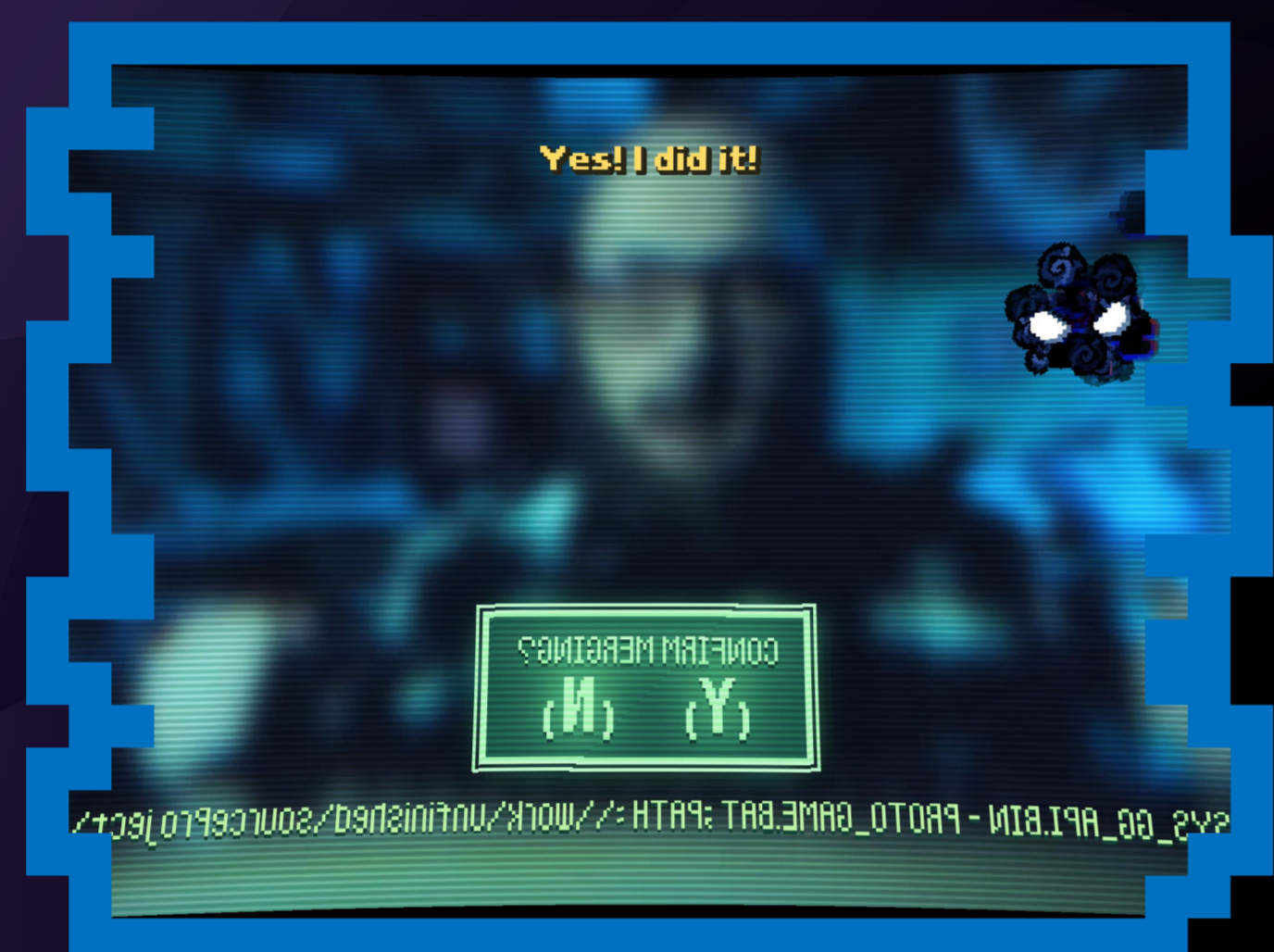


Mini Narratives



Small, comedic stories, detached from one another, providing settings - a "ground" for the other layers of narrative to stand on.

Main Narrative



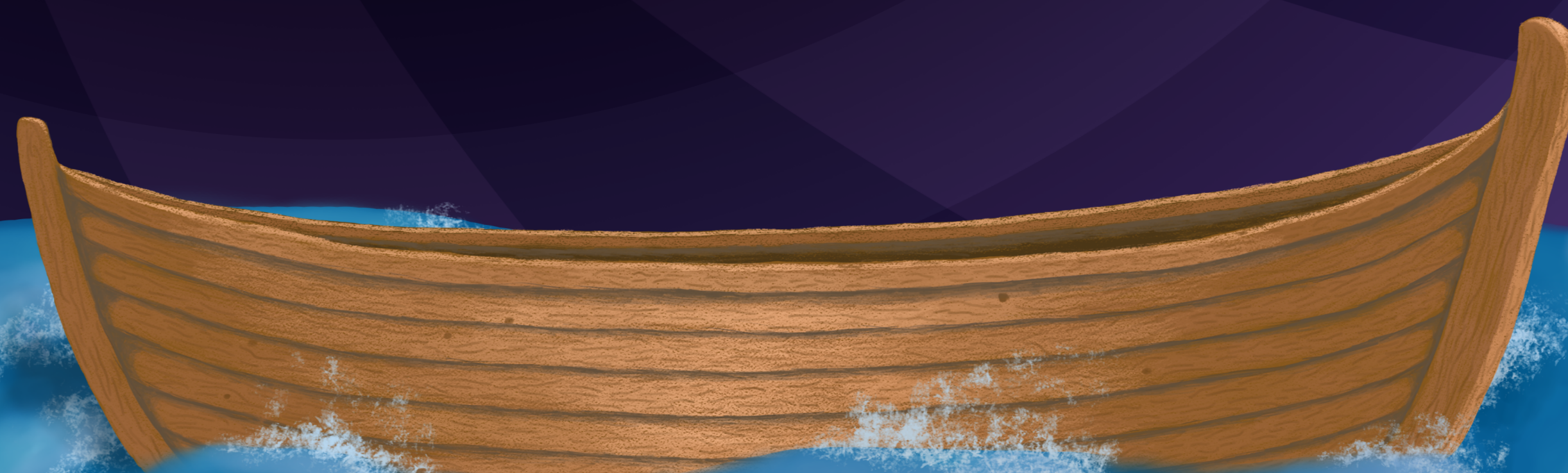
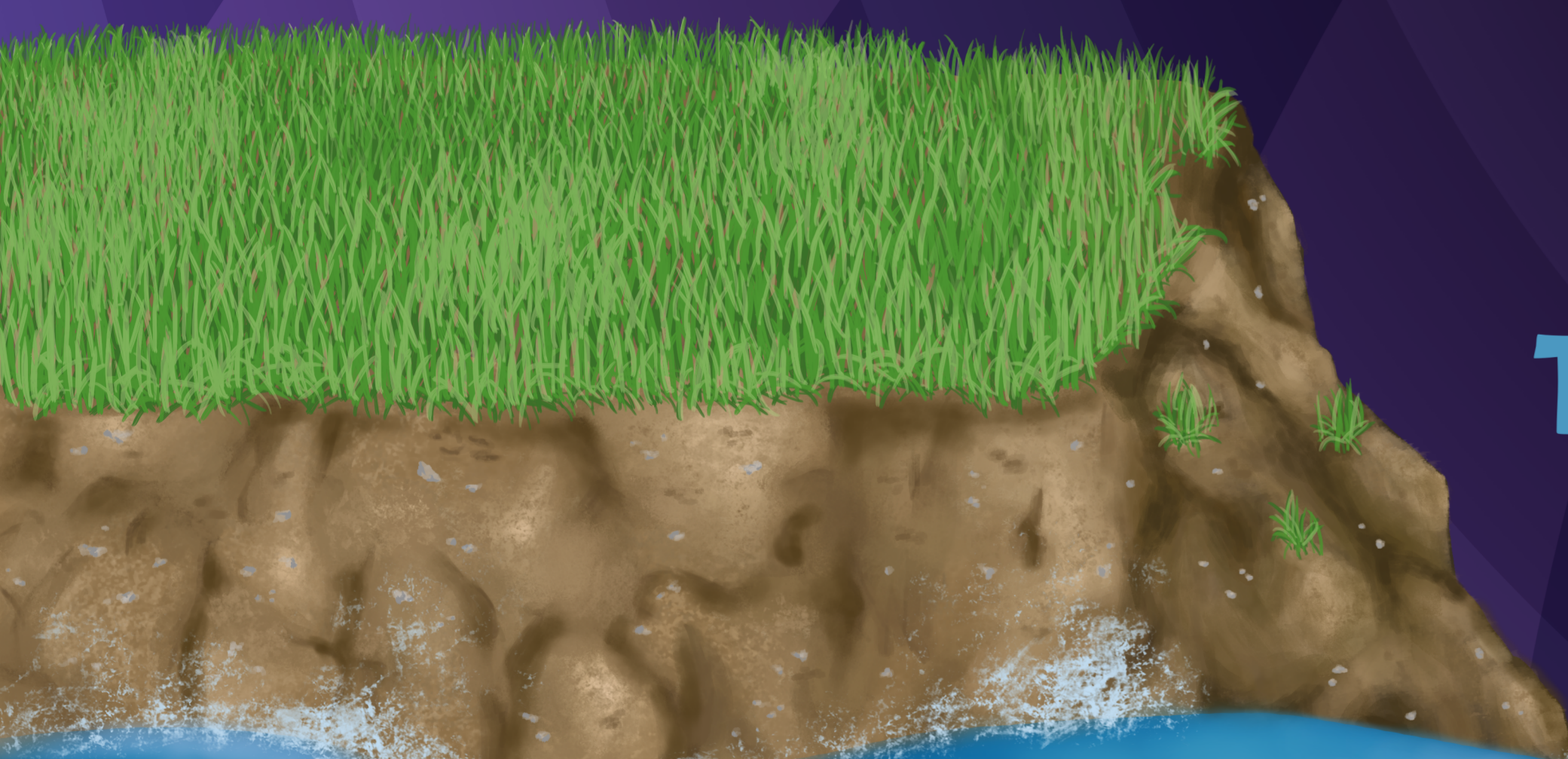
The overarching story, the "stream" that moves the narratives along and creates a path between the Mini Narratives.

Player Narrative



The relationship between the player and Game, developing and deepening at every Mini Narrative, as they sail down the flow of the Main Narrative.

The River Structure



Narrative Review

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Fourth wall? What's that?

What happens to a narrative when the player is just a player and the game is just a game?

How does a story function with no fourth wall?

Mechanics as Dialog

What if a narrative was told through actions rather than words?