A STORY EVENT is an active change of life value for one or more characters as a result of conflict (one character's desires clash with another's).

A WORKING SCENE contains at least one Story Event. To determine a Scene's Story Event, answer these four questions:

1. What are the characters literally doing?

Jessie is breaking into an Elite's apartment and robbing it. Her conspirators (Mark, Libby, and Balaam) are helping her remotely.

2. What is the essential action of what the characters are doing in this scene?

They are working together to steal credits. When Jessie downloads all of the credits is the Story Event.

3. What life value has changed for one or more of the characters in the scene?

Jessie and the group's tension grows as she makes her way to the apartment and goes through the various road blocks until she is finally able to log in and steal all of the credits.

Failure to success.

4. Which life value should I highlight on my Story Grid Spreadsheet?

Failure to success.

Inciting Incident: Jessie climbs the ladder into the apartment building.

Progressive Complication: Jessie can't find the panel to login to the grid.

Crisis: Best bad choice. Jessie bails on the job and they lose the opportunity to steal the credits or she stays, keeps looking for the panel, but could get caught as a result.

Climax: Jessie connects with Balaam and gets the location of the panel.

Resolution: Jessie steals more credits than any other previous job.

A STORY EVENT is an active change of life value for one or more characters as a result of conflict (one character's desires clash with another's).

A WORKING SCENE contains at least one Story Event. To determine a Scene's Story Event, answer these four questions:

1. What are the characters literally doing?

Mayor Charles confronts Jessie on her stealing. He has a conversation with her that leads to him inviting her to the preparing.

2. What is the essential action of what the characters are doing in this scene?

Mayor Charles builds his case against Jessie by exposing what she's done and using that to invite her to the preparing.

3. What life value has changed for one or more of the characters in the scene?

Jessie went from feeling great because she had accomplished her goal to terrified because she had been caught.

Successful to caught.

After Mayor Charles invited Jessie to the preparing, she turned him down.

Afraid to defiant.

4. Which life value should I highlight on my Story Grid

Spreadsheet?

Afraid to defiant.

HOW THE SCENE ABIDES THE FIVE COMMANDMENTS OF STORYTELLING

Inciting Incident: Mayor Charles invites Jessie to join him in the living room.

Progressive Complication: Mayor Charles lays out all of the trouble that Jessie is in.

Crisis: Best bad choice. Mayor Charles invites her to the preparing. Jessie has to choose between going to Aeta — where she believes she will never return from — and staying home and facing the punishment for what she has done.

Climax: Jessie turnes down the offer to go to the Preparing.

Resolution: Mayor Charles lets the Elites wake up and attack Jessie.

A STORY EVENT is an active change of life value for one or more characters as a result of conflict (one character's desires clash with another's).

A WORKING SCENE contains at least one Story Event. To determine a Scene's Story Event, answer these four questions:

1. What are the characters literally doing?

Jessie is escaping the apartment building. She runs down the stairwell and makes her way through the field hands until she goes down the escape hatch.

2. What is the essential action of what the characters are doing in this scene?

Jessie is trying to escape getting captured by Mayor Charles and the Elites.

3. What life value has changed for one or more of the characters in the scene?

We'll track the life value for Jessie in this scene.

4. Which life value should I highlight on my Story Grid Spreadsheet?

Trapped to free.

HOW THE SCENE ABIDES THE FIVE COMMANDMENTS

OF STORYTELLING

Inciting Incident: Mayor Charles lets Jessie go.

Progressive Complication: Jessie can't figure out a way to get the door hatch in the floor open with so many field hands around.

Crisis: Best bad choice. Try to escape another way or bring attention to herself by making space for the hatch.

Climax: Jessie pushes a woman out of the way, which creates the space for her to open the hatch.

Resolution: Jessie escapes down the hatch.

NOTES:

6

A STORY EVENT is an active change of life value for one or more characters as a result of conflict (one character's desires clash with another's).

A WORKING SCENE contains at least one Story Event. To determine a Scene's Story Event, answer these four questions:

1. What are the characters literally doing?

Jessie makes her way through the streets of New York City to the rat's hideout. Libby and Max are trying to assess and minimize the fallout.

2. What is the essential action of what the characters are doing in this scene?

Jessie is trying to get safely to a version of her home. Libby and Mark are trying to keep them all safe.

3. What life value has changed for one or more of the characters in the scene?

We'll track the life value for Jessie.

4. Which life value should I highlight on my Story Grid Spreadsheet?

Exposed to Safe to Exposed

HOW THE SCENE ABIDES THE FIVE COMMANDMENTS

OF STORYTELLING

Inciting Incident: Jessie makes it back onto the streets after escaping the apartment building.

Progressive Complication: All of their credits were remove from the account and their location was exposed.

Crisis: Best bad choice. Does Jessie stay and try to avoid the punishment or leave and try to fix it.

Climax: Jessie leaves the hideout to turn herself in.

Resolution: (Comes after the scene) Jessie is arrested.

A STORY EVENT is an active change of life value for one or more characters as a result of conflict (one character's desires clash with another's).

A WORKING SCENE contains at least one Story Event. To determine a Scene's Story Event, answer these four questions:

1. What are the characters literally doing?

Jessie waits for the Shaming and discusses it with he father who is trying to talk her out of it. Mayor Charles leads her to the center of Time Square where he shaves her heads and plugs up the implant in her skull so she can't login to the grid anymore.

2. What is the essential action of what the characters are doing in this scene?

Jessie's father and Mayor Charles are trying to convince her to go to Aeta for the Preparing.

Jessie is refusing because she wants to stay home and is afraid of what will happen if she goes.

3. What life value has changed for one or more of the characters in the scene?

We will track the life value for Jessie in this scene.

4. Which life value should I highlight on my Story Grid

Spreadsheet?

Caught to Punished.

HOW THE SCENE ABIDES THE FIVE COMMANDMENTS OF STORYTELLING

Inciting Incident: It is time to do the Shaming.

Progressive Complication: Mayor Charles makes one last plea for her to avoid the Shaming and go to Aeta for the Preparing.

Crisis: Best bad choice. Jessie mustt accept the Shaming or go to Aeta for the Preparing.

Climax: Jessie chooses to go through with the Shaming and stay in New York City.

Resolution: Jessie endures the Shaming and is picked up by two people right at sunrise.

A STORY EVENT is an active change of life value for one or more characters as a result of conflict (one character's desires clash with another's).

A WORKING SCENE contains at least one Story Event. To determine a Scene's Story Event, answer these four questions:

1. What are the characters literally doing?

Jessie wakes up among the Numbered and Eighty-three walks her through getting ready to leave for the day.

2. What is the essential action of what the characters are doing in this scene?

Eighty-three is forcing Jessie into action instead of letting her sit in her misery.

3. What life value has changed for one or more of the characters in the scene?

We will track the life value for Jessie in this scene.

4. Which life value should I highlight on my Story Grid Spreadsheet?

Resisting Action to Following Orders

HOW THE SCENE ABIDES THE FIVE COMMANDMENTS

OF STORYTELLING

Inciting Incident: Jessie wakes up among the Numbered.

Progressive Complication: Eighty-three opens the door to leave.

Crisis: Best bad choice. Does Jessie stay by herself in this strange place or follow Eighty-three?

Climax: Jessie follows Eighty-three.

Resolution: Jessie leaves the Numbered's den.

A STORY EVENT is an active change of life value for one or more characters as a result of conflict (one character's desires clash with another's).

A WORKING SCENE contains at least one Story Event. To determine a Scene's Story Event, answer these four questions:

1. What are the characters literally doing?

All of the Numbered are making the way to their assigned places. Jessie follows Eighty-three to an apartment building and starts helping her clean up after the Elites.

2. What is the essential action of what the characters are doing in this scene?

Eighty-three is showing Jessie what she is in for by living with the Numbered.

3. What life value has changed for one or more of the characters in the scene?

We will track the life value for Jessie in this scene.

4. Which life value should I highlight on my Story Grid Spreadsheet?

Confusion to Denial

Inciting Incident: Jessie and Eighty-three board the train car.

Progressive Complication: Jessie finally understands that her job as a Numbered is to clean up after the fields hands and Elites.

Crisis: Best bad choice. Jessie can refuse to do her chores or she can do them.

Climax: Jessie reluctantly starts the chores.

Resolution: She spills a bed pan and unplugs one of the Elites.

A STORY EVENT is an active change of life value for one or more characters as a result of conflict (one character's desires clash with another's).

A WORKING SCENE contains at least one Story Event. To determine a Scene's Story Event, answer these four questions:

1. What are the characters literally doing?

The unplugged Elite attacks Jessie. Eighty-three saves her and they get the woman plugged back in and clean up the mess.

2. What is the essential action of what the characters are doing in this scene?

They are cleaning up the mess left behind by Jessie's mistake.

3. What life value has changed for one or more of the characters in the scene?

We will track the life value for Jessie in this scene.

4. Which life value should I highlight on my Story Grid Spreadsheet?

Reluctance to Defiance.

Inciting Incident: The unplugged woman attacks Jessie.

Progressive Complication: Eighty-three will not be straight with Jessie about what her full punishment is.

Crisis: Best bad choice. Jessie can go along with Eighty-three or she can refuse to move until she has answers.

Climax: Jessie refuses to move until she has answers.

Resolution: Eighty-three tells Jessie the full punishment she is under.

A STORY EVENT is an active change of life value for one or more characters as a result of conflict (one character's desires clash with another's).

A WORKING SCENE contains at least one Story Event. To determine a Scene's Story Event, answer these four questions:

1. What are the characters literally doing?

Jessie is creeping through the city is she can go home and be with her father and mother.

2. What is the essential action of what the characters are doing in this scene?

Jessie is trying to go home.

3. What life value has changed for one or more of the characters in the scene?

We will track the life value for Jessie in this scene.

4. Which life value should I highlight on my Story Grid Spreadsheet?

Escaped to Caught

HOW THE SCENE ABIDES THE FIVE COMMANDMENTS OF STORYTELLING

Inciting Incident: Jessie leaves the Numbered's den to escape home.

Progressive Complication: Her father tells her she can't stay and must go back to the Numbered.

Crisis: Best bad choice. Does Jessie keep pushing her father to let her stay and risk him turning her in or go back to the Numbered.

Climax: Jessie keeps arguing to stay.

Resolution: Eighty-three and two other Numbered show up at the apartment to bring her back.

A STORY EVENT is an active change of life value for one or more characters as a result of conflict (one character's desires clash with another's).

A WORKING SCENE contains at least one Story Event. To determine a Scene's Story Event, answer these four questions:

1. What are the characters literally doing?

Jessie tries to get her father to let her stay, but then escapes and runs when she realizes that's not an option. Her father is trying to get her to leave. Eighty-three tries to collect Jessie to take her back.

2. What is the essential action of what the characters are doing in this scene?

Jessie is avoiding the consequences of her decisions.

3. What life value has changed for one or more of the characters in the scene?

We will track the life value for Jessie in this scene.

4. Which life value should I highlight on my Story Grid Spreadsheet?

Hiding to Found

Inciting Incident: Eighty-three tries to get Jessie to come with them.

Progressive Complication: If Jessie stays hidden then their lights will turn red and something very bad will happen.

Crisis: Best bad choice. If Jessie stays hidden, she won't be stuck with the Numbered but something clearly bad will happen, but if she comes out of hiding she will be stuck with the Numbered again.

Climax: Jessie comes out of hiding.

Resolution: Jessie, Eighty-three, and Sixty-one start running towards safety.

A STORY EVENT is an active change of life value for one or more characters as a result of conflict (one character's desires clash with another's).

A WORKING SCENE contains at least one Story Event. To determine a Scene's Story Event, answer these four questions:

1. What are the characters literally doing?

Jessie, Eighty-three, and Sixty-one are running through the city to get back to the safety of the subways.

2. What is the essential action of what the characters are doing in this scene?

They are trying to avoid having their lights turn red.

3. What life value has changed for one or more of the characters in the scene?

We will track the life value for Jessie in this scene.

4. Which life value should I highlight on my Story Grid Spreadsheet?

Danger to Safety

HOW THE SCENE ABIDES THE FIVE COMMANDMENTS OF STORYTELLING

Inciting Incident: Eighty-three decides on the direction to

go.

Progressive Complication: Jessie gets free of the razor wire

but Sixty-one is still stuck.

Crisis: Best bad choice. If Jessie and Eighty-three leave him

behind, they'll make it safely but he might not. If they stay and

help him, none of them may make it.

Climax: Jessie decides to go with Eighty-three and leave

Sixty-one behind.

Resolution: Sixty-one almost dies.

NOTES:

22

A STORY EVENT is an active change of life value for one or more characters as a result of conflict (one character's desires clash with another's).

A WORKING SCENE contains at least one Story Event. To determine a Scene's Story Event, answer these four questions:

1. What are the characters literally doing?

Jessie is sitting with Sixty-one while he wakes up. They discuss Sixty-one's past in Aeta.

2. What is the essential action of what the characters are doing in this scene?

Jessie wants to find out if Sixty-one knows anything about Randy.

3. What life value has changed for one or more of the characters in the scene?

We will track the life value for Jessie in this scene.

4. Which life value should I highlight on my Story Grid Spreadsheet?

Despair to Hope.

HOW THE SCENE ABIDES THE FIVE COMMANDMENTS

OF STORYTELLING

Inciting Incident: Sixty-one wakes up.

Progressive Complication: Sixty-one says that he was in Aeta for the last Preparing.

Crisis: Irreconcilable goods. Jessie can keep letting Sixty-one ramble or try to get him to tell her about Randy.

Climax: Jessie tries to get him to tell her about Randy.

Resolution: Sixty-one refuses to talk about it and gets up to start the chores for the day.

A STORY EVENT is an active change of life value for one or more characters as a result of conflict (one character's desires clash with another's).

A WORKING SCENE contains at least one Story Event. To determine a Scene's Story Event, answer these four questions:

1. What are the characters literally doing?

Jessie and the other Numbered are finishing out the day together after doing their chores. They are eating and enjoying music and each other's company.

2. What is the essential action of what the characters are doing in this scene?

Bonding together as a family.

3. What life value has changed for one or more of the characters in the scene?

Jessie moves from being outcast to being accepted.

4. Which life value should I highlight on my Story Grid Spreadsheet?

Outcast to Accepted.

HOW THE SCENE ABIDES THE FIVE COMMANDMENTS

OF STORYTELLING

Inciting Incident: Jessie returns to the Numbered's hovel after being the last one to finish her chores.

Progressive Complication: Everyone stares at her, waiting to see if they should still be upset.

Crisis: Two irreconcilable goods. Does Sixty-one accept her or reject her?

Climax: Sixty-one accepts her back into the family.

Resolution: They all enjoy the evening together as a family.

A STORY EVENT is an active change of life value for one or more characters as a result of conflict (one character's desires clash with another's).

A WORKING SCENE contains at least one Story Event. To determine a Scene's Story Event, answer these four questions:

1. What are the characters literally doing?

Mayor Charles and the faction guards interrupt the morning preparations of the Numbered. They give punishment to Eighty-three for all of the trouble Jessie caused the night before.

2. What is the essential action of what the characters are doing in this scene?

Mayor Charles is wants to make the punishment for Jessie's actions as severe as possible.

3. What life value has changed for one or more of the characters in the scene?

Jessie moves from being safely past her mistake of running away to the punishment severely hurting another person.

4. Which life value should I highlight on my Story Grid Spreadsheet?

Relieved to Guilty

Inciting Incident: The door is caved in by Mayor Charles and the faction guards.

Progressive Complication: The punishment is revealed to be Eighty-three doing her chores without protective gear.

Crisis: Best bad choice. Will Eighty-three let Jessie take the punishment or accept it herself?

Climax: Eighty-three accepts the punishment.

Resolution: Eighty-three strips her protective gear and leaves with the guards.

A STORY EVENT is an active change of life value for one or more characters as a result of conflict (one character's desires clash with another's).

A WORKING SCENE contains at least one Story Event. To determine a Scene's Story Event, answer these four questions:

1. What are the characters literally doing?

Jessie and Sixty-one are caring for Eighty-three after her day in the climate. Mayor Charles comes in and lets out Jessie's secret — that she can leave anytime she wants.

2. What is the essential action of what the characters are doing in this scene?

Mayor Charles is trying to force Jessie to go to Aeta.

3. What life value has changed for one or more of the characters in the scene?

Jessie goes from feeling guilty but accepted by Sixty-one and the other Numbered, to being outcast by them.

4. Which life value should I highlight on my Story Grid Spreadsheet?

Accepted to Outcast.

Inciting Incident: Mayor Charles enters while Sixty-one is ranting against the faction.

Progressive Complication: Mayor Charles announces that Jessie can leave the Numbered whenever she wants.

Crisis: Best bad choice. Will Jessie admit that Mayor Charles is telling the truth or deny it.

Climax: Jessie admits the truth.

Resolution: Sixty-one and the rest of the Numbered are enraged and Eighty-three is hurt.

NOTES:

 It's implied that Eighty-three is crying because of what Jessie did, but based on the end of the book, she was probably crying because she knew what faced Jessie in Aeta.

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A STORY EVENT is an active change of life value for one or more characters as a result of conflict (one character's desires clash with another's).

A WORKING SCENE contains at least one Story Event. To determine a Scene's Story Event, answer these four questions:

1. What are the characters literally doing?

Jessie and Az are on a transport to Aeta. He's asking her a bunch of questions and then tries to give her a way to leave.

2. What is the essential action of what the characters are doing in this scene?

Az wants to know what is really going on with Jessie.

3. What life value has changed for one or more of the characters in the scene?

Jessie is resigned to go to Aeta, but Az offers her a way to go home. Before she can decide, the opportunity is gone and she's trapped in Aeta.

4. Which life value should I highlight on my Story Grid Spreadsheet?

Trapped to Hope of Escape to Trapped

Inciting Incident: Az begins talking to her on the transport.

Progressive Complication: Az offers Jessie a way to go back home.

Crisis: Irreconcilable goods. Will Jessie stay the course on what she's agreed to do or try to escape back home?

Climax: The decision is made for her, she is forced to stay.

Resolution: Jessie and Az are sent into the city.

A STORY EVENT is an active change of life value for one or more characters as a result of conflict (one character's desires clash with another's).

A WORKING SCENE contains at least one Story Event. To determine a Scene's Story Event, answer these four questions:

1. What are the characters literally doing?

Az is introducing Jessie to the city and her status as a Recruit as they walk. She ends by entering the training building by herself and making her way to her room.

2. What is the essential action of what the characters are doing in this scene?

Jessie is trying to get her bearings in this new, strange city.

3. What life value has changed for one or more of the characters in the scene?

Jessie is lost with all the newness but eventually finds her way to her home in Aeta.

4. Which life value should I highlight on my Story Grid Spreadsheet?

Lost to Home.

Inciting Incident: Az begins walking towards the city.

Progressive Complication: Jessie is sent to face the faction guards alone.

Crisis: Best bad choice. Face the faction guards or run away.

Climax: Jessie faces the guards.

Resolution: She makes it into the capital building and up to her room.

A STORY EVENT is an active change of life value for one or more characters as a result of conflict (one character's desires clash with another's).

A WORKING SCENE contains at least one Story Event. To determine a Scene's Story Event, answer these four questions:

1. What are the characters literally doing?

Harry is taking Jessie through the building introducing her to her knew role and the people she will work with. He ends by introducing her to her new team and then leaving.

2. What is the essential action of what the characters are doing in this scene?

Harry is getting Jessie the minimum amount of knowledge she needs to get started.

3. What life value has changed for one or more of the characters in the scene?

Jessie starts getting an understanding of how things will work in her training and then her team immediately abandons her.

4. Which life value should I highlight on my Story Grid Spreadsheet?

Confused to Abandoned.

Inciting Incident: Harry has Jessie follow him as he leaves her room.

Progressive Complication: Harry introduces her to her new team and then leaves her with them.

Crisis: Best bad choice. Do Ernst and Alex stay and try to train a recruit they know is going to lose or give up before they start?

Climax: Ernst and Alex give up before they start.

Resolution: They leave Jessie alone in the bay.

A STORY EVENT is an active change of life value for one or more characters as a result of conflict (one character's desires clash with another's).

A WORKING SCENE contains at least one Story Event. To determine a Scene's Story Event, answer these four questions:

1. What are the characters literally doing?

Jessie is sitting in her room unable to sleep waiting because she doesn't know what to do. Alex calls her to tell her that she is supposed to be in the bay so she goes down to meet them. Ernst, fed up with how unprepared Jessie is, tries to leave but Harry doesn't let him.

2. What is the essential action of what the characters are doing in this scene?

Jessie is trying to understand what is required of her in this new world.

3. What life value has changed for one or more of the characters in the scene?

Jessie's team is still trying to abandon her until Harry threatens them into compliance.

4. Which life value should I highlight on my Story Grid

Spreadsheet?

Abandoning to Compliant.

HOW THE SCENE ABIDES THE FIVE COMMANDMENTS OF STORYTELLING

Inciting Incident: Alex calls Jessie to tell her she is late.

Progressive Complication: Ernst tries to leave the bay.

Crisis: Best bad choice. Will Harry let Ernst leave or try to get him to stay?

Climax: Harry physically threatens Ernst — and by extension Alex.

Resolution: Ernst and Alex agree to help Jessie train.

A STORY EVENT is an active change of life value for one or more characters as a result of conflict (one character's desires clash with another's).

A WORKING SCENE contains at least one Story Event. To determine a Scene's Story Event, answer these four questions:

1. What are the characters literally doing?

Ernst and Alex are getting everything setup for Jessie so they can plug her into the training.

2. What is the essential action of what the characters are doing in this scene?

Ernst and Alex are getting everything ready so Jessie can actually train.

3. What life value has changed for one or more of the characters in the scene?

Jessie finally has her team behind her, teaching her and helping her get ready.

4. Which life value should I highlight on my Story Grid Spreadsheet?

On Her Own to Part of a Team

HOW THE SCENE ABIDES THE FIVE COMMANDMENTS OF STORYTELLING

Inciting Incident: Ernst makes Jessie get off the table so they can adjust it to her size.

Progressive Complication: Ernst explains what the training simulation will be.

Crisis: Best bad choice. Does Jessie agree to be loaded into the training or refuse?

Climax: Jessie says she's ready.

Resolution: Jessie is plugged into the simulation.

NOTES:

SHAWN: There's not a lot of value shift or much a climax in this scene, but it's a necessary scene. Should you talk about that in the notes?

A STORY EVENT is an active change of life value for one or more characters as a result of conflict (one character's desires clash with another's).

A WORKING SCENE contains at least one Story Event. To determine a Scene's Story Event, answer these four questions:

1. What are the characters literally doing?

Jessie is loaded into the training and she starts working through it. She only gets a little of the way in before she is abruptly pulled out of the training and told they have to go to a meeting.

2. What is the essential action of what the characters are doing in this scene?

Jessie is trying to get ready for the Severings.

3. What life value has changed for one or more of the characters in the scene?

Jessie finally has her team behind her and is starting her training when a meeting is called. We don't know what the meeting is, but Ernst and Alex are scared.

4. Which life value should I highlight on my Story Grid Spreadsheet?

Making Progress to Scared.

HOW THE SCENE ABIDES THE FIVE COMMANDMENTS OF STORYTELLING

Inciting Incident: Ernst abruptly logs Jessie out of the training.

Progressive Complication: Alex tells Jessie it's a all hands meeting.

Crisis: Best bad choice. Does Jessie get more information or not ask?

Climax: Jessie asks if it's a bad sign.

Resolution: Ernst says it's not good.

NOTES:

SHAWN: Again, weak value shift and Crisis.

A STORY EVENT is an active change of life value for one or more characters as a result of conflict (one character's desires clash with another's).

A WORKING SCENE contains at least one Story Event. To determine a Scene's Story Event, answer these four questions:

1. What are the characters literally doing?

Jessie, Alex, and Ernst attend a meeting with all of the other recruits where they announce that the Severing is the following morning. After the meeting, Az confronts them and picks a fight with them. Harry breaks up the fight and escorts the team back to the training bay.

2. What is the essential action of what the characters are doing in this scene?

Jessie is trying to get support from someone — her team, Az, and Harry.

3. What life value has changed for one or more of the characters in the scene?

Jessie is scared after the meeting and grasping for support. After talking to Harry, he isn't scared that she is going to lose. In fact, he's encouraging her to not try too hard.

4. Which life value should I highlight on my Story Grid Spreadsheet?

Scared to Confused.

HOW THE SCENE ABIDES THE FIVE COMMANDMENTS OF STORYTELLING

Inciting Incident: When Jessie tells Ernst and Alex that she knows Az.

Progressive Complication: Harry refuses to stay and help with Jessie's training.

Crisis: Best bad choice. Will Harry encourage Jessie at the risk of giving away too much information or will he keep being aloof leaving Jessie to suffer in fear.

Climax: He encourages her to get through the Severing without causing a fuss.

Resolution: Jessie is left confused as she enters her training.

NOTES:

This is a scene that makes more sense in the context of more information later in the book. Harry isn't worried about her

making it through the Severing — he knows she is going to — he's actually more worried about her doing it so well that she gets on the radar of the faction.

A STORY EVENT is an active change of life value for one or more characters as a result of conflict (one character's desires clash with another's).

A WORKING SCENE contains at least one Story Event. To determine a Scene's Story Event, answer these four questions:

1. What are the characters literally doing?

Jessie sneaks down to the training bay and logs into the grid to meet with Libby and Mark. Jessie gives them an update on what happened to her and they discuss ways for her to get back home.

2. What is the essential action of what the characters are doing in this scene?

Jessie is trying to find a way back home.

3. What life value has changed for one or more of the characters in the scene?

After talking, they reach an impasse as to what to do next and Jessie is feeling resigned to her fate. The Mark reminds them of an old job and eludes to a third option.

4. Which life value should I highlight on my Story Grid Spreadsheet?

Resigned to Empowered.

HOW THE SCENE ABIDES THE FIVE COMMANDMENTS OF STORYTELLING

Inciting Incident: Libby and Mark meet Jessie in the simulation of Times Square.

Progressive Complication: Mark reminds them of a job they did previously that has implications for Jessie's current situation.

Crisis: Best bad choice. Play by the rules of the Severing or take an option Mark is eluding to.

Climax: Jessie agrees it's a good idea.

Resolution: Mark confirms it's a way to make it interesting.

A STORY EVENT is an active change of life value for one or more characters as a result of conflict (one character's desires clash with another's).

A WORKING SCENE contains at least one Story Event. To determine a Scene's Story Event, answer these four questions:

1. What are the characters literally doing?

Jessie is in the Severing and trying to get her bearings. She follows two boys that were looking for her and then gets caught by them.

2. What is the essential action of what the characters are doing in this scene?

Jessie is trying to find a way through the Severing.

3. What life value has changed for one or more of the characters in the scene?

Jessie is following the boys until they catch her. They were going to eject her but she talks them into keeping her on with them as a scout.

4. Which life value should I highlight on my Story Grid Spreadsheet?

Caught to Assimilated.

HOW THE SCENE ABIDES THE FIVE COMMANDMENTS OF STORYTELLING

Inciting Incident: When Jessie begins following the boys into the woods.

Progressive Complication: Clifton wants to eject her and keep moving.

Crisis: Irreconcilable goods. Do Clifton and Ben eject Jessie so they don't have to worry about her or keep her alive and use her as a scout?

Climax: They decide to use her as a scout.

Resolution: They send her off ahead of them so they can keep moving.

A STORY EVENT is an active change of life value for one or more characters as a result of conflict (one character's desires clash with another's).

A WORKING SCENE contains at least one Story Event. To determine a Scene's Story Event, answer these four questions:

1. What are the characters literally doing?

Jessie is leading the way through the woods for Ben and Clifton. Az attacks them. Ben is critically wounded, Az gets away, and Jessie and Clifton start out towards the beacon on their own.

2. What is the essential action of what the characters are doing in this scene?

Jessie is trying to stay alive while figuring out a plan.

3. What life value has changed for one or more of the characters in the scene?

Jessie is attacked and almost killed by Az but escapes when Ben gives his life for her.

4. Which life value should I highlight on my Story Grid Spreadsheet?

Attacked to Rescued.

HOW THE SCENE ABIDES THE FIVE COMMANDMENTS OF STORYTELLING

Inciting Incident: Jessie reaches the large clearing.

Progressive Complication: Jessie is injured and unable to protect herself from Az.

Crisis: Best bad choice. Will the boys help Jessie or leave her on her own?

Climax: Ben attacks Az, saving Jessie.

Resolution: Ben is critically wounded and they are forced to leave him behind.

A STORY EVENT is an active change of life value for one or more characters as a result of conflict (one character's desires clash with another's).

A WORKING SCENE contains at least one Story Event. To determine a Scene's Story Event, answer these four questions:

1. What are the characters literally doing?

Jessie and Clifton make it to the final clearing with the tower. As they approach the tower, Az emerges with several others. A fight breaks out and Jessie is the first one to make it to the tower, but instead of going inside, she burns the tower down.

2. What is the essential action of what the characters are doing in this scene?

Jessie is trying to make it out alive without winning the Severing.

3. What life value has changed for one or more of the characters in the scene?

Jessie knows something is wrong as the go into the clearing and it's confirmed when Az emerges with several others. She is sure she is going to die when Az invites Clifton to join them. Instead, Clifton attacks them and makes space for Jessie to make it to the tower first.

4. Which life value should I highlight on my Story Grid Spreadsheet?

Certain Death to Saved

HOW THE SCENE ABIDES THE FIVE COMMANDMENTS OF STORYTELLING

Inciting Incident: Clifton and Jessie enter the final clearing with the tower.

Progressive Complication: Clifton clears the way for Jessie to make it to the tower first.

Crisis: Best bad choice. Does Jessie enter the tower and win the Severing or burn it down so no one can win?

Climax: Jessie throws her lantern against the tower, burning it down.

Resolution: All of the Coders are logged out of the Severing.

A STORY EVENT is an active change of life value for one or more characters as a result of conflict (one character's desires clash with another's).

A WORKING SCENE contains at least one Story Event. To determine a Scene's Story Event, answer these four questions:

1. What are the characters literally doing?

Alex and Ernst are trying to escape the building to put Jessie into hiding.

2. What is the essential action of what the characters are doing in this scene?

Alex and Ernst are trying to keep Jessie safe.

3. What life value has changed for one or more of the characters in the scene?

Jessie is in denial that what she did is that big of a deal until Alex takes control with a plan to get her out of the building and she agrees to go along with it.

4. Which life value should I highlight on my Story Grid Spreadsheet?

Denial to Acceptance

HOW THE SCENE ABIDES THE FIVE COMMANDMENTS OF STORYTELLING

Inciting Incident: When Alex opens the door to leave the bay.

Progressive Complication: Ernst says this has never happened before and has no idea what the Faction is going to do.

Crisis: Best bad choice. Do they stay and hide or try to escape?

Climax: Alex makes the decision to try and smuggle her out of the building.

Resolution: Before they can act, two Faction guards show up.

A STORY EVENT is an active change of life value for one or more characters as a result of conflict (one character's desires clash with another's).

A WORKING SCENE contains at least one Story Event. To determine a Scene's Story Event, answer these four questions:

1. What are the characters literally doing?

The Faction guards take Jessie to meet with President Marcus.

2. What is the essential action of what the characters are doing in this scene?

Jessie is trying to work out what her punishment will be.

3. What life value has changed for one or more of the characters in the scene?

Jessie starts out assuming she is getting punished and trying to figure out what it will be but ends up making a deal with the President to eventually send her home.

4. Which life value should I highlight on my Story Grid Spreadsheet?

Scared to Relieved.

HOW THE SCENE ABIDES THE FIVE COMMANDMENTS OF STORYTELLING

Inciting Incident: Jessie is taken by the guards.

Progressive Complication: Barry offers to find out what happened to Randy and then send Jessie home if she wants to go.

Crisis: Irreconcilable goods. Will Jessie agree to take the deal with Barry and go home or stay and finish the task she came to Aeta to do?

Climax: Jessie agrees to take the deal.

Resolution: Barry dismisses her with the warning not to tell anyone about their meeting.

A STORY EVENT is an active change of life value for one or more characters as a result of conflict (one character's desires clash with another's).

A WORKING SCENE contains at least one Story Event. To determine a Scene's Story Event, answer these four questions:

1. What are the characters literally doing?

The guards take Jessie to meet with Alex and Ernst who tell her everything that happened — all good stuff — since she was taken. Harry joins them and is very angry about what Jessie did but doesn't fully explain why.

2. What is the essential action of what the characters are doing in this scene?

Jessie is trying to acclimate to the changes along with the knowledge she gained meeting with President Marcus.

3. What life value has changed for one or more of the characters in the scene?

Jessie is relieved that everything is ok for Ernst and Alex but ends up defending herself to Harry in the face of his rage.

4. Which life value should I highlight on my Story Grid Spreadsheet?

Relieved to Defensive.

HOW THE SCENE ABIDES THE FIVE COMMANDMENTS OF STORYTELLING

Inciting Incident: When the guards take her to a new place to meet with Alex and Ernst.

Progressive Complication: When Harry explodes in anger instead of congratulating Jessie on her performance.

Crisis: Best bad choice. Does Harry answer Jessie's questions about the Severing or keep evading her?

Climax: He agrees to answer them.

Resolution: He leaves the room having them follow behind him.

A STORY EVENT is an active change of life value for one or more characters as a result of conflict (one character's desires clash with another's).

A WORKING SCENE contains at least one Story Event. To determine a Scene's Story Event, answer these four questions:

1. What are the characters literally doing?

Jessie is in a training simulation where she has to evade Faction guards. A monster shows up, attacks, and almost kills her.

2. What is the essential action of what the characters are doing in this scene?

Jessie is trying to avoid being found.

3. What life value has changed for one or more of the characters in the scene?

Jessie starts out more stressed by Marcus's lack to communication than by the simulation, but that quickly turns to terrifying when a monster shows up in the simulation and almost kills her.

4. Which life value should I highlight on my Story Grid Spreadsheet?

Safety to Extreme Danger

HOW THE SCENE ABIDES THE FIVE COMMANDMENTS OF STORYTELLING

Inciting Incident: Jessie is logged into the simulation.

Progressive Complication: The monster attacks the Faction guards in the simulation.

Crisis: Best bad choice. Does Jessie give up and let the monster finish her or keep pushing into the crack trying to get away?

Climax: Jessie pushes through the crack.

Resolution: Jessie falls out of reach of the monster which buys her enough time to let the simulation end before she dies.

NOTES:

This is another foreshadowing to how Jessie moves in the grid. She hacked through the code to create her escape from the monster.

A STORY EVENT is an active change of life value for one or more characters as a result of conflict (one character's desires clash with another's).

A WORKING SCENE contains at least one Story Event. To determine a Scene's Story Event, answer these four questions:

1. What are the characters literally doing?

It starts with Alex and Ernst debriefing what happened, but Harry interrupts and talks to Jessie alone. She shares what happened and they argue over who is responsible.

2. What is the essential action of what the characters are doing in this scene?

Jessie is wanting to blame Az so she can protect her hope in President Marcus.

3. What life value has changed for one or more of the characters in the scene?

Jessie is forced to choose who she is going to trust more in this game, Harry or President Marcus. Up until now she's trusted Harry because of their history together and she has needed him, but now she feels like she has President Marcus to take care of her.

4. Which life value should I highlight on my Story Grid Spreadsheet?

Trusting to Untrusting.

HOW THE SCENE ABIDES THE FIVE COMMANDMENTS OF STORYTELLING

Inciting Incident: Harry enters the room and kicks Alex and Ernst out.

Progressive Complication: Jessie refers to President Marcus by his first name.

Crisis: Irreconcilable goods. Is she going to stand her ground in her defense of President Marcus or side with Harry?

Climax: She stands her ground in support of President Marcus.

Resolution: Harry realizes he can't change her mind and lets it go.

A STORY EVENT is an active change of life value for one or more characters as a result of conflict (one character's desires clash with another's).

A WORKING SCENE contains at least one Story Event. To determine a Scene's Story Event, answer these four questions:

1. What are the characters literally doing?

Jessie, Alex, and Ernst are sitting in a weekly briefing where they learn from participants in past Threshings.

2. What is the essential action of what the characters are doing in this scene?

Jessie is trying to stay calm because she hasn't heard from President Marcus.

3. What life value has changed for one or more of the characters in the scene?

Jessie moves from distracted and uninterested to completely shocked when Eighty-three shows up as a past mentor in the briefings.

4. Which life value should I highlight on my Story Grid Spreadsheet?

Uninterested to Shocked.

HOW THE SCENE ABIDES THE FIVE COMMANDMENTS OF STORYTELLING

Inciting Incident: They settle in for the weekly briefing.

Progressive Complication: A recording of Eighty-three as a Mentor starts playing during the briefing.

Crisis: Best bad choice. Does she stay calm or storm out?

Climax: [Off-screen] She gets up and storms out as soon as the briefing is over.

Resolution: [Off-screen] She goes to find Harry.

A STORY EVENT is an active change of life value for one or more characters as a result of conflict (one character's desires clash with another's).

A WORKING SCENE contains at least one Story Event. To determine a Scene's Story Event, answer these four questions:

1. What are the characters literally doing?

Jessie confronts Harry about Eighty-three.

2. What is the essential action of what the characters are doing in this scene?

Jessie wants to understand what is going on.

3. What life value has changed for one or more of the characters in the scene?

Jessie starts out defiant and demanding, but ends up telling everything to Harry.

4. Which life value should I highlight on my Story Grid Spreadsheet?

Defiant to Contrite.

HOW THE SCENE ABIDES THE FIVE COMMANDMENTS OF STORYTELLING

Inciting Incident: Jessie finds Harry in the commissary.

Progressive Complication: Harry smacks Jessie when she threatens to report what he is doing.

Crisis: Best bad choice. Does Jessie keep hiding the truth from Harry or finally reveal her deal with President Marcus?

Climax: Jessie tells Harry everything about her meeting with President Marcus.

Resolution: Harry shows compassion on Jessie and tries to get her to see the truth.

A STORY EVENT is an active change of life value for one or more characters as a result of conflict (one character's desires clash with another's).

A WORKING SCENE contains at least one Story Event. To determine a Scene's Story Event, answer these four questions:

1. What are the characters literally doing?

Jessie meets Ernst and Alex for breakfast, then they head to their bay. Jessie is logged in and the Severing starts. It immediately falls apart when Az sees her and she gets trapped in her room.

2. What is the essential action of what the characters are doing in this scene?

Jessie is trying to survive the second Severing.

3. What life value has changed for one or more of the characters in the scene?

Jessie starts out solemn and resigned that she is probably going to die in the second Severing. It immediately falls apart and looks like she's going to be one of the first ones ejected before a way out seems to magically appear.

4. Which life value should I highlight on my Story Grid

Spreadsheet?

Assuming Death to Resigned to Death to Narrowly Escaped.

HOW THE SCENE ABIDES THE FIVE COMMANDMENTS OF STORYTELLING

Inciting Incident: Jessie logs into the second Severing.

Progressive Complication: Jessie is trapped in her room with only moments until Az breaks through.

Crisis: Best bad choice. Does Jessie stand her ground against Az or escape through the hole that has appeared in the wall?

Climax: Jessie dives through the hole in the wall.

Resolution: [Next scene] She disappears from the room.

NOTES:

Another premonition of Jessie's power to hack the grid without consciously knowing that's what she is doing.

A STORY EVENT is an active change of life value for one or more characters as a result of conflict (one character's desires clash with another's).

A WORKING SCENE contains at least one Story Event. To determine a Scene's Story Event, answer these four questions:

1. What are the characters literally doing?

Jessie is trying to find her way out of the code she fell into. A voice is guiding her that ends up being Randy. They meet and he tells Jessie his plans for her to take down Marcus.

2. What is the essential action of what the characters are doing in this scene?

Randy is trying to get Jessie on board with his plans to take President Marcus out of power.

3. What life value has changed for one or more of the characters in the scene?

Jessie is relieved to find her brother is actually alive but is scared by his insistence that she help him take President Marcus out of power.

4. Which life value should I highlight on my Story Grid Spreadsheet?

Relief to Fear.

HOW THE SCENE ABIDES THE FIVE COMMANDMENTS OF STORYTELLING

Inciting Incident: The voice tells her to go through the red

door.

Progressive Complication: Randy tells her he needs her to

help take President Marcus out of power..

Crisis: Best bad choice. Will she agree to help Randy or not?

Climax: [SHAWN:] Before she can make the decision, the

guards show up and Randy pushes her out of the code and

back into the Severing.

Resolution: ?

NOTES:

71

A STORY EVENT is an active change of life value for one or more characters as a result of conflict (one character's desires clash with another's).

A WORKING SCENE contains at least one Story Event. To determine a Scene's Story Event, answer these four questions:

1. What are the characters literally doing?

Jessie arrives back in the Severing. She is frantic to end it, which Az eventually does. When she comes out of the grid she goes on the hunt for Randy and assaults a guard who takes her into custody.

2. What is the essential action of what the characters are doing in this scene?

Jessie is manically trying to find her brother.

3. What life value has changed for one or more of the characters in the scene?

Jessie moves from being the victim to being the pursuer.

4. Which life value should I highlight on my Story Grid Spreadsheet?

Victim to Pursuer.

Inciting Incident: Jessie sees her brother is injured.

Progressive Complication: Alex and Ernst try to stop her from leaving the bay.

Crisis: Best bad choice. Do the boys let her leave when she's in this wild state or try to physically restrain her?

Climax: They let her leave.

Resolution: Jessie assaults a Faction guard and they take her into custody.

A STORY EVENT is an active change of life value for one or more characters as a result of conflict (one character's desires clash with another's).

A WORKING SCENE contains at least one Story Event. To determine a Scene's Story Event, answer these four questions:

1. What are the characters literally doing?

The guard delivers Jessie to Harry who leads her through a maze in the building until they land in a control room and Harry tells her they are going to break Randy out.

2. What is the essential action of what the characters are doing in this scene?

Harry is continuing to get Jessie on board with their plan.

3. What life value has changed for one or more of the characters in the scene?

Jessie is confused about what is going on and Harry explains it to her so several of the pieces start coming together.

4. Which life value should I highlight on my Story Grid Spreadsheet?

Confused to Informed.

Inciting Incident: The guard delivers Jessie to Harry.

Progressive Complication: Harry tells her that it was part of a plan with Randy for her to come to Aeta and for him to be her Mentor.

Crisis: Best bad choice. Does Jessie follow him and give up control of the situation or stand her ground and remain defiant?

Climax: Jessie follows Harry.

Resolution: Harry takes Jessie to a control room and reveals where Randy is and that they are going to break him out.

A STORY EVENT is an active change of life value for one or more characters as a result of conflict (one character's desires clash with another's).

A WORKING SCENE contains at least one Story Event. To determine a Scene's Story Event, answer these four questions:

1. What are the characters literally doing?

Alex, Ernst, Harry, and Jessie start putting a plan into action to rescue Randy.

2. What is the essential action of what the characters are doing in this scene?

Jessie is desperate to get Randy free and will do whatever it takes to make that happen.

3. What life value has changed for one or more of the characters in the scene?

Jessie switches from letting Harry be in control to taking over control of the situation.

4. Which life value should I highlight on my Story Grid Spreadsheet?

Following to Leading.

Inciting Incident: At the end of previous chapter when Harry says they are here to break Randy out.

Progressive Complication: When Alex asks what they need to do next.

Crisis: Best bad choice. Does Jessie keep looking to Harry to lead the way or step up as the leader?

Climax: Jessie steps in and starts making the decisions.

Resolution: They put the first part of the plan into action.

A STORY EVENT is an active change of life value for one or more characters as a result of conflict (one character's desires clash with another's).

A WORKING SCENE contains at least one Story Event. To determine a Scene's Story Event, answer these four questions:

1. What are the characters literally doing?

Harry makes it into the chamber with Randy and tries to talk Jessie out of finishing the job. Jessie insists that they are doing it now and heads to the chamber herself. She is almost caught by Alex saves her and Harry plugs her into the grid.

2. What is the essential action of what the characters are doing in this scene?

Jessie is intent on rescuing her brother at all costs.

3. What life value has changed for one or more of the characters in the scene?

Jessie moves from confident leadership to risky overconfidence when her team tries to talk her out of rescuing Randy.

4. Which life value should I highlight on my Story Grid Spreadsheet?

Confident to Overconfidence.

HOW THE SCENE ABIDES THE FIVE COMMANDMENTS OF STORYTELLING

Inciting Incident: When Harry sees the current state of Randy.

Progressive Complication: When Harry says that Ernst is right and they should wait to rescue Randy.

Crisis: Best bad choice. Does Jessie take their practical advice and wait to rescue Randy or push forward even though there is no clear way they can escape?

Climax: Jessie leaves the control room and heads for Randy's bay.

Resolution: She barely makes it to Randy's bay after she is attacked and saved by Alex.

A STORY EVENT is an active change of life value for one or more characters as a result of conflict (one character's desires clash with another's).

A WORKING SCENE contains at least one Story Event. To determine a Scene's Story Event, answer these four questions:

1. What are the characters literally doing?

Jessie logs into the grid to rescue Randy. They both come out of it and Jessie addresses the enter Americas Faction letting them know that she and Randy are both alive.

2. What is the essential action of what the characters are doing in this scene?

Jessie is trying to create a situation where President Marcus has to keep her and Randy alive and in the Preparing.

3. What life value has changed for one or more of the characters in the scene?

Jessie takes her, Randy, and her team from their lives being threatened to creating a situation where they are temporarily safe.

4. Which life value should I highlight on my Story Grid Spreadsheet?

Threatened to Safe.

HOW THE SCENE ABIDES THE FIVE COMMANDMENTS OF STORYTELLING

Inciting Incident: Jessie logs into the grid.

Progressive Complication: Jessie begins her public address that is streaming to half of the Faction.

Crisis: Best bad choice. Does Jessie tell the truth of what is going on and ensure their capture and punishment or does she spin a lie that will protect them temporarily?

Climax: Jessie creates a lie that protects them.

Resolution: They turn off the feed and wait.

A STORY EVENT is an active change of life value for one or more characters as a result of conflict (one character's desires clash with another's).

A WORKING SCENE contains at least one Story Event. To determine a Scene's Story Event, answer these four questions:

1. What are the characters literally doing?

All of them are waiting on President Marcus to arrive. Once he arrives he threatens them all and then takes Randy and Harry and leaves.

2. What is the essential action of what the characters are doing in this scene?

President Marcus is showing that he still has control over the situation and tries to imply that this actually helps him.

3. What life value has changed for one or more of the characters in the scene?

Jessie starts out in a position of perceived power but quickly realizes that she and everyone she cares about is still under President Marcus's control.

4. Which life value should I highlight on my Story Grid Spreadsheet?

Perceived Power to Weak

HOW THE SCENE ABIDES THE FIVE COMMANDMENTS OF STORYTELLING

Inciting Incident: President Marcus enters the room.

Progressive Complication: President Marcus inspects Randy.

Crisis: Best bad choice. Does President Marcus leave them together or arrest them?

Climax: President Marcus takes Randy and Harry with him and leaves Alex and Jessie behind.

Resolution: Alex and Jessie are left alone to figure out what to do next.

A STORY EVENT is an active change of life value for one or more characters as a result of conflict (one character's desires clash with another's).

A WORKING SCENE contains at least one Story Event. To determine a Scene's Story Event, answer these four questions:

1. What are the characters literally doing?

Jessie is sneaking up to see Randy after Ernst helped her find him. Harry meets her and tells her this has to stop.

2. What is the essential action of what the characters are doing in this scene?

Harry wants Jessie to commit to finishing the Severing and the Threshing.

3. What life value has changed for one or more of the characters in the scene?

Jessie is still avoiding her fate of going to the Severing and the Threshing but coming up with a plan to smuggle Randy out of Aeta and back to New York. Harry convinces her that her only way out is through.

4. Which life value should I highlight on my Story Grid Spreadsheet?

Avoidant to Acceptance.

HOW THE SCENE ABIDES THE FIVE COMMANDMENTS OF STORYTELLING

Inciting Incident: Harry meets Jessie when she goes to see Randy.

Progressive Complication: Harry points out that her plan to escape is ridiculous and will never work.

Crisis: Best bad choice. Will Jessie keep fighting her fate to go to the Threshing or finally accept it is the only path?

Climax: [Next Scene] Jessie is in the final Severing so we see what she chose.

Resolution: [Next Scene] Jessie arrives in the final Severing.

A STORY EVENT is an active change of life value for one or more characters as a result of conflict (one character's desires clash with another's).

A WORKING SCENE contains at least one Story Event. To determine a Scene's Story Event, answer these four questions:

1. What are the characters literally doing?

Jessie and the other remaining Coders arrive in the final Severing. President Marcus tells them the final test is a game of Providence. They begin playing and Finn is the first one to lose.

2. What is the essential action of what the characters are doing in this scene?

Jessie is trying to strategize to stay alive.

3. What life value has changed for one or more of the characters in the scene?

Jessie is already in a dangerous place but that gets worse when the first player gets taken out of the game and dies.

4. Which life value should I highlight on my Story Grid Spreadsheet?

Dangerous to Life-Threatening.

Inciting Incident: President Marcus tells them the final Severing is a game of Providence.

Progressive Complication:	Finn is the	first (Coder to	o lose	and
is killed.					

Crisis: [SHAWN] Not sure on this one
Climax:
Resolution:

A STORY EVENT is an active change of life value for one or more characters as a result of conflict (one character's desires clash with another's).

A WORKING SCENE contains at least one Story Event. To determine a Scene's Story Event, answer these four questions:

1. What are the characters literally doing?

The Coders continue playing Providence. Catharine loses and is killed. Eventually Jessie outsmarts them and wins. Az attacks Jessie and tries to kill her before they log out of the Severing.

2. What is the essential action of what the characters are doing in this scene?

Jessie is trying to play dumb to distract who opponents from her strategy.

3. What life value has changed for one or more of the characters in the scene?

Jessie moves from being on the brink of death in losing the Severing to winning the Severing to almost being killed by Az.

4. Which life value should I highlight on my Story Grid Spreadsheet?

Death to Life to Death

Inciting Incident: The Coders start playing again after Finn's death.

Progressive Complication: Jessie winks at Az after she wins.

Crisis: Best bad choice. Does Az take the insult or attack Jessie?

Climax: Az attacks Jessie trying to kill her.

Resolution: They log out of the Severing just in time to save Jessie.

A STORY EVENT is an active change of life value for one or more characters as a result of conflict (one character's desires clash with another's).

A WORKING SCENE contains at least one Story Event. To determine a Scene's Story Event, answer these four questions:

1. What are the characters literally doing?

Jessie is meeting with Harry and then Randy before the Threshing starts.

2. What is the essential action of what the characters are doing in this scene?

Randy is trying to get Jessie to agree to kill President Marcus.

3. What life value has changed for one or more of the characters in the scene?

Jessie is forced to let go of her heroic, pure image of her brother and see his motives.

4. Which life value should I highlight on my Story Grid Spreadsheet?

Illusion to Disillusioned.

HOW THE SCENE ABIDES THE FIVE COMMANDMENTS

OF STORYTELLING

Inciting Incident: When Randy comes in to meet with her.

Progressive Complication: When Randy asks her to kill President Marcus.

Crisis: Best bad choice. Does Jessie stay loyal to her brother and do something that she doesn't want to do or does she defy him?

Climax:

Resolution:

NOTES:

We don't see the Climax or the Resolution until after the Threshing is over.

A STORY EVENT is an active change of life value for one or more characters as a result of conflict (one character's desires clash with another's).

A WORKING SCENE contains at least one Story Event. To determine a Scene's Story Event, answer these four questions:

1. What are the characters literally doing?

Jessie, Craig, and Az land in the Threshing and start getting their bearings.

2. What is the essential action of what the characters are doing in this scene?

Jessie is trying to understand the environment they have landed in.

3. What life value has changed for one or more of the characters in the scene?

Jessie starts out curious about her surroundings then gets attacked by the swarm.

4. Which life value should I highlight on my Story Grid Spreadsheet?

Curious to Attacked.

Inciting Incident: Jessie, Craig, and Az arrive in the Threshing.

Progressive Complication: Jessie can't figure out what the approaching shadow is.

Crisis: Irreconcilable goods. Does Jessie keep moving and trying to figure out what is going on or listen to Az and turn back to join them?

Climax: Jessie keeps moving towards the shadow.

Resolution: She is attacked by the swarm.

A STORY EVENT is an active change of life value for one or more characters as a result of conflict (one character's desires clash with another's).

A WORKING SCENE contains at least one Story Event. To determine a Scene's Story Event, answer these four questions:

1. What are the characters literally doing?

Jessie, Craig, and Az are hiding in a building trying to figure out what to do next.

2. What is the essential action of what the characters are doing in this scene?

Jessie is trying to work out a solution to the problem.

3. What life value has changed for one or more of the characters in the scene?

Jessie starts out confused and lost, trying to get her wits about her and think through the problem, but comes up with a potential solution.

4. Which life value should I highlight on my Story Grid Spreadsheet?

Lost to a Plan.

Inciting Incident: Az tells Jessie that have to keep moving soon.

Progressive Complication: Jessie finds one of the Numbered's markings that point the way back to one of their hovels.

Crisis: Best bad choice. Do they stay and risk the swarm catching up to them or leave and got after Jessie's idea?

Climax: They decide to leave.

Resolution: [Next scene] They are moving through the streets following Jessie.

NOTES:

This is an example of Jessie using what she has learned throughout her journey.

A STORY EVENT is an active change of life value for one or more characters as a result of conflict (one character's desires clash with another's).

A WORKING SCENE contains at least one Story Event. To determine a Scene's Story Event, answer these four questions:

1. What are the characters literally doing?

Ernst and Alex are in a stand off after Ernst tried to attack him and kill Jessie.

2. What is the essential action of what the characters are doing in this scene?

Ernst is trying to kill Jessie so he can give his Faction a better chance of winning.

3. What life value has changed for one or more of the characters in the scene?

Ernst is waiting to decide what to do next but strengthens his resolve and decides this is worth dying for.

4. Which life value should I highlight on my Story Grid Spreadsheet?

Waiting to Resolved.

Inciting Incident: Ernst attacks Alex.

Progressive Complication: Ernst realizes that he is not going to make it out alive to a hero's welcome in his Faction.

Crisis: Best bad choice. Does Ernst give up and try to escape or attack Alex again to get to Jessie?

Climax: He decides to finish the job of killing Jessie.

Resolution: [We don't see it in this scene]

A STORY EVENT is an active change of life value for one or more characters as a result of conflict (one character's desires clash with another's).

A WORKING SCENE contains at least one Story Event. To determine a Scene's Story Event, answer these four questions:

1. What are the characters literally doing?

Jessie, Craig, and Az make their way through the city to the Numberd's hovel.

2. What is the essential action of what the characters are doing in this scene?

Jessie is trying to keep them alive and moving.

3. What life value has changed for one or more of the characters in the scene?

Jessie has a better chance of surviving now that she has found the Numbered hovel.

4. Which life value should I highlight on my Story Grid Spreadsheet?

Danger to Reprieve.

HOW THE SCENE ABIDES THE FIVE COMMANDMENTS

OF STORYTELLING

Inciting Incident: Jessie leads them into the city towards the Numbered's hovel.

Progressive Complication: Craig doesn't want to follow them into the hovel.

Crisis: Best bad choice. Does Craig stay up in the heat by himself or follow Jessie and Az down into the Numbered hovel?

Climax: Craig decides to follow them.

Resolution: All three of them enter the hovel.

A STORY EVENT is an active change of life value for one or more characters as a result of conflict (one character's desires clash with another's).

A WORKING SCENE contains at least one Story Event. To determine a Scene's Story Event, answer these four questions:

1. What are the characters literally doing?

Jessie, Craig, and Az go into the hovel, put on the Numberd suits and look for more supplies.

2. What is the essential action of what the characters are doing in this scene?

The three of them are looking for supplies that will give them an edge in the Threshing.

3. What life value has changed for one or more of the characters in the scene?

Jessie goes from feeling safe to almost dying at the hands of the Numbered.

4. Which life value should I highlight on my Story Grid Spreadsheet?

Safe to Death.

Inciting Incident: The three of them enter the hovel.

Progressive Complication: The Numbered man comes out into the hallway and sees them.

Crisis: Best bad choice. Do they stay and wait to see what happens or try to rush past the man and escape?

Climax: Az leads the way and they try to escape from the hovel.

Resolution: Craig is caught by the Numbered and killed while Az and Jessie escape.

A STORY EVENT is an active change of life value for one or more characters as a result of conflict (one character's desires clash with another's).

A WORKING SCENE contains at least one Story Event. To determine a Scene's Story Event, answer these four questions:

1. What are the characters literally doing?

Jessie and Az continue to make their way through the city until they are attacked.

2. What is the essential action of what the characters are doing in this scene?

They both want to keep moving towards their goal.

3. What life value has changed for one or more of the characters in the scene?

They are safe with their suits in heat, but get attacked while they walk out in the open.

4. Which life value should I highlight on my Story Grid Spreadsheet?

Safe to Attacked.

HOW THE SCENE ABIDES THE FIVE COMMANDMENTS

OF STORYTELLING

Inciting Incident: Az and Jessie keep moving through the city.

Progressive Complication: A brick hits Jessie in the face.

Crisis: Best bad choice. Do they stay hidden or try to escape?

Climax: Before they can make a decision, two Coders show up ready to attack them.

Resolution: They realized they have to fight their way out.

A STORY EVENT is an active change of life value for one or more characters as a result of conflict (one character's desires clash with another's).

A WORKING SCENE contains at least one Story Event. To determine a Scene's Story Event, answer these four questions:

1. What are the characters literally doing?

Ernst and Alex are still in a stand off over Jessie's body. Ernst attacks Alex when there is an opening.

2. What is the essential action of what the characters are doing in this scene?

Ernst is looking for a way to get the better of Alex.

3. What life value has changed for one or more of the characters in the scene?

Ernst starts in a bad position but ends up getting the better of Alex.

4. Which life value should I highlight on my Story Grid Spreadsheet?

Standoff to Dominating.

HOW THE SCENE ABIDES THE FIVE COMMANDMENTS

OF STORYTELLING

Inciting Incident: The monitors attached to Jessie start going off.

Progressive Complication: Alex stood up on his good leg to check on Jessie.

Crisis: Best bad choice. Does Ernst keep waiting for a better opportunity to attack or go after Alex now?

Climax: Ernst attacks Alex.

Resolution: He knocks Alex out and regains control of the room.

A STORY EVENT is an active change of life value for one or more characters as a result of conflict (one character's desires clash with another's).

A WORKING SCENE contains at least one Story Event. To determine a Scene's Story Event, answer these four questions:

1. What are the characters literally doing?

- 2. What is the essential action of what the characters are doing in this scene?
- 3. What life value has changed for one or more of the characters in the scene?
- 4. Which life value should I highlight on my Story Grid Spreadsheet?

HOW THE SCENE ABIDES THE FIVE COMMANDMENTS OF STORYTELLING

Inciting Incident:
Progressive Complication:
Crisis:
Climax:
Resolution:
NOTES:

A STORY EVENT is an active change of life value for one or more characters as a result of conflict (one character's desires clash with another's).

A WORKING SCENE contains at least one Story Event. To determine a Scene's Story Event, answer these four questions:

1. What are the characters literally doing?

Az and Jessie are fighting for their lives against the other coders.

2. What is the essential action of what the characters are doing in this scene?

Jessie is coming to terms with what is happening around her.

3. What life value has changed for one or more of the characters in the scene?

Jessie has an internal shift of realizing that what she is fighting for is no different than what the other Faction's Coders are fighting for and comes to terms with dying.

She has an external shift of being on the brink of death to saved by Az.

4. Which life value should I highlight on my Story Grid Spreadsheet?

Brink of Death to Saved.

HOW THE SCENE ABIDES THE FIVE COMMANDMENTS OF STORYTELLING

Inciting Incident: Az attacks the other boy Coder.

Progressive Complication: The girl Coder gets the best of Jessie and starts choking her.

Crisis: Best bad choice. Does Jessie keep fighting a losing battle against an enemy who is no worse than she is or give up and let the girl win?

Climax: Jessie gives up.

Resolution: Az rescues Jessie by killing the girl.

A STORY EVENT is an active change of life value for one or more characters as a result of conflict (one character's desires clash with another's).

A WORKING SCENE contains at least one Story Event. To determine a Scene's Story Event, answer these four questions:

1. What are the characters literally doing?

Ernst is trying to figure out how to kill Jessie.

2. What is the essential action of what the characters are doing in this scene?

Ernst is trying to keep his moral view of himself while killing a little girl.

3. What life value has changed for one or more of the characters in the scene?

Ernst is in the position of power and is about to kill Jessie when Alex takes him out once and for all.

4. Which life value should I highlight on my Story Grid Spreadsheet?

Winning to Lost.

Inciting Incident: Ernst is trying to figure out the best way to kill Jessie.

Progressive Complication: Ernst retrieves the fire extinguisher.

Crisis: Best bad choice. Does Ernst use the fire extinguisher to kill Jessie and deal with the moral consequences or find some other more humane way to end it?

Climax: Ernst lifts the fire extinguisher over his head to bring it down on Jessie.

Resolution: Alex doses Ernst and knocks him out.

A STORY EVENT is an active change of life value for one or more characters as a result of conflict (one character's desires clash with another's).

A WORKING SCENE contains at least one Story Event. To determine a Scene's Story Event, answer these four questions:

1. What are the characters literally doing?

Jessie and Az take a break from walking all day to remove the suits.

2. What is the essential action of what the characters are doing in this scene?

They are trying to figure out the best way to end the Threshing.

3. What life value has changed for one or more of the characters in the scene?

Jessie has realized that Az is with her until the end on this, which makes her feel safe, not from physical danger but from being alone in this struggle.

4. Which life value should I highlight on my Story Grid Spreadsheet?

Alone and Abandoned to Safe

HOW THE SCENE ABIDES THE FIVE COMMANDMENTS OF STORYTELLING

Inciting Incident: Az and Jessie stop for a break.

Progressive Complication: Jessie still hasn't heard from Ernst or had Alex give her drugs for the pain.

Crisis: Best bad choice. Do they keep the suits and prolong the Threshing or leave them behind and try to end this quickly?

Climax: The leave the suits behind.

Resolution: They start walking towards the city center as the sun finishes going down.

A STORY EVENT is an active change of life value for one or more characters as a result of conflict (one character's desires clash with another's).

A WORKING SCENE contains at least one Story Event. To determine a Scene's Story Event, answer these four questions:

1. What are the characters literally doing?

Az and Jessie make a final run for the tower at the center of the city.

2. What is the essential action of what the characters are doing in this scene?

Jessie just wants this to end one way or another.

3. What life value has changed for one or more of the characters in the scene?

Jessie moves from almost dying at the hands of her attackers to being the sole survivor of the Threshing.

4. Which life value should I highlight on my Story Grid Spreadsheet?

Death to Life.

Inciting Incident: Az and Jessie start moving towards the tower.

Progressive Complication: Az jumps the remaining boy Coder.

Crisis: Best bad choice. Does Jessie stay and help Az or try to make it to the tower first?

Climax: Jessie turns and starts going to the tower.

Resolution: She is the last one to make it to the top of the tower and win the Threshing.

A STORY EVENT is an active change of life value for one or more characters as a result of conflict (one character's desires clash with another's).

A WORKING SCENE contains at least one Story Event. To determine a Scene's Story Event, answer these four questions:

1. What are the characters literally doing?

President Marcus has a final meeting with Jessie inside the grid.

2. What is the essential action of what the characters are doing in this scene?

Marcus is trying to get Jessie to understand why she must die.

3. What life value has changed for one or more of the characters in the scene?

Jessie goes from surviving the Threshing to being killed by President Marcus.

4. Which life value should I highlight on my Story Grid Spreadsheet?

Life to Death.

HOW THE SCENE ABIDES THE FIVE COMMANDMENTS OF STORYTELLING

Inciting Incident: Jessie wins the Threshing.

Progressive Complication: President Marcus makes it clear that he is going to kill both her and Randy.

Crisis: Best bad choice. Does Jessie fight back against Marcus or give in to the inevitable.

Climax: She tries to fight.

Resolution: She makes no real progress and President Marcus kills her.

A STORY EVENT is an active change of life value for one or more characters as a result of conflict (one character's desires clash with another's).

A WORKING SCENE contains at least one Story Event. To determine a Scene's Story Event, answer these four questions:

1. What are the characters literally doing?

Marcus is in his throne room ready to address the Faction. He brings in Randy, Harry, and Alex so he can sentence them.

2. What is the essential action of what the characters are doing in this scene?

Marcus is reestablishing his control over the Faction.

3. What life value has changed for one or more of the characters in the scene?

Marcus is scared and unsure based on what happened with the Threshing. He is still scared of Randy but strengthens his resolve.

4. Which life value should I highlight on my Story Grid Spreadsheet?

Scared to Resolved.

HOW THE SCENE ABIDES THE FIVE COMMANDMENTS OF STORYTELLING

Inciting Incident: President Marcus brings everyone into his throne room.

Progressive Complication: Randy eludes to there still being more to his conspiracy.

Crisis: Best bad choice. Does President Marcus keep Randy alive or end it by executing him?

Climax: He sends Randy to be executed.

Resolution: He readies to address the Faction.

A STORY EVENT is an active change of life value for one or more characters as a result of conflict (one character's desires clash with another's).

A WORKING SCENE contains at least one Story Event. To determine a Scene's Story Event, answer these four questions:

1. What are the characters literally doing?

Eighty-three wakes Jessie up and has a talk with her about what is next.

2. What is the essential action of what the characters are doing in this scene?

Eighty-three is trying to get Jessie to see her true power.

3. What life value has changed for one or more of the characters in the scene?

Jessie accepts that it is her responsibility to actually change things.

4. Which life value should I highlight on my Story Grid Spreadsheet?

Denial to Acceptance.

Inciting Incident: Eighty-three wakes Jessie up.

Progressive Complication: Eighty-three helps Jessie see the truth about Randy.

Crisis: Best bad choice. Will Jessie do what Randy asked her to do or fine a better path?

Climax: Jessie decides to step behind the grid.

Resolution: [Next scene] The grid is shut down.

A STORY EVENT is an active change of life value for one or more characters as a result of conflict (one character's desires clash with another's).

A WORKING SCENE contains at least one Story Event. To determine a Scene's Story Event, answer these four questions:

1. What are the characters literally doing?

Marcus is stuck in the throne room trying to figure out why the grid has shut down. Jessie comes in with Faction guards and has him arrested.

2. What is the essential action of what the characters are doing in this scene?

Jessie is establishing her rule of the Faction.

3. What life value has changed for one or more of the characters in the scene?

Jessie has taken over as Faction president.

4. Which life value should I highlight on my Story Grid Spreadsheet?

Killed to In Control.

Inciting Incident: The grid completely loses power.

Progressive Complication: Jessie enters with her own detail of guards.

Crisis: Irreconcilable goods. Do the guards obey Jessie and risk the anger of the existing president or accept her as the new ruler?

Climax: They accept Jessie as the new president.

Resolution: They arrest Marcus.

A STORY EVENT is an active change of life value for one or more characters as a result of conflict (one character's desires clash with another's).

A WORKING SCENE contains at least one Story Event. To determine a Scene's Story Event, answer these four questions:

1. What are the characters literally doing?

Jessie arrives back in New York City with her contingent and meets with Eighty-three.

2. What is the essential action of what the characters are doing in this scene?

Jessie is assessing the impact of her destroying the grid.

3. What life value has changed for one or more of the characters in the scene?

Jessie has become completely overwhelmed by her new position.

4. Which life value should I highlight on my Story Grid Spreadsheet?

Control to Overwhelmed.

Inciting Incident: Jessie lands in New York City.

Progressive Complication: Eighty-three outlines all of the problems currently facing the Faction.

Crisis: Best bad choice. What is Jessie going to do next?

Climax: She doesn't know.

Resolution: