

tricky situation?



**RIISING ACTION - Context**  
What is the background? what does the audience need to know so they can understand; what are the different perspectives on the issue?

The trickster has a globe (or some item for team choice element) and look for people to get transported to his dimension. It wants to do this because he needs to fix the broken clock in which the trickster created.

**RIISING ACTION - Scope**  
Is this a single incident, a local trend, a national issue? how does this affect the audience? why is it important?

The trickster finds the students and transports them into it's dimension of the broken clock.

**CLIMAX**  
What is conflict/tension/debate that surrounds this story?

The students notice the only way to escape is to fix the broken clock (which could secretly be what the trickster wanted)

**FALLING ACTION**

What is the reaction to this debate? What direction is the conversation surrounding the debate moving in?

This is what makes it interesting

To fix the clock the students face different challenges (riddles, costume transformation, etc.)

**IMPACT**

What have been the consequences/results? Why should the audience care?

They fix the clock and are transported back to their desks.

(The trickster now has a working clock and can time travel! Mwah-ha)

**EXPOSITION**  
Introduce what's happened or is happening; "hook" the audience's interest

A few students are sitting in class.

cut to trickster (definition)

Setting: Clock

■ = potential side plots

■ = Other ideas that can be incorporate from other aspects of the whole challenge

other point → Even though a clock is the storyline setting that can be changed

Rising action:

possible chance for illusion

A wind starts to form. Suddenly it's hard to hold onto the map and it flies away. They think they can follow the coloured markers but those fly away too.

Rising action - 2:

This wind wasn't just weather. It was the start of the trickster's schemes.

The trickster lays down different colour markers, which the tourist follow. They now arrive at a temple, in which the trickster created. They just want to leave and in one of the challenges they enter the temple (the temple has a bunch of challenges within it Brainstorm)

Love? possible illusion in scene

The tricky situation isn't w/ the trickster

Since the tourist failed the trickster's games they become stuck in time and the trickster wins! (even though it's not any)

Exposition:

There are tourist in a jungle. Their Following a standard map used. [specifies] the trail their taking is marked by coloured flags (like on the map).

this is just detail (I'm aware, it's not a plotline)



could the plot be centered around the costume transformation?

Setting - jungle

■ = notes on plotline

He needs to find his dice to open his house. He found the location of the dice by using a tracker. The trickster starts to walk through the jungle in search of the dice.

Once the T. walks a bit it overhears some talk about a secret that leads to the location on his tracker. He then continues his journey to find his path.

! didn't really work out

A trickster was walking in a jungle on the way to its house but realizes his dice  
↳ for another object

The trickster notices that the wizard had something in his hand, it was the key to fix the time disrupter. The wizard opens a portal and chucks the key into it so the trickster can't easily get to it but the trickster goes after it and the trickster is now in a different dimension.

portal = illison?

When the trickster wanders around the world he realizes there are three keepers of the keys that guard the key. He figures out ways he could pass them.

He travels through the world and finds the first guard. He uses secret knowledge about what the guards like the most and he lures the guard into a trap

could possibly be costume transformation

The trickster finds the second guard much smarter than the other and decides be-friend them.

The guard now thinks the trickster is his friend and the trickster uses this to his advantage to pass them and continue his journey.

A wizard appears and this wizard is the keeper of time.

The wizard took the key that operate the clock because the wizard wants to keep time like it was.

The trickster makes his way to the last guard and decides that he's too smart to be fooled. The trickster decides to create havoc in the dimension and the guard is forced to leave their post.

There's a trickster that develops a big clock that is meant to disrupt time. He finishes it, but realizes that it's not working.

The trickster gets the key, which creates a portal, and he fixes his clock and metal with time causing time to freeze and he can do whatever he wants!  
THE END

# Extra details:

Once he finishes it he tries to turn it on to mess with time, but suddenly it doesn't work. He confused that all of his maticulis planning didn't help achieve his plan.

He notices that there's some sort of wizard that appears. This wizard is the keeper of time and wants to put a stop to the trickster's time disrupter

## Possible clock setting thing

Being the mischievous person that he is he decides to examine the clock. He comes to close and the clock gear spins and he gets transported.

The clock was a time portal and the trickster is caught in the middle of time.

To get back to his current state of time and because of a glitch in the clock he is sent to a random time in the future.

could there be a whole different civilization (costume themes)

There was a trickster walking about, while doing, it's daily activities. As this happens he noticed he is in a big clock.

We could possibly have the trickster shape shift as a future thing to mess with people.  
!illison?

Throughout this time period the trickster messes with people's minds and learns a few tricks that only happen in this future (secret knowledge)

He finally ends up tricking someone into making a time traveller to get him back to his present.

He comes back to the clock and doesn't go near it again.

## OTHER IDEAS:

He lives in  
a normal world  
and tries to bring  
havoc to it

He ends  
up keeping it  
backwards and  
that's that

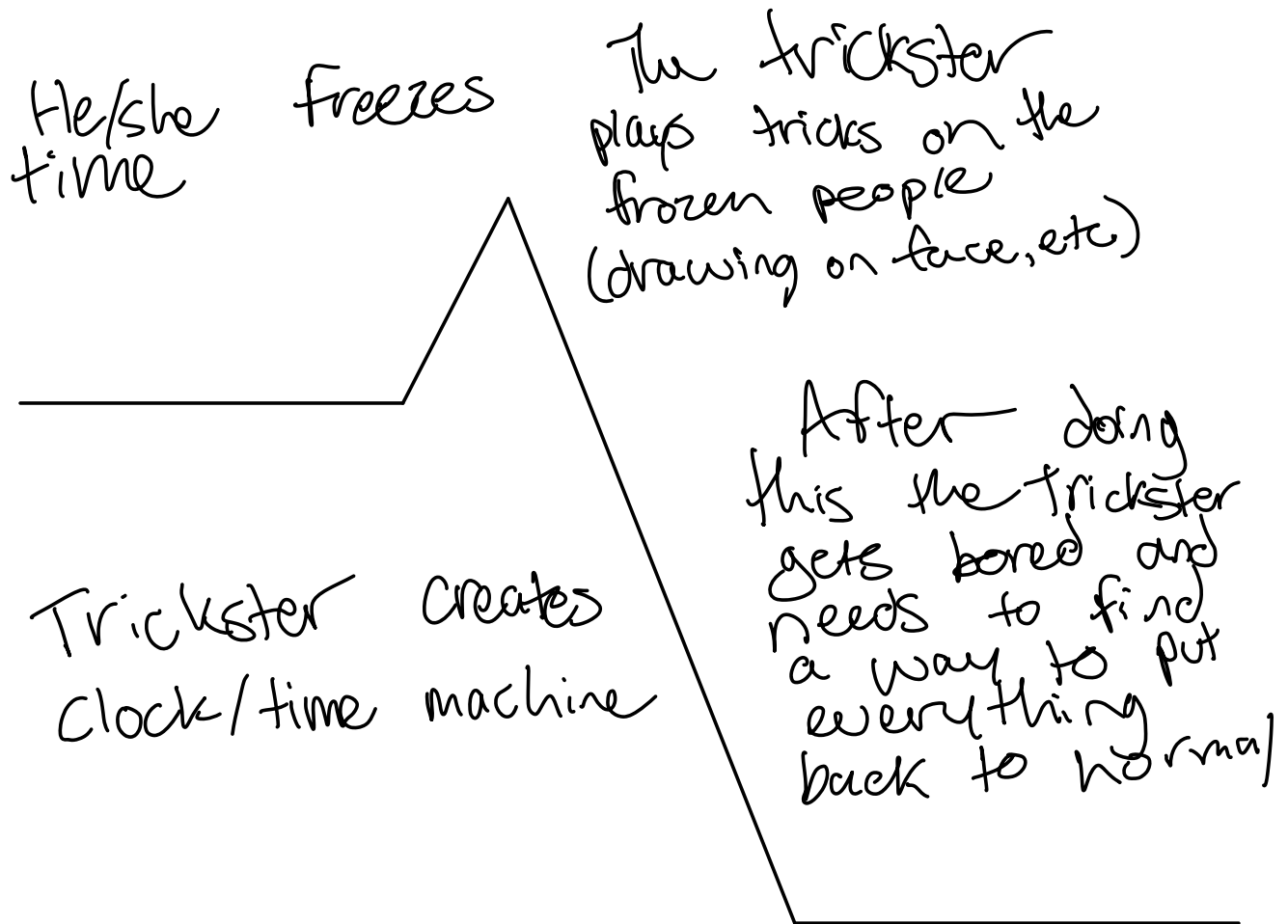
There's a trickster

Suddenly something  
went wrong  
and he turns  
everything to  
opposite

He tries to  
convince those  
who are  
opposite  
to become  
normal so he  
can continue to  
be mischief towards  
them

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Travel through different  
periods of time  
(go forward get toast, give  
toast to someone)



• Goal (path to choose)

Can the costume be team choice

Device that controls time breaks

The trickster goes on a journey  
to find the content to ~~fix~~  
it. <sub>fix</sub>

Mititary = they aren't frozen,  
Villians? in an experiment

Instead of freezes he goes  
to past.  
(He relives childhood)  
dino suits