Is This a Flowchart? 8 total outcomes.
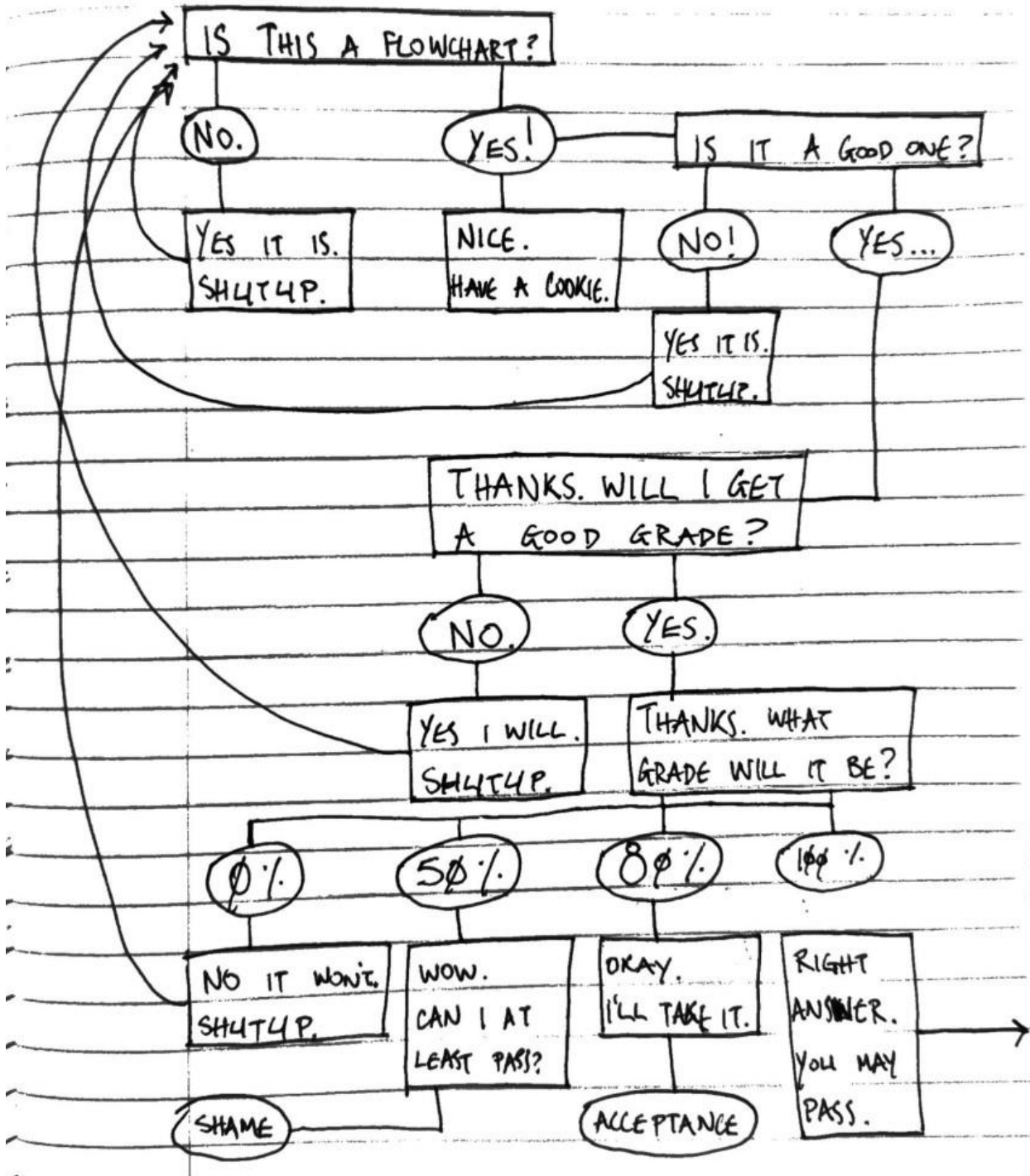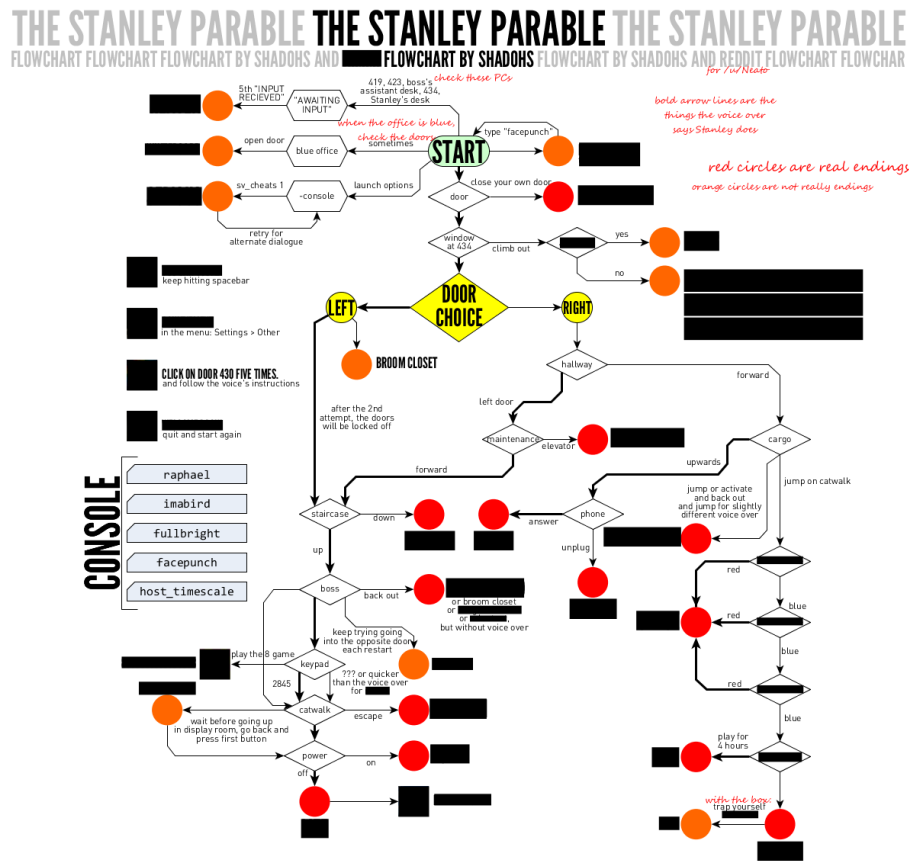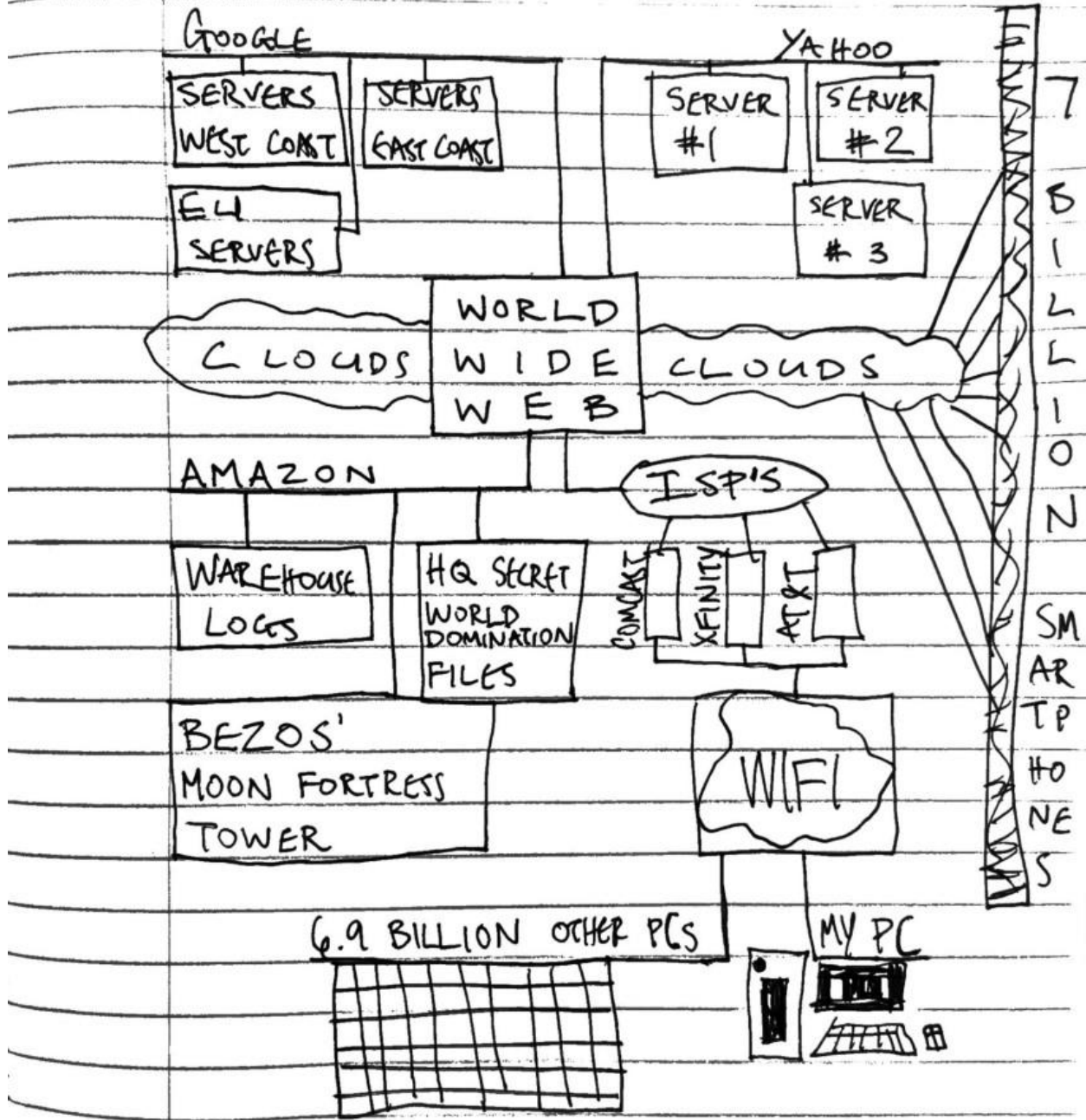
"Bamboo Rhizome Structure"

Where each branch terminates is equivalent to an alternative outcome.

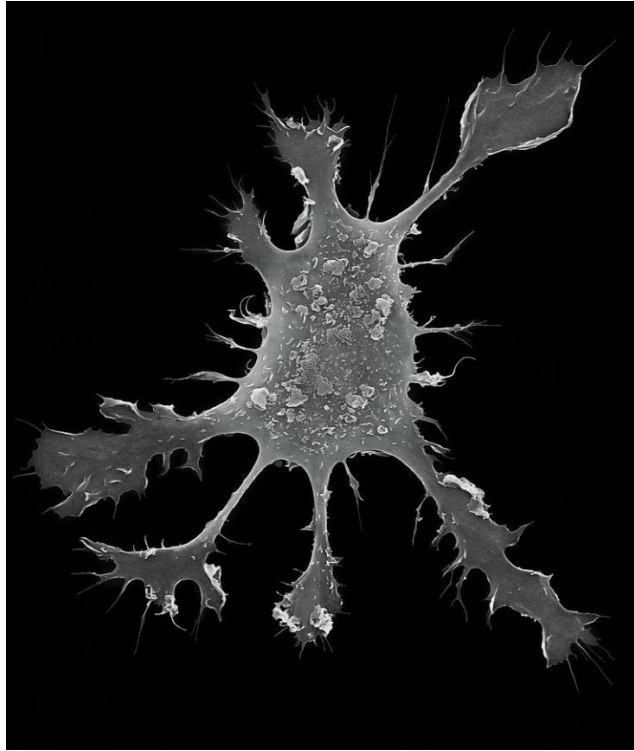**"Stanley Parable Endings Flowchart"**

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.

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.