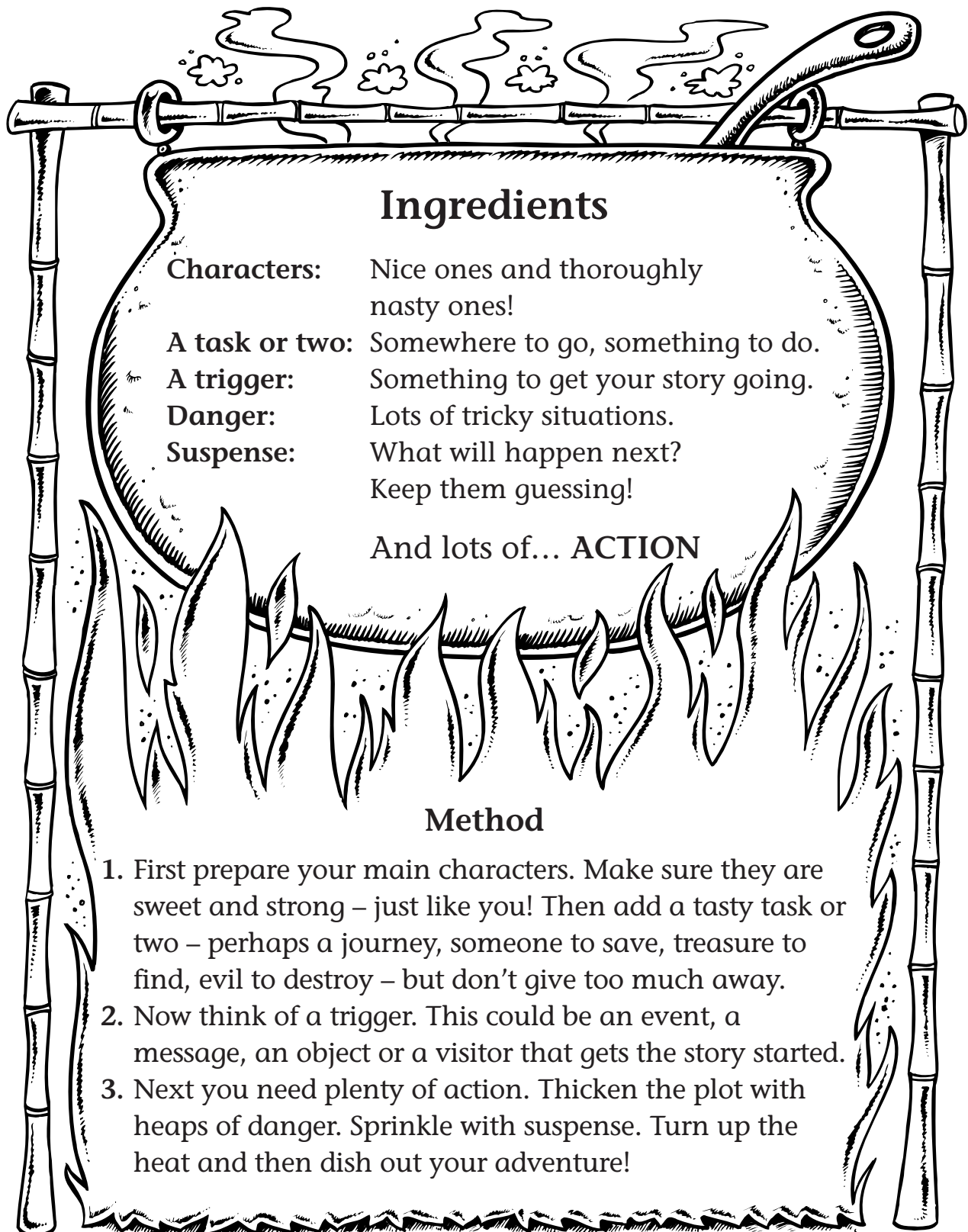


Section 1: Using good examples

Adventure soup

serves many readers – ideal for entertaining



Ingredients

- Characters:** Nice ones and thoroughly nasty ones!
- A task or two:** Somewhere to go, something to do.
- A trigger:** Something to get your story going.
- Danger:** Lots of tricky situations.
- Suspense:** What will happen next?
Keep them guessing!

And lots of... **ACTION**

Method

1. First prepare your main characters. Make sure they are sweet and strong – just like you! Then add a tasty task or two – perhaps a journey, someone to save, treasure to find, evil to destroy – but don't give too much away.
2. Now think of a trigger. This could be an event, a message, an object or a visitor that gets the story started.
3. Next you need plenty of action. Thicken the plot with heaps of danger. Sprinkle with suspense. Turn up the heat and then dish out your adventure!

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