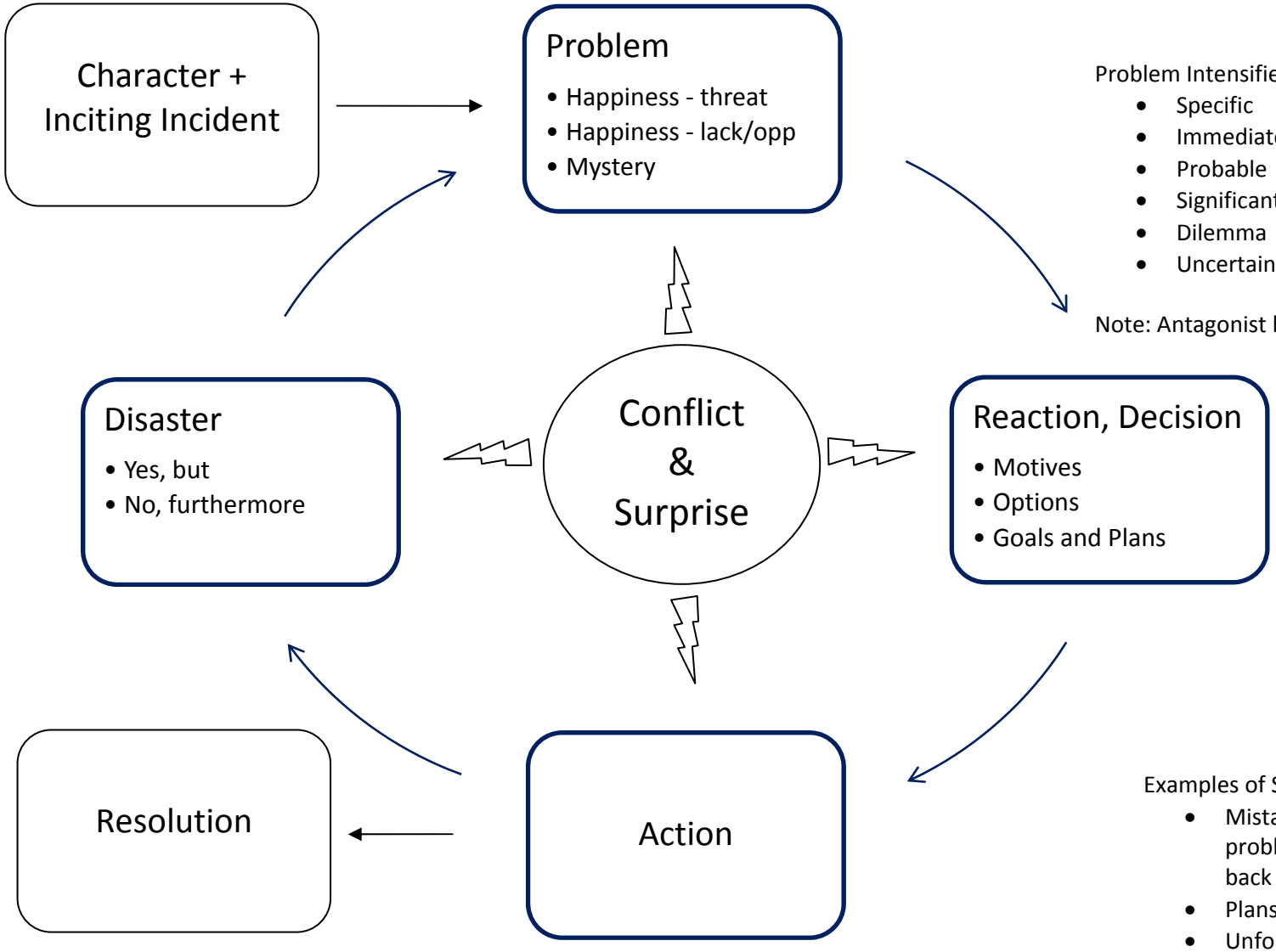
# The Story Cycle

The 3 Things You Must Learn to Write Killer Stories by John Brown 2009




Problem Intensifiers

- Specific
- Immediate
- Probable
- Significant
- Dilemma
- Uncertainty

Note: Antagonist has brain & desire

Points of Conflict - Obstacles

- Self
  - Desires or values
  - Flaws
  - Handicaps
  - Ignorance
- Others
  - Antagonists
  - Good guys
- Setting
  - Physical
  - Culture

Examples of Surprises

- Mistaken initial diagnosis. The problem isn't what we thought, peel back layers
- Plans begin to come apart
- Unforeseen factors or players
- Wrong assumptions
- Change in nature, scope, or intensity of the problem
- New mysteries
- Antagonist adaptations

Inciting Incident — Revelation Commitment — Plans in Shambles One last shot →

Hero Reacting Figuring out problem → Hero takes initiative →

Surprise & Conflict Rising stakes

More at: http://JohnDBrown.com