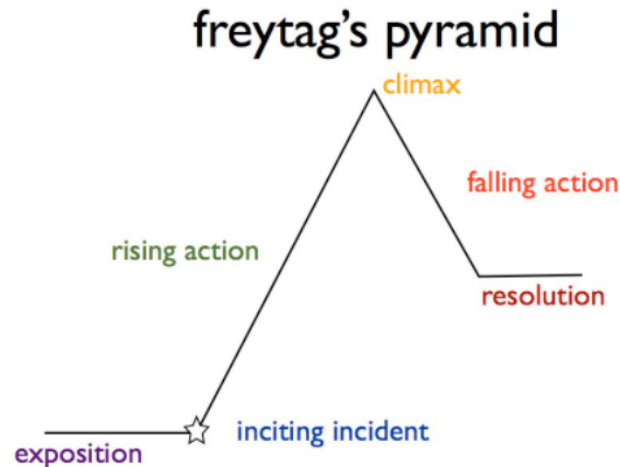


“Finish the Story” Rulebook

Stages of a Story: Freytag's Pyramid Diagram



Step 1: Exposition

- Flip over 1 landscape card - this will be the backdrop to the story
- Every player takes 7 tokens/ gems (these are used for votes)
- Every player draws a character card (race & class)
 - Every class card comes with a special ability that can be used at any point during the game
- Take 2 minutes to write a backstory for your character
- After 2 minutes, every player must read aloud their story (oldest player starts first)
 - Players then vote on their favorite backstory (cannot vote for self)
 - Votes are distributed by tokens
 - Player with most votes “wins”
 - The winner for each round cannot be voted on the second round

Step 2: Inciting Incident

- Winner of last round draws 3 animal/ monster cards and chooses 1 to incorporate into the story
- Every player writes for 2 minutes on an inciting incident
 - The incident must incorporate the landscape and monster card. Describe the what: what happened; what is the conflict?
- After 2 minutes, every player must read aloud their story (starting clockwise from the player who won the last round)
 - Players then vote for their favorite “inciting incident” by giving out one of their tokens
 - Players cannot vote for the player who won last round

- The player with the most votes wins this round
- The winning inciting incident plot is chosen for the storyline and will be built upon on the next rounds

Step 3.0: Rising Action | Characters Meet

- Every player writes for 2 minutes on a rising action scene
 - The rising action is composed of a series of events that build off the “inciting incident” to increase the tension leading to the climax
 - For this first part, every player must write a scene describing an interaction between their character and the player’s character to their right.
- After 2 minutes, every player must read aloud their story (starting clockwise from the player who won the last round)
 - Players then vote for their favorite “inciting incident” by giving out one of their tokens
 - Players cannot vote for the player who won last round
 - The player with the most votes wins this round

Step 3.1: Rising Action | What’s the Plan?

- Every player writes for 3 minutes on a rising action scene
 - The rising action is composed of a series of events that build off the “inciting incident” to increase the tension leading to the climax
 - For this second part, every player must come up with a plan for how to resolve the climatic scene (i.e., defeat, rescue, etc. the animal/ monster from the inciting incident)
- After 3 minutes, every player must read aloud their story (starting clockwise from the player who won the last round)
 - Players then vote for their favorite “inciting incident” by giving out one of their tokens
 - Players cannot vote for the player who won last round
 - The player with the most votes wins this round

Step 4: Climax

- Every player writes for 2 minutes on a climax scene
 - The climax is the point in the story where the tension hits the highest point. This is the central turning point of the story.
- After 2 minutes, every player must read aloud their story (starting clockwise from the player who won the last round)
 - Players then vote for their favorite “climax” by giving out one of their tokens
 - Players cannot vote for the player who won last round
 - The player with the most votes wins this round

- The winning climax plot is chosen for the storyline and will be built upon on the next rounds

Step 5: **Falling Action**

- Every player writes for 2 minutes on a falling action scene
 - The falling action follows the aftermath of the climax. How do the characters act/ feel after the climax/ major conflict? Tie up and lose ends and resolve any additional conflicts.
- After 1 minute, every player must read aloud their story (starting clockwise from the player who won the last round)
 - Players then vote for their favorite “falling action” by giving out one of their tokens
 - Players cannot vote for the player who won last round
 - The player with the most votes wins this round
- The winning falling action plot is chosen for the storyline and will be built upon on the next rounds

Step 6: **Resolution**

- Every player writes for 1 minute about what’s next for their character (i.e., if there was a sequel)
 - Would their character choose to stick around with everyone else? Do they need to head back to their family? Is there another monster that needs to be defeated?
- After 1 minute, every player must read aloud their story (starting clockwise from the player who won the last round)
 - Players then vote for their favorite “falling action” by giving out one of their tokens
 - Players cannot vote for the player who won last round
 - The player with the most votes wins this round

The player with the most tokens at the end of the game “wins”. Read aloud the story from start to finish!

~> **THE END** <~
