

Scenes inform conflicts, conflicts inform Journey Questions, Journey Questions inform Cues, Cues inform scenes, scenes inform conflicts

Values**Cues**

Person, Place, Thing, Concept

X-2-10+1+2	_____
X-2-10+1+2	_____
X-2-10+1+2	_____
X-2-10+1+2	_____
X-2-10+1+2	_____
X-2-10+1+2	_____
X-2-10+1+2	_____
X-2-10+1+2	_____
X-2-10+1+2	_____
X-2-10+1+2	_____
X-2-10+1+2	_____
X-2-10+1+2	_____
X-2-10+1+2	_____

Loose Ends

Seemingly uninteresting or unrelated story elements introduced to a scene that one or more players liked and would like to see returned.

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Story Seeds

Immutable Cues that conclude the end of the protagonist's journey

Journey Questions

Chapter 1: Introduction

Write a new Mean and a new Cue

- Who or what do you care about or value? _____
- What are you capable of? _____
- Who or what are you afraid of? _____

Chapter 2: Central Conflict

- How have you, or that which you care about or value, been threatened? _____
- What internal struggle must you come to terms with? _____

Chapter 3: Rising Action

Write a new Mean and Rewrite an existing Cue

- Who or what is the apparent cause of your issue? _____
- What have you gained that will help you in your cause? _____
- How have you prepared yourself to address your issue? _____
- How are you incapable of dealing with your issue? _____

Chapter 4: Climax

- What have you gained by addressing your issue? _____
- What have you learned about yourself by addressing your issue? _____

Chapter 5: Falling Action

- What sacrifices were worthwhile in addressing your issue? _____
- What sacrifices were NOT worthwhile in addressing your issue? _____

Epilogue: Dénouement

Create a Story Seed

- What has come of your efforts? _____
- What's next? _____

Setting the Stage (page 13)

- Choose a Journey Question and a Cue
 - State the time and the location of the scene, and the protagonist's immediate actions.
 - State whether you want the scene to be: dramatic, internal, or action oriented. (optional)
- ...

Complications (page 15)

- ... must be drawn from the chosen Cue.
 - ... must be directed towards answering the selected Journey Question.
 - ..., once introduced, are facts within the scene.
 - ... are controlled by the Support Player that introduced it.
- ...

"Yes, and..." "Yes, but..." (page 16)

Resolving a Pivotal Conflict (page 17)

- Define the protagonist's intent.
- Grab the dice for the Means and the Cue that you will use to resolve the conflict.
- Roll and place up to three dice on the conflict squares.
- Narrate the conflict's outcome.
- Perform each conflict square's task



Narration



Drive



Success

- 5, 6 The Lead Player Narrates
New Mean and new or rewritten Cue at +1
- 3, 4 The Lead Player Narrates
New Mean and new or rewritten Cue at 0
The Adversary creates or rewrites the Cue
- 1, 2 The Adversary Narrates
New Mean and new or rewritten Cue at -1
The Adversary creates or rewrites the Cue

- 5, 6 _____ □ □ □
Aspiration: _____ Who you want to be
Increase the value of one of the placed Means
vs.
- 1, 2, 3, 4 _____ □ □ □
Inclination: _____ Who you are
Decrease the value of one of the placed Means
if none placed then a Mean related to the scene

- 5, 6 Complete Success
Increase the value of a Cue related to the scene
- 3, 4 Partial Success
Do nothing
- 1, 2 Complete Failure
Decrease the value of a Cue related to the scene

Means

Values	Role	Die Color
X -2 -1 0 +1 +2		_____
	Social	Die Color _____
X -2 -1 0 +1 +2		_____
X -2 -1 0 +1 +2		_____
X -2 -1 0 +1 +2		_____
	Mental	Die Color _____
X -2 -1 0 +1 +2		_____
X -2 -1 0 +1 +2		_____
X -2 -1 0 +1 +2		_____
	Physical	Die Color _____
X -2 -1 0 +1 +2		_____
X -2 -1 0 +1 +2		_____
X -2 -1 0 +1 +2		_____

Cue Die Color _____

- Storymarks**
- 1 Storymark to insert protagonist in scene at the point of the pivotal conflict (can be vetoed, Storymark kept)
 - 2 Storymarks for a +2 bonus to one placed die (cannot be a Hinderer Die)
 - 3 Storymarks to increase the Mean value from X to -2
 - 1 Storymark for permanent Support Players (only) to grant a Lending Die from anything

A Storymark is earned by the Support Player, whose complication instigated the pivotal conflict or by the player that Buttoned the scene and the Lead Player whose scene was Buttoned. If the Lead Player Buttons her own scene she only gets one Storymark.

1 _____

2 _____

3 _____

4 _____

5 _____

6 _____

7 _____

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42 _____