

CHOOSE YOUR OWN ADVENTURE®

Writer's Handbook

E-mail Advice from R. A. Montgomery

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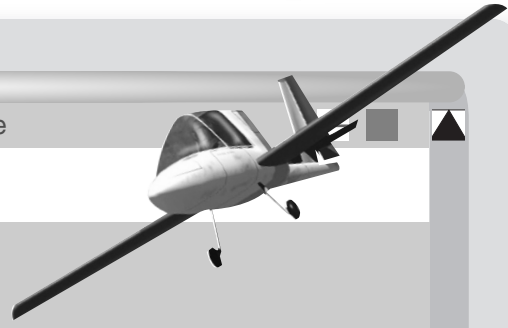
CHOOSE YOUR OWN ADVENTURE®

Reply Reply All Forward Print Delete

From: R. A. Montgomery

To: Student Adventure Writers

Subject: Being a Writer



Welcome to the world of adventure!!! The great thing about being a writer is that it's truly your own adventure. Let me tell you why—and how.

I've been writing for years, ever since grade school. It's hard, it's easy, and it's fun. How could it be all three things at once?

It's hard because when you stare at a blank sheet of paper or a blank computer screen, your first thought is, "What do I do now?" It's lonely and scary. Opportunity, chance, success, and failure are all there in that moment when you decide to write.

Writing is easy, though, if you just . . . jump right in! YOU are creating your own world and rules don't count. Do it your way. Your story characters are your friends, the class clown at school, your favorite teacher, your family, a neighbor. Anyone will do.

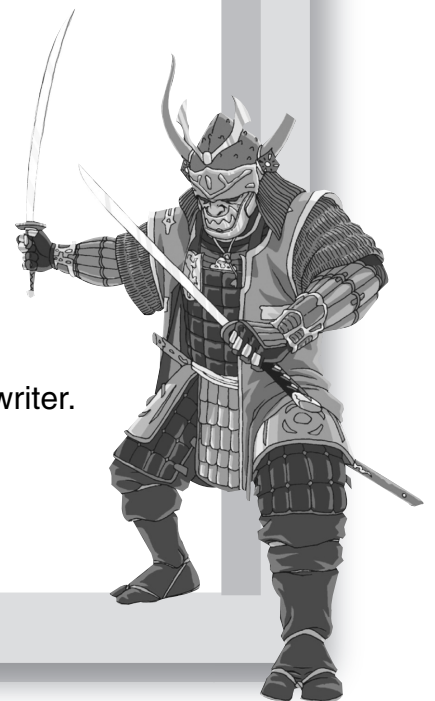
Lots of kids write to me and ask me where I get my stories. That's easy, too. Your life is a story. Tell it like it is. Write about how your dog or cat got lost and was found. Or imagine what could be. Tell that. Create a special world of monsters and heroes. Name them, describe them, put them in a battle between good and evil.

Most importantly, writing is fun. Enjoy it. The earliest people didn't write. They didn't have an alphabet or paper or pens or computers. They told stories to one another—stories about themselves, about their people, about their past, about life and death, about their hopes and fears. These are the stories we are all still telling, but now we're putting them down on paper.

In this handbook, I'll be helping YOU tell your stories—with advice, examples, and activities that will help you develop your skills as a writer.

Good luck!

R. A.



STORY IDEAS

Reply

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From: R. A. Montgomery

To: Student Adventure Writers

Subject: Getting Story Ideas

Everything is a story; and everyone has a story. Write about what interests you. If it's flying, there are great adventures to be had in a plane. If you like mysterious places like haunted castles, dark jungles, or forgotten cities, explore them in your story. Inter-galactic space is wide open—and dangerous. The sea, the mountains, and your own family offer great possibilities for adventure. Here are some of my story ideas:

- You are a poor worker in ancient Egypt being forced to build a pyramid for a tyrannical pharaoh. There are hundreds of workers like you, living in work camps and divided into feuding groups. You and your cousin are trying to unite the groups to stage a revolt against the pharaoh.
- You are a detective working with the CIA, assigned to investigate computer hackers who have developed a technique for stealing a few pennies from individual bank accounts all over the world. They have stolen some two billion dollars so far! You are on the trail of the ringleader, who moves around Europe using anonymous Internet cafes and multiple e-mail addresses.
- You are a member of the Hopi people, living in the ancient pueblo in Taos, New Mexico in early 1902. Your younger sister and brother were last seen headed up a steep mountain trail. That was eleven days ago. You have been chosen to find your siblings. Where should you start?

Remember, have fun!

Best,

R. A.



You Try It

Follow R. A.'s advice. Think of topics that interest you. They could be adventures that you would like to be part of or something you know others would like to read about. Maybe some ideas occurred to you as you were reading a *Choose Your Own Adventure*® book. Choose a few of your ideas. Describe each idea in one or two sentences.

1. _____

2. _____

3. _____

Pick one of your story ideas and expand it, like R. A. did in his examples on page 4. Write a paragraph that tells what happens as the story unfolds.



Your other ideas might make good stories, too. Choose the ideas that you like best and write them in your Idea File on page 30. You can add to this list as more ideas occur to you!

SETTING

Reply Reply All Forward Print Delete

From: R. A. Montgomery

To: Student Adventure Writers

Subject: Selecting a Setting

What is a setting? It's where and when your adventure takes place: The time period. The location. The details about time and place.

For example, I set my story *Space and Beyond* in deep space. I put YOU, the reader, on a spaceship traveling between galaxies. The time setting was the present, but I could have set you down in the past. Or in the future. Once I had my place and time, I started filling in the details . . . about the spacecraft, the galaxies, and the various sights that you would see.

I set *Journey Under the Sea* . . . well, you can tell where from the title. Simple. Again, the time frame was the present. But I could have changed it to the past or the future.

What about YOUR stories? Where are you going to go? You could choose a beach, a mall, a jungle, a boat on the high seas, or your own living room. Consider the court of King Arthur . . . Where was it? When was it? What did it look like? feel like?

The setting is the spice, the flavor, the added excitement to your story. Or think of it this way: the setting is like the toppings on a pizza!!!

Regards,

R. A.



You Try It

Think about what R. A. said, and imagine some “spicy” places you could go in an adventure story. When you think of a place, also think of when you’d like to visit it—in the present, at a time in the past, or at a time in the future. List your ideas for settings in the chart below.

Settings	
Place	Time

Pick a setting and expand on it. Keep in mind what R. A. said about filling in details. Put yourself in your setting and describe what you see!



Don't just forget about these great settings. Jot them down in your Idea File on page 31. Add to this file as you dream up other cool settings.

CHARACTERS

Reply Reply All Forward Print Delete

From: R. A. Montgomery

To: Student Adventure Writers

Subject: Assembling a Cast of Characters

Characters. They're everywhere you look. Take your classroom: There's the shy kid, the brain, the geek, the class clown. There's the athlete, the pest, the daydreamer, the always-late-but-I-have-an-excuse guy. People come in all kinds of variations and combinations: the friendly, the mean, the generous, the selfish, the interesting, the boring, the confident, the shy, the brave, the frightened.

One of my favorite characters is the kid who can chew bubble gum and eat a cheeseburger at the same time. Now there's a real talent.

So how do you develop a cast of characters for a story? First, an adventure needs a protagonist, a hero. This is the driver of the story who saves the plane from going down, who stops the robbers from escaping, who fights for the poor or the weak.

Next, the hero needs a worthy antagonist, a villain, a character who represents evil or greed or betrayal. In my book *War with the Evil Power Master*, YOU and your team struggle against the Evil Power Master who takes great delight in destroying civilizations.

Once you have your protagonist and antagonist, you have the main characters in your story. Now you need some supporting characters to keep your story moving. Flppto and Rendoxoll are two important supporting characters in *War with the Evil Power Master*.

I like to get to know all the characters I create and bring together. They seem real to me. I hope they seem real to you.

Have fun with the characters you bring together in your story!

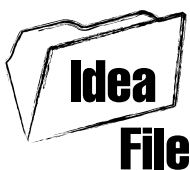
R. A.

You Try It

Notice how R. A. briefly describes certain character “types” in the first paragraph of his e-mail. Use the chart below to briefly describe some heroes and villains you could put in an adventure story. For example, you might think of a character named Kumiko, a Japanese woman who is a brave ninja warrior. Or Lobo, half-man and half-wolf, who wants to destroy all humans. (Hmmm, which one is the villain? the hero?)

Some Heroic Heroes	Some Villainous Villains

Now pick a hero and a villain. Imagine what might happen when these two characters meet. Write a paragraph below that tells what happens.



Make note of these characters in your Idea File on page 32. Be sure to include other interesting characters you come across!

PLOT

Reply Reply All Forward Print Delete

From: R. A. Montgomery

To: Student Adventure Writers

Subject: Developing a Plot Line

I have a friend who talks a lot. I keep asking him, "What's the point?" He keeps rambling on. He has no plot and no story. Pretty boring.

So what exactly is a plot? I see it this way:

- First, decide on the general direction of your story. A strong story can be summed up in just a few sentences. For example, in *Mystery of the Maya*, YOU, the main character, go to Mexico to search for your best friend, who is missing. The search leads you into the world of the Mayan people, both past and present. Sometimes it is very dangerous, often it is mysterious. That's the general idea of the story, the framework . . . its skeleton, if you like.
- Next, attach details, specific adventures, and mysteries to this skeleton. The plot fills out, the story takes shape. In *Mystery of the Maya*, I introduced the idea of a time-travel potion so that I could bring in adventures that take place way back when the Mayan civilization was flourishing.
- And don't forget the ending. Tie it up! Bring it home! In my stories, of course, there are several plot lines with different endings. In *Mystery of the Maya*, one story line ends with your kidnapping. In another, you are left to die but are rescued by a snake-god. In yet another, you become the new king of the Toltecs.

Develop a plot line that your readers will follow with interest and excitement. You don't want to be like my boring friend!

Best wishes,

R. A.

You Try It

Do what R. A. did in his e-mail—describe a plot for an adventure story in just a few sentences. If you like, think of a variation on a plot in a *Choose Your Own Adventure*® book that you have read.

Now use this “skeleton” plot summary to develop a full-blown plot—with a beginning, middle, and end. Write the events in the plot below.

Beginning Event (what starts things off): _____

Middle Events (what actually happens): _____

Ending Event (how you wrap it all up): _____

STORY OPENINGS

Reply Reply All Forward Print Delete

From: R. A. Montgomery

To: Student Adventure Writers

Subject: Starting Off with a Bang—Story Openings

Set the hook! That's the business of a really great story opening. Grab your readers' attention by surprising them.

Here are some sample openings in *Choose Your Own Adventure*® books:

- “Good evening. Tonight we bring you a special report from our news team on the mounting crisis. Interviews with leaders around the world, from Paris, Cairo, Beijing, Moscow, and Washington, confirm that no answer has been found to the sudden loss of oil in every oil field in the world.” (*Trouble on Planet Earth*)
- “It is night. You are standing on the flat top of a stone pyramid. Men dressed in long green robes crowd around you. They chant and sing in a language you don't understand. You look into the misty light for your friend Tom. Suddenly, you see him—struggling for his life. He is strapped to an altar, his arms and legs tied down.” (*Mystery of the Maya*)
- “Thunder crashes and lightning splits the sky above you with such force it seems the sky will shatter. You run for cover. Rain pours down in sheets, pounding you like a fist. The storm seems to want to destroy everything beneath it.” (*Secret of the Ninja*)

Once you've caught your readers' attention, keep drawing them in. In all my *Choose Your Own Adventure*® books, I wanted the story leading up to the first choice—that point where the reader first chooses which path to take—to be compelling.

Read the opening pages in a few of my books and see if I did a good job setting the hook. If I didn't, think like a writer and imagine how you would fix it.

R. A.

You Try It

Look at the plot you came up with on page 11 or at any story ideas you have listed on page 30. Pick one that interests you. Think about how you could “set the hook” in the very first sentence of the story. Write some opening sentences below.

1. _____

2. _____

3. _____

4. _____

Which story opening above do you think will do the best job of grabbing a reader’s attention? Use it to write an opening paragraph for an adventure story.

STORY DETAILS

Reply Reply All Forward Print Delete

From: R. A. Montgomery

To: Student Adventure Writers

Subject: Keeping It Interesting—Story Details

Details bring a story to life. You can use your imagination to make up details. But you can also use real facts—places, people, and events. Both ways work.

Here are some examples from my adventure books:

- *Details about a character:* “The giant man chants in a deep rumble and the people all bow down before him. His head is wreathed in owl feathers. He is wearing a necklace of alligator teeth. His chest and legs are streaked with red. He carries a large stick with the head of a monkey impaled on the end.” (*Lost on the Amazon*, page 37)
- *Details about a place:* “They are simple, lovely houses. On the small porches men, women, and children sit drinking tea. Chickens scratch at tufts of grass. High above, black birds with wingspans of nearly three meters soar on the rising air currents. At one end of the village are several thin poles with long, narrow prayer flags snaking in the light wind.” (*The Abominable Snowman*, page 68)
- *Details that create a mood:* “A faint buzzing comes from somewhere in the room. ‘Ah, I see we have yet another visitor,’ says the woman. Her face lights up, with a kind of ecstasy. ‘Come . . . come to my plants, little fly.’ You begin to notice a sweet smell—almost sickeningly sweet—that you hadn’t noticed before. It is coming from the plants. The fly circles around and lands on one. Suddenly, the fringed leaves snap shut and trap the fly inside.” (*House of Danger*, pages 21–22)

They say, “The devil is in the details.” Not true. Details are a writer’s friends because they can bring out the best in your writing. So learn to observe what’s happening around you. Think like a detective!

R. A.



You Try It

Think of an important event in your life. It should be something you remember really well. In the chart below, list some details about the event. Use as many descriptive words as you can think of.

Details about the place	
Details about the people	
Details about the mood Was it exciting? peaceful? funny? scary?	

Use these details to write a paragraph that describes the event. Try to help your readers see the place and the people. Help them experience the same mood that you felt at the time.

CHARACTERIZATION

Reply Reply All Forward Print Delete

From: R. A. Montgomery

To: Student Adventure Writers

Subject: Bringing Your Characters to Life—Characterization

Bringing a character to life is one of the most exciting things about writing. Characters take on a life of their own and drive the story into exciting twists that you, the writer, never imagined. So how do you develop characters?

Give them interesting names. Describe them: what they look like, how they sound, how they move, what they eat, what they like and dislike.

Here are some characters I've gotten to know in my stories—along with the methods I've used to help readers get to know these characters.

- *General description:* “The spokesperson for the Congress is Tara, an old woman from one of the first space colonies established by Earthlings. She is respected for her firmness, wisdom, judgment, and patience.” (*War with the Evil Power Master*, page 10)
- *Physical description:* “Long, narrow fingers grasp the gold pen tightly. They are a bloodless white. What is creepier still is that they have no nails!” (*The Lost Jewels of Nafouti*, page 5)
- *Character's words:* “ ‘Stop, or I will have you demoted—you heap of protoplasm, you low-level air-breather!’ Rendoxoll threatens between bleeps. You know this must be trouble. Rendoxoll only says things like that when it's really annoyed.” (*Prisoner of the Ant People*, pages 8 and 11)
- *Character's actions:* “The Martian's usual self-control is replaced by anger. He crumples the paper in his fist.” (*War with the Evil Power Master*, page 2)

You learn a lot looking at life through someone else's eyes. Try it!

R. A.



You Try It

Try doing what R. A. suggests. Briefly describe three characters you might put in an adventure story by filling in the chart below.

	Character 1	Character 2	Character 3
Name			
Physical feature			
Personality trait			
Favorite activity			
Least favorite activity			

Imagine you are writing an adventure that takes place on a space station. Have one of these characters arrive at the station and enter the lounge where the crew is relaxing after dinner. Describe how your character looks and acts as she or he steps into the room. Use some of R. A.'s methods.



Would you like to write about any of the characters you listed here? Then make note of them in your Idea File on page 32. Be sure to include other interesting characters you come across!

DIALOGUE

Reply Reply All Forward Print Delete

From: R. A. Montgomery

To: Student Adventure Writers

Subject: Dreaming Up Dialogue

“Hey, dude, I’m tellin’ you . . . dialogue is where it’s at!”

This is true. Dialogue gives a story its punch and its sense of being real. Instead of you, the writer, just telling the reader what happens, the characters pick up the story and carry it along. Let’s face it, a page without dialogue can be boring.

So, how do you make up good dialogue? Simple. Listen to your friends talk. To your family. To your neighbors. (I mean, don’t eavesdrop. These should be public conversations!) Write it down. Change it wherever you wish to fit in with your story. But keep the energy going back and forth. It’s sort of like the characters are playing catch or tennis, but with words instead of a ball. Back and forth, back and forth.

Here’s an example from *Escape* (page 40):

“Hey, where’s Haven?” You look around. Mimla and Matt shake their heads.

“We can’t leave him,” you say.

Matt looks disgusted. “Don’t bother looking for him. We can’t waste time. He’ll have to fend for himself. Let’s go.”

But you stay. Haven is a member of your team.

You can do a lot with dialogue. After all, life is kind of like one big conversation, even if sometimes it’s just going on in your head.

R. A.



You Try It

Think of two interesting characters. They could be two real people you know, two characters from a *Choose Your Own Adventure*® book, or two characters from your list on page 32. Briefly describe them below.

Character 1: _____

Character 2: _____

Think of a scene involving these two characters. Describe it below.

Now come up with what these two characters say to one another. Remember to help your reader know who is speaking—and how that character sounds!

STORY ENDINGS

Reply Reply All Forward Print Delete

From: R. A. Montgomery

To: Student Adventure Writers

Subject: Tying It All Together—Story Endings

You thought up an idea for your story. You got it rolling. Now comes the hard part, but it can also be fun: Bringing it home. Tying it up. Ending the story.

There are three general ways to end a story:

1. Pretend that you are the hero and end it the way you wish it would come out, with everything resolved for the best. This is the happy ending.
2. End it the worst possible way it could turn out. Everything goes wrong. This is the nightmare ending.
3. End it with things left hanging. This is the “frustration” ending. It leads to another story.

Each *Choose Your Own Adventure*® book has many different endings. Here are some of them. I’m sure you can classify them as 1, 2, or 3!

- “With a speed unknown to you, one of the crafts disappears. The other two converge on you. ‘Help! Help, someone—anyone! They’re going to get—’ Those are the last words you ever say.” (*Beyond Escape!*, page 108)
- “It is several days before another helicopter finds you and makes a rescue. Tired, somewhat disappointed, you vow to continue your search for life forms in the remote regions of our planet.” (*The Abominable Snowman*, page 73)
- “The Audi performs perfectly on the last leg. Your driving is superb, and you pull in at the finish to the cheering of the crowd. Congratulations!” (*Race Forever*, page 46)

R. A.

You Try It

R. A. has an activity for you: Pick a *Choose Your Own Adventure*[®] book and look at different endings. Decide which endings you like and which you don't like. Describe a few of the endings in the chart below.

Book Title: _____

Endings That You Like	Endings That You Don't Like

Classify each ending as 1 (happy), 2 (nightmare), or 3 (frustration). Write the number next to each description. Look at the numbers in each column. Is there a pattern? What kind of ending do you tend to like? dislike?

Pick one of the endings you don't like. Rewrite it below.

REVISING

Reply Reply All Forward Print Delete

From: R. A. Montgomery

To: Student Adventure Writers

Subject: Revising

Revising a story has never been my favorite thing to do. But it often has to be done to make the story work. Here's how I do it:

After I finish writing a story, I leave it alone for a while—maybe for a day or an hour. Or maybe even just for fifteen minutes. Then I pick it up and read, pretending that I have never seen it before. If I like it, good. How can I make it better? I can take things out. I can add things. I can change the opening and the ending. If I don't like it, I can crumple it up and throw it away. I can start all over again.

Ask yourself, "What is my story about? What is its message? Is it about good overcoming evil? Do two friends finally understand each other?" Now ask yourself, "Is my message clear to a reader? Am I getting across the points I want to get across?" Remember: action, dialogue, details, descriptions—these are your tools. Use them well, and your story will work.

For example, in *The Abominable Snowman*, I had an exciting point where YOU, the reader, finally see the mysterious Yeti. I first wrote this: *What a creature! It's really a Yeti! It heads right for you, making awful sounds.* I realized that I needed to give the reader more details—what the *Yeti* looked like, what it sounded like. Read below to see what I added.

What a creature! It's really a *Yeti!* It has a huge, hairy body, a giant head, enormous feet. It is frightened by the strobe, and it spots you. It heads right for you, making awful sounds—half growl, half gurgle.

Most good tales can stand a little revision.

R. A.

You Try It

Take R. A.'s advice. Think of a scene and how you could change it. It could be a scene from a favorite book, including a *Choose Your Own Adventure*® book, or a scene from a story of your own. Then think about what isn't working for you in the scene. Read the list below for some ideas. In the chart, describe the scene and what isn't working for you.

- It's missing some important details.
- The dialogue is flat or unconvincing.
- It's unclear what is happening or how the reader is meant to react.
- The author has said too much—used more words than necessary.
- It's setting the wrong mood.
- There's some inaccurate information.

Title of the Story	
Description of the Scene	
What Isn't Working for You	

Think about how to revise the scene so that it works better for you. Write your revision below.

POLISHING

Reply Reply All Forward Print Delete

From: R. A. Montgomery

To: Student Adventure Writers

Subject: Putting on the Finishing Touches—Polishing

I overwrite. By that I mean that I put in too much detail, create too many characters. But when I do the finishing touches, I can take the overwriting out.

Here's an example of overwriting:

The cool fragrant night air of Turtalia washes over you as you strain to hear a sound, any sound. All at once, you hear a harsh burst of gunfire. Bullets fly everywhere. You look over and see that your plane is all right. But wait ... bullets begin to slam into it. You think about the gas tank. The whole plane would blow if the tank were hit. Just then there's a muffled whump as the tank explodes. The bullets have transformed your plane into an ugly, black tangle of metal and plastic.

Now read below to see how I polished this paragraph:

Gunfire fills the air. You look toward your plane just in time to see a barrage of bullets slam into it. There's a muffled whump as the gas tank explodes. In minutes your plane becomes a twisted, ugly, black tangle of metal and melted plastic. (*Beyond Escape!* page 34)

When you are reading through your story, ask yourself, "Is my story exciting? Do I like it?" This last question is the most important. After all, it's your story!

At this stage, it's time to come up with a catchy title, one that makes your reader want to jump right into your story.

Let me leave you with these words: Everyone has something to say. Be proud of yourself. What you think and what you say is valuable. You really can be a writer or an artist or a filmmaker. Just try it!

R. A.

You Try It

You have been working with advice from R. A. to improve your writing. Now pull it all together to come up with your own advice letter to student adventure writers.

Or to put it in the language of *Choose Your Own Adventure*[®]: YOU are a famous writer of adventure stories. Kids often write to you for advice about their writing. You decide to write an e-mail to your fans. What do you say? Write your advice below.

Reply Reply All Forward Print Delete

From: _____

To: Student Adventure Writers

Subject: _____

ASK R. A.

Reply Reply All Forward Print Delete

From: R. A. Montgomery

To: Student Adventure Writers

Subject: Questions from Readers

I get a lot of mail. Sometimes letter writers ask for advice about their own writing. Sometimes they ask questions about the *Choose Your Own Adventure*® books they have read. Sometimes they ask me about myself. Below are some readers' questions and my responses.

Q: *How do you come up with those fantastic names for your characters? Like Mimla, Flppto, and Zondo—where did those names come from?*

A: Mimla was the name of an 8-year-old girl I met in a small village in Nepal. She was a guide for the temple of Ganesh, the elephant god. Flppto and Zondo just came out of the blue!!!! Great names for people and places can be found in books and articles. Or you can just make them up by combining vowels and consonants in a grab-bag approach. Try it—it's fun!

Q: *Which Choose Your Own Adventure® book is your favorite? Why?*

A: My favorite is *The Abominable Snowman*. I've always loved mountains, and the Himalaya of Nepal, Mt. Everest's home, is my favorite mountain region.

Q: *Some of your characters show up in more than one story—like Rendoxoll and the Evil Power Master. What makes you want to use the same character again?*

A: Why not use them over again if you like them? They have lots more to do and say. They become old and trusted friends—or enemies!

Q: *What made you come up with the idea for the Choose Your Own Adventure® series—having the reader be the main character and then having all those choices and endings?*

A: I felt that the *Choose Your Own Adventure*® books are like life: Many choices present themselves to you in life. It's up to you to decide which

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choices or decisions to make. The *Choose Your Own Adventure*® books let you try out different approaches. It's like playing a game.

Q: How do you keep track of all the stories you've got going on in each book? Don't you get confused?

A: Yes, I do get confused! But I begin by laying out a map or chart of the branches I plan to take. Then I write and follow one whole branch until I get to an end point. I reread what I have done and start the next branch. I keep going until I have all the branches done.

Q: How long does it take you to write one of your books?

A: It varies with the subject of the book. I like to read and research each subject—like Atlantis in *Journey Under the Sea* and the Amazon in *Lost on the Amazon*. The research can take a few weeks or months, depending on how much I already know. I knew very little about the Mayan culture when I started writing *Mystery of the Maya*, so I needed about two months just to read up on the Maya. Then the writing took about six weeks, five hours a day.

Q: What other kinds of books do you write?

A: I recently finished the first draft of a 540-page adventure book about modern-day China that isn't in the *Choose Your Own Adventure*® format. It's a standard book form—so there is no YOU character and no decisions for the reader to make. It took two years of researching and writing. Now I have to rewrite about one-fourth of it!

Q: What kinds of stories do YOU like to read?

A: Anything and everything! You can learn so much from people and their stories.

Q: What's the funniest question a kid ever asked you?

A: "Do you have a bodyguard?" And the answer is NO!



Turn to the next page to write your own questions for R. A.!

ASK R. A.

Below, write some questions YOU would like to ask R. A. Montgomery. Then go online at CYOA.com. You'll find games and other fun stuff—and a way to write to R. A. Ask him your questions.



Idea File

BEWARE and WARNING!

This section is different from other sections.

I and I ALONE am in charge of what happens in this section.

These are MY ideas for stories, characters, and settings. I used all of my wits and much of my exceptional intelligence to come up with these ideas. The wrong decision could end up in a story that is a disaster. But I won't despair. At any time, I can go back and make another choice, alter the story that I am writing, and change its result.

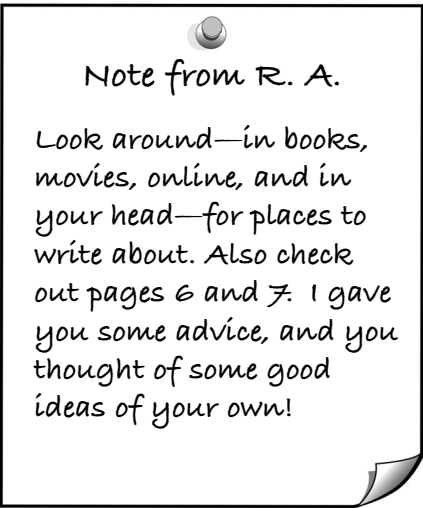
Who knows what great adventures lay ahead?

Signed: _____

Idea File

Cool Settings

Write your ideas for story settings below.



Idea File

Interesting Characters

Note from R. A.

Keep observing people to come up with ideas for characters. Also check out pages 8-9 and 16-17. I gave you some advice, and you had some good ideas of your own!

List any interesting characters you think of here.
