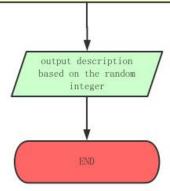
Check if character successfully talked to Prophet Flowchart



Generate Background Text Flowchart



- "I hear the whispers of the stars, speaking of eternal darkness and the endless void."
- "Time is melting before my eyes, reality and dreams entwined, indistinguishable."
- 3. "IT is calling me, the ancient one from the abyss, I cannot resist ITs voice."
- 4. "All is in vain, we are but insignificant specks in this cosmos."
- "I am unsure what is real anymore, or if my mind has been corrupted by the darkness."
 - "Other worlds are calling me, I hear the summons from unknown realms."
- 7. "Akhamna, Igwatius... these runes echo in my mind, I cannot stop them."



Boss Fight Flowchart

