

- Notes:**
- This is a flowchart of the entire game script of Tsukihime. It was created to help in the alpha and beta testing of Mirror Moon's translation project.
 - Choices are not copied literally from the game, the tags describe their implications plot-wise instead. The numerical indexes however do correspond to the choices as given in the game.
 - The fBlocks (dashed border) are used in the script interpreter for game control codes, such as if-statements. Only fBlocks that do something interesting are shown. Follow the arrows properly and the gameflow should become clear.
 - From left to right, the main branches are the Arcueid, Ciel, Akha, Hisui and Kohaku routes. The first two are the front routes (Near Side of the Moon), the last three are the back routes (Far Side of the Moon).
 - If you have any problems viewing this flowchart, or if you find any errors, please let me know. You can drop a note Message in [revolve on inchhighway.net](http://www.inchhighway.net).

