Act two - The Tests – Problem, challenges, choices the player is involved in. Several choices. This is the majority of the game and work.

Combat

Social Interactive

Exploration

Act two - The Preparation – Part of the story where players put together everything, preparing for the end game/ major event. Everything that is needed is completed before moving forward to the major event. The Preparation and the Tests should be connected. Is the Preparation the part of the reward of the test or are the tests part of the preparation for the major event.

Leading up to the boss monster, finding weapons that will kill it/injure it. If fighting Werewolves, need to get silver weapons. Getting plans for the Death Star. Helps push the game/story to the major event

Act two – Major Event – Everything leads to this moment. The Hook eluded to it, players made a choice about it, the mentor aided in it, passed the gateway, went through the tests and trials and prepared for the final major event. The Moral Imperative, duty, or the consequence choice comes into the play. The Clock should also be running down.

Does not need to be a major big fight with an enemy.

Act two- The Reward – Could have been reward promised in the hook but can be different. Best to be unexpected, keeps players on their toes. Could be item that will lead on another quest, could be hook for another quest. Should satisfy that the adventure was completed

Act three – The Exit – starts another clock, define to the players. The party needs to exit the situation immediately. Make the players to think they could be dying with near misses or party running low on supplies.

Act Three- The Death – Should you kill any of the player characters? How does this effect the players. Best time to kill NPCs or other players that are no longer included in the story. The party must progress towards deaths door. Do not have to kill off players/characters but should bring players close or knock out. The potential for death is important to make it exciting.

Sometimes having built a relationship with a NPC or character then killing this person off helps to create emotions in the player. Always think carefully and plan ahead, think of all emotions the players would feel.

Act Three- Life – Revive and Survive. Players survived everything and make it back to where they started or where they are from. Normally where the hook started but not always. Could have been saved by themselves or by external forces. Players came close to death and now they are coming back to life. Can be quick so the game can continue moving forward.

Normally taken from Myths and other historic stories.

Act Three – Celebration – End of Act Three. Players receive their reward. Not necessarily the end of the story but just a narrative thread.

Other Notes:

Star wars Episodes 4-6 Example

Story one – Droids get plans from Leia and need to escape then take it to Obi-Wan. Ends once they give plans to Obi-Wan

Story Two – Luke gets droids and takes care of them. Then loses R2 and needs to find him quickly. Needs to get them before his uncle finds out.

Story Three – Obi-Wan has two stories, take droids to rebels and be a mentor for Luke.

Story Four – Han Solo deciding if he should take Luke and Obi-Wan

Shows that multiple players/characters can have their own stories. Usually all characters come to a point and the end of a -narratives. Can decide when to end certain narratives for each player/character.

Meta Narrative – This is the one narrative that happens to all characters. In an RPG, this meta narrative should treat the group as a single character. Should be stretched out with smaller narratives mixed in.

A Scene is a part where there is social interaction, combat, or some type of action. This is Moment by Moment, like combat, so round by round.

A Transition is when the players are exploring, moving between towns, exploring a cave, or having a rest. Going through the motions of something

Normally always go from Scene to Transition to Scene to Transition. Need to have parts where a rest is possible.

Transitions help the player to reflect on what has happened. Then gives them time to decide on what to do

Scene – Have objects in the screen to see, chest or bookcase or something

In the Scene – The Struggle - If key item in a scene, create a barrier between player and key item. Natural barrier – large pit in front of chest, etc. Could be a hidden struggle (trap) included in the scene. Scene is there is a chest that potential has loot and then struggle is there are goblins in the room guarding it.

In the Scene – The Mishap – This is what happens after the struggle is introduced (pit, enemies, traps, etc.). This is something that happens that is unexpected or something goes wrong. This can be taking injury from trap, losing have the treasure when it falls, etc. After this is cleared up, a transition is next up. This is normally a smaller issue but helps create emotional connection to the characters.

In the Transition – The Reaction – Normally this is what people do after the Mishap, emotionally driven actions. Need to heal, gather themselves up. The Mishap created a problem, the Reaction is how the player solves the issues that arose from the mishap.

In the Transition – Bad Options – Some reaction transitions should have only bad or mediocre options. This helps drive the group to work as a single unit. This helps spread out the benefits among the party. The options are not negative but they are not really good. If party is made of 4 people, only receive 1-2 healing potions. Options should be ones characters are not going to want to do unless that is in the characters personality. These options will help shape character and player personality. This forces the players to make a decision. Do not make the problems go away by solving everything for them.