

## Chase

Time to get moving! When someone is **chasing** someone else.

## Mystery

Clues are found, but it's not clear what they mean yet. **Mystery** is a P!=NP situation where it's obvious after the fact.

## Mistake

In which we realize that someone's made a **mistake**. A big mistake!

## Fight

Fight fight fight! Interpret it how you'd like.

## Dead End

You can't win unless you lose first. No ecstasy without agony. What's the point of a story where the heroes never reach a **dead end**?

## Suspense

Often confused with surprise, **suspense** is when you know something is going to happen, but not how it will go down and what will happen then.

## Shootout

Who doesn't like a good shooty-shooty bit? In America, a **shootout** is like saying hello.

## Flashback

A scene taking place before the main action, that turns out to be quite relevant. Show don't tell--even though we're telling everything. Have a **flashback**.

## Bit of Comedy With a Dog

It was good enough for Shakespeare, throwing in a **bit of comedy with a dog**, and it's good enough for you.

## Double Cross

No one likes a **double crosser**, except whoever they double cross to the benefit of.

## Personal History

Someone's past comes back to haunt us when our plot stumbles into a bit of **personal history**.

## Famous Monument

Did you know you can see the Eiffel Tower from every window in Paris? And that someone's strangled on it 50x a day? That's because it's a famous monument.

## Storm

There's a **storm** a' blowing! Get ready for bad weather.

## Consult an Expert

There's always someone who knows something about something. **Consult an expert**.

## Hide

Don't let someone or other find us! **Hide!**

## Historical Figure

How many people from the 1930s can you name? Well, better pull up Wikipedia, because we're going to run into a **historical figure**.