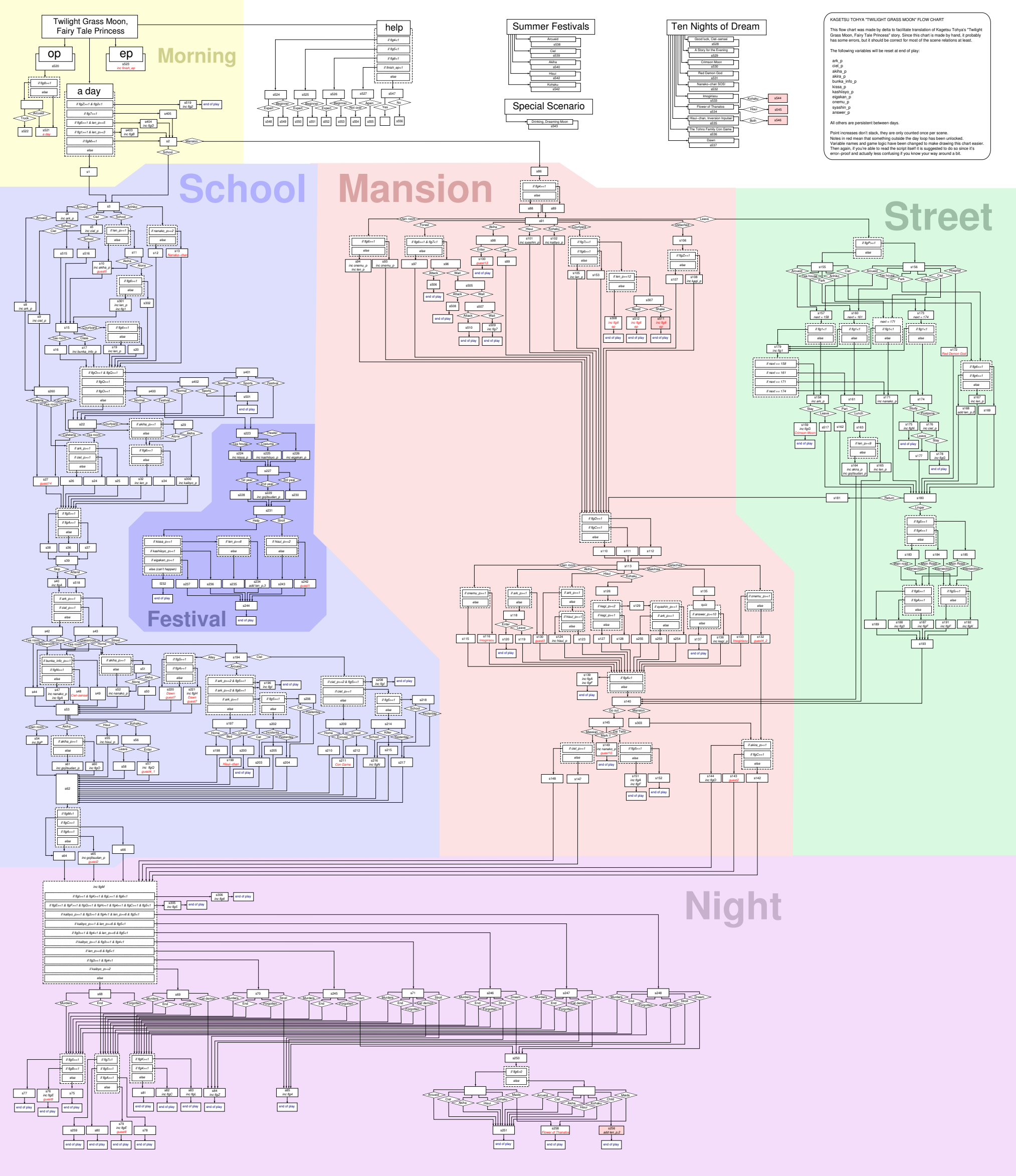

KAGETSU TOHYA "TWILIGHT GRASS MOON" FLOW CHART

This flow chart was made by delta to facilitate translation of Kagetsu Tohya's "Twilight Grass Moon, Fairy Tale Princess" story. Since this chart is made by hand, it probably has some errors, but it should be correct for most of the scene relations at least.

The following variables will be reset at end of play:

ark_p
ciel_p
akiha_p
akira_p
bunka_info_p
kissa_p
kashiisyo_p
egakan_p
onemu_p
syashin_p
answer_p

All others are persistent between days.

Point increases don't stack, they are only counted once per scene.
Notes in red mean that something outside the day loop has been unlocked.
Variable names and game logic have been changed to make drawing this chart easier.
Then again, if you're able to read the script itself it is suggested to do so since it's error-proof and actually less confusing if you know your way around a bit.