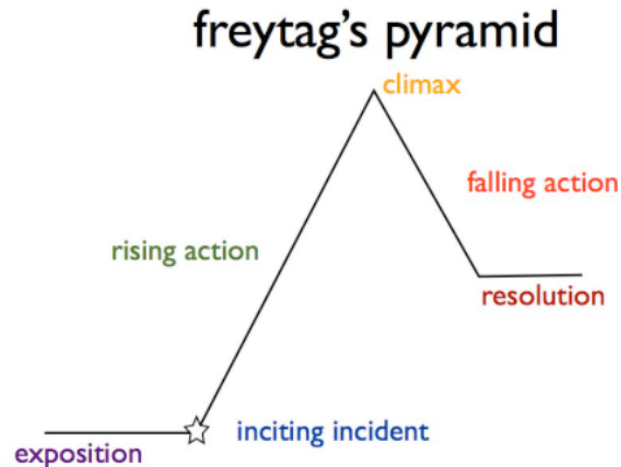


“Finish the Story” Rulebook

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** ←

Playtest Notes: 2/9/22

- Winner just sits around waiting
- Suggested that they can draw a visual depiction of what happened
- Be creative with constraints
- Winner pick constraint cards for next round
 - Ex: a fish w/ ??? insert some adjective here
 - I couldn't hear what eddie said
- It was fun
- Love this as a party game
- Strong social component
- Everyone express themselves differently
- Like that it teaches structure
- More ways to incorporate creativity w/ tweaks
- Like that you should have to include other characters and kind of be forced to team up
- Forces them to pay attention
- Improvisation
- Can already see this being put into a party game

- Constraints (plot twists) another card deck or random roll?
- Adjectives for characters (boastful, sneaky)
- Disjointed story at end
- Inciting incident mechanic



SCORE:

Alison: ♥ | ♥ | ♥ ♥ ♥

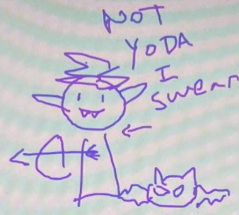
Kendra: ♥♥♥♥♥

Raghu: ♥ | ♥

Achi: ♥ ♥ ♥ |

Keyu:

Chen: ♥



FOREST

MERMAID

The name's Hal. I use to be super rich but my mean old parents decided to rob me from my freedom and put me in the arranged marriage with a random stranger elf from the next door elf kingdom. How could I think of marriage at my age. Im only 300 years old!! Seeking freedom I fled into the forest living my days as a shallow hermit. What should do with all my free time? Ah yes of course. Summon a powerful demon of course >:)

I've heard whispers that the mermaid colony off the coast are planning an attack. Unsure of how that is possible, considering they can't survive on land. Maybe it's those damn humans. They should have listened about global warming -- now the water is coming to us.

Upon entering the newly submerged forest where the mermaid is said to reside, I stumble upon a tiny little demon. So small and fluffy woven with a tail! It reminds me of a wolf pup. I try to pick it up to cuddle but am immediately shot a warning arrow at my feet. An elf steps out from behind a tree. "That's my cute, cuddly demon!" They shout.