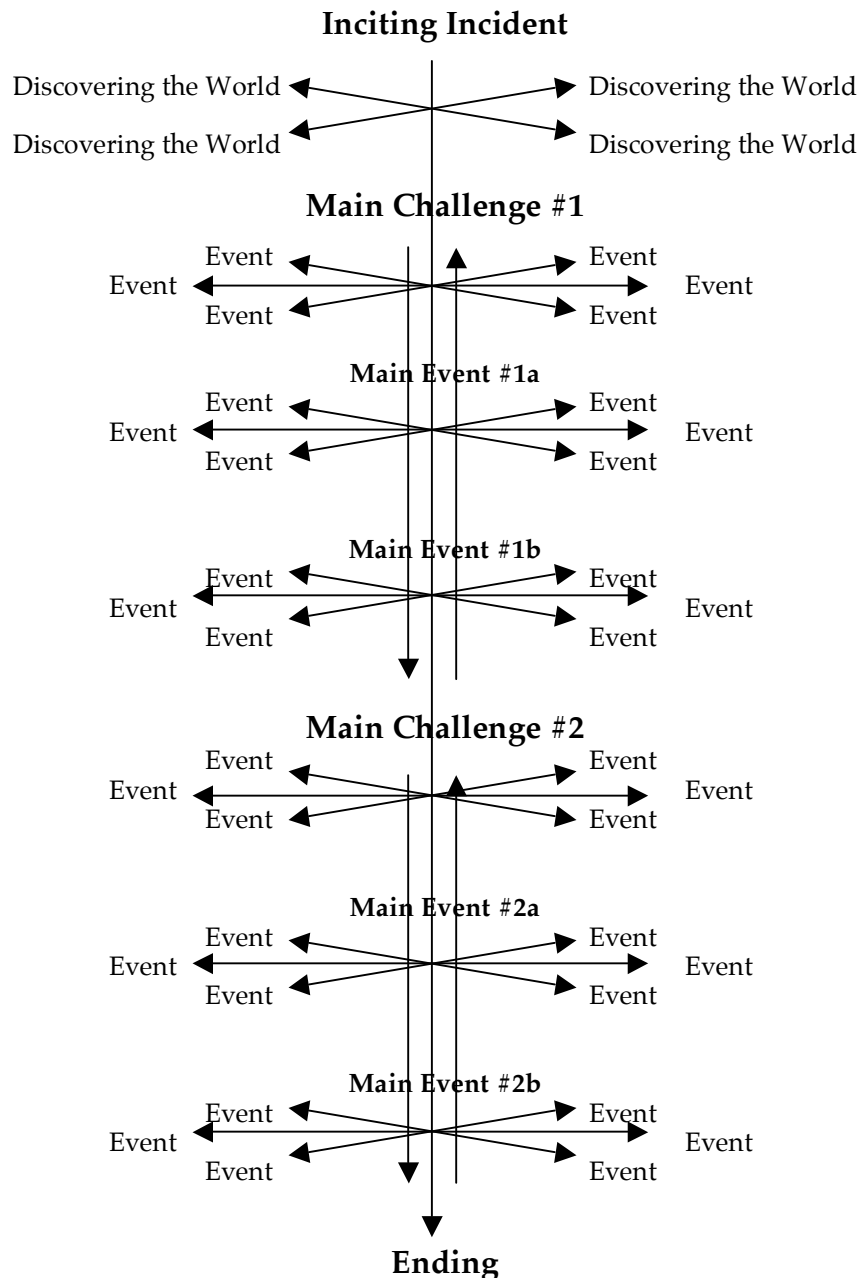


## Plot: Second Stage

*Think of the Player's Main Challenges as major transition points. Expand your Player's Main Challenges with Main Events that ties to a story. The Main Challenges are events that MUST be done in the order that you specify. The Player must complete all events before the next Main Challenge. This is different from specific plot events where the Player controls when events are acted upon. Main events have their own goals and their specific plot events relate to that goal. Your single-line plot structure will look something like this:*



*Develop your story now. Think in terms of cause/effect. Because of something that happened, something else happens. Sometimes working from ending to beginning works better.*

<p><b>Inciting Incident</b></p>	<p>Look at Plot: First Stage          Something happens near the beginning of the game that begins the action, tied to the situation and history. What is it? What happens? Because of this action, the game plot begins.</p>
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<b>Main Challenge #1</b>	
<p>What does the Player do in response to the previous action in the Inciting Incident?            What happens?</p>	
<p>How does the Player change?</p>	
<p>What is revealed at this point?            How is the previous question answered?</p>	
<p>What other question is posed that the game must answer?            What causes the next action?</p>	

*Under a Main Challenge, Main Events are not structured as cause/effect. They do not interrelate. Think of a Main Event as its own story, relating to the Main Challenge. Once the Player acts on ALL Main Events, the Main Challenge story is revealed and the story continues. What is revealed is recorded above.*

<b>Main Challenge #1</b>	
<b>Main Event 1a:</b>	What is revealed as part of the story?
	What must the Player do to gain this revelation reward?
	Who (what NPC) reveals?
<b>Main Event 1b:</b>	What is revealed as part of the story?
	What must the Player do to gain this revelation reward?
	Who (what NPC) reveals?
<b>Main Event 1c:</b>	What is revealed as part of the story?
	What must the Player do to gain this revelation reward?
	Who (what NPC) reveals?

	<b>Main Challenge #2</b>
<p>What does the Player do in response to the previous action in Main Challenge #1? What happens?</p>	
<p>How does the Player change?</p>	
<p>What is revealed at this point? How is the previous question answered?</p>	
<p>What other question is posed that the game must answer? What causes the next action?</p>	

<b>Main Challenge #2</b>	
<b>Main Event 2a:</b>	What is revealed as part of the story?
	What must the Player do to gain this revelation reward?
	Who (what NPC) reveals?
<b>Main Event 2b:</b>	What is revealed as part of the story?
	What must the Player do to gain this revelation reward?
	Who (what NPC) reveals?
<b>Main Event 2c:</b>	What is revealed as part of the story?
	What must the Player do to gain this revelation reward?
	Who (what NPC) reveals?

	<b>Main Challenge #3</b>
<p>What does the Player do in response to the previous action in Main Challenge #2? What happens?</p>	
<p>How does the Player change?</p>	
<p>What is revealed at this point? How is the previous question answered?</p>	
<p>What other question is posed that the game must answer? What causes the next action?</p>	

<b>Main Challenge #3</b>	
<b>Main Event 3a:</b>	What is revealed as part of the story?
	What must the Player do to gain this revelation reward?
	Who (what NPC) reveals?
<b>Main Event 3b:</b>	What is revealed as part of the story?
	What must the Player do to gain this revelation reward?
	Who (what NPC) reveals?
<b>Main Event 3c:</b>	What is revealed as part of the story?
	What must the Player do to gain this revelation reward?
	Who (what NPC) reveals?

	<b>Main Challenge #4</b>
<p>What does the Player do in response to the previous action in Main Challenge #3? What happens?</p>	
<p>How does the Player change?</p>	
<p>What is revealed at this point? How is the previous question answered?</p>	
<p>What other question is posed that the game must answer? What causes the climax?</p>	

<b>Main Challenge #4</b>	
<b>Main Event 4a:</b>	What is revealed as part of the story?
	What must the Player do to gain this revelation reward?
	Who (what NPC) reveals?
<b>Main Event 4b:</b>	What is revealed as part of the story?
	What must the Player do to gain this revelation reward?
	Who (what NPC) reveals?
<b>Main Event 4c:</b>	What is revealed as part of the story?
	What must the Player do to gain this revelation reward?
	Who (what NPC) reveals?

*Look at Plot: First Stage and the superobjectives.*

<b>Climax</b>	
<b>Suspense Plot</b>	<b>Emotional Plot</b>
At the climax, everything comes together. The story is in high crisis and the crisis is resolved. The climax relates directly to the inciting incident. Describe your climax.	At the end of the climax, the Player will change irreversibly. In way does he/she change? How does this tie to superobjectives?

<b>End the Play</b>
The Player wants to know what happens to characters after the climax. He wants to know the ending. So end it.