

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**.

Vehicle Chase

Time to get moving! This time it's a **vehicle chase**. Cars! Planes! Trains! Automobiles! Wait, I did that one.

Explosion

Blow something up! Adventure stories and Mythbusters episode are nothing without an **explosion**.

+Character

Add any **character** from the deck.

Wacky Chase

Time to get moving! And this time it's a **wacky chase**, because somehow it's funny. You know you want to.

Bandits

There's always a little gang of someone getting together and robbing people someplace. Sometimes **bandits** can be useful. Usually quite the opposite.

Heist

It's not just nicking a dirty magazine. A **heist** involves planning, and it still never goes according to plan. Whose heist? For what? Why? You'll find out.

Romance

Someone has or does take a **romantic** liking to someone else, with relevance to our plot.

Fine China

Make **fine china** relevant to your chapter, and things are guaranteed to get brittle.