

**Plot: First Stage**

		<b>The Beginning of the Game</b>	
<b>History:</b> What is the story leading up to the beginning of the game? What happens right before the beginning of the game that brings the Player to a specific location?			
	<b>Technical Conditions:</b> In what era in history or age is this game? What technical conditions does the Player deal with and have access to? (i.e., medieval, science fiction, no guns, machines, etc.)		
<b>Situation:</b> What is the situation in which the Player finds himself?			
<b>The Beginning:</b>	<b>Time:</b>	(Year and Description)	
	<b>General Place:</b> (Abbreviated, one sentence)		

<p><b>Inciting Incident:</b>          Something happens near the beginning of the game that begins the action. What is it? What happens? Because of this action, the game plot begins.</p>		
<p><b>Superobjectives:</b>          The Player has a superobjective (what he wants from the beginning of the play through to the end of the play) because of what happens near the inciting incident that ties to the climax. What does he want?</p>	Superobjective: What does he/she want?	
<p>A main opposing NPC character wants to block the Player's superobjective. What does this character want? This may or may not connect directly to the inciting incident.</p>	<p>Opposing NPC character name:</p>	<p>What does the main opposing NPC want?</p>
<p><b>Suspense:</b>          The Player begins to ask "What will happen?" or "Who did it?" or "How can I get _____?" Specify the question the Player asks.</p>		

<b>The Ending</b>	
<p>What, specifically, does the Player gain?</p>	
<p>How does the game end? What, specifically, does the Player do to end the game?</p>	