## RHIZOMATIC = FLOWCHARTS THIS A FLOWCHART? (No. YES! IS IT A GOOD ONE? NICE . YES. YES 17 15. No! HAVE A COOKIE. SHUTUP. YES IT IS. SHUTUR. THANKS. WILL I GET GOOD GRADE? (YES. NO. THANKS. WHAT YES I WILL GRADE WILL IT BE? SHUTUP. 160 1. 50 / DKAY. RIGHT NO IT WON'S. wow. ANSMER. I'LL TAKE IT. CAN I AT SHUTUP. LEAST PASS? YOU MAY PASS. ALLE PTANCE SHAME

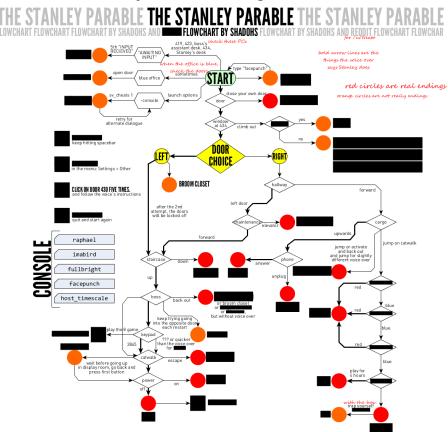
Is This a Flowchart? 8 total outcomes.

## "Bamboo Rhizome Structure"



Where each branch terminates is equivalent to an alternative outcome.

## "Stanley Parable Endings Flowchart"

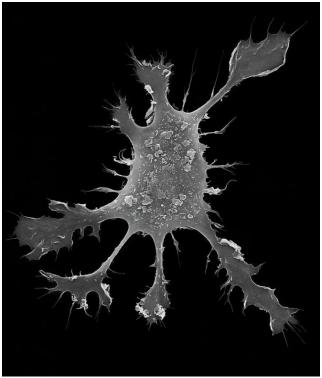


A (incomplete) flowchart of the possible branches for endings in *The Stanley Parable*. Note that the player must restart each time in order to experience all possible outcomes.

## Dendritic = Node / Network DIAGRAM GOOGLE YA HOO SERVERS SERVER WEST CONST | EAST COAST SERVER SERVERS WORLD C LOUDS WIDE CLOUDS WEB AMAZON WAREHOUSE Ha Sterft WORLD SM LOGS FILES TP BEZOS' Ho MOON FORTRESS NE TOWER OTHER PCS 6.9 BILLION MY PC

World Wide Web. Note that the starting point could occur anywhere.

**Human Dendritic Cell** 



Each branch is equivalent to sections of a map layout.

"Hollow Knight World Map"



In this **Metroidvania**, the player begins in **Town** and must explore the depths below, trying to reach all the possible rooms over time, they must return to **Town** when they perish or need to replenish supplies.