



**Clock** supports **Dandelion** story game.

It provides a fractal and chiasitic structure for freeform serial writing.

Clock produces a Dandelion game with the structure of a novel.

---

Each story comprises five parts, each of five acts, each of five scenes.

Five-fold chiasitic structure:

A INITIATION  
B CONFRONTATION  
X TURNING  
B' RECKONING  
A' AFTERMATH.

---

Part A, Act A: Scene A. Scene B. Scene X. Scene B'. Scene A'.

Then Act B of five scenes. Act X of five scenes. Act B' of five scenes. Act A' of five scenes.

Then Part B of five acts of five scenes. Part X of five acts of five scenes. Part B' of five acts of five scenes. Part A' of five acts of five scenes.

125 scenes total.

---

Copyright © 2024 John Tait. This work is licensed under a CC BY-ND 4.0 license.