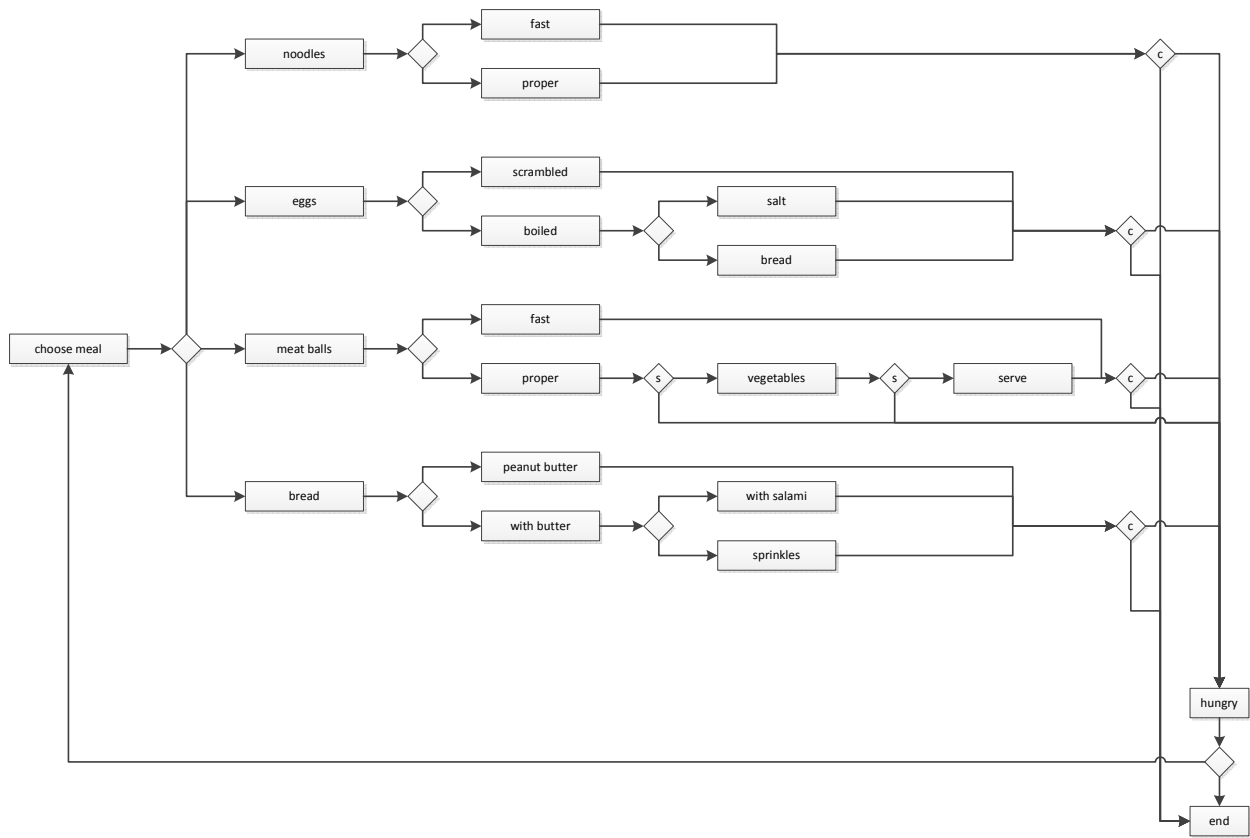


Story Graph
David de Keyzer



Notes:

- c = continue, after serving a meal you can chose to continue where you will be taken to the 'hungry' screen or if you chose 'no' the application will end.
- s = stop, when making 'proper' meat balls you can chose to add more ingredients or stop making the dish and go to the 'hungry' screen.