DO WE SHOW OR DO WE TELL?

SHOW — **TELL**

"For Elendel and free Elves, I'm honorbound to see your demise!" <Roars> <Mimes a sword lunge>

2 ↓

I shout, "For Elendel and free Elves!" Then I roar and lunge with my sword.

4 ↓

My character shouts a warcry, roars, and attacks.

↑ 1

I shout, "For Elendel and free Elves, I'm honorbound to see your demise!" Then I roar! <Mimes a sword lunge>

↑ 3

My character shouts an Elven warcry while thinking of Elendel. Then they roar and attack with their sword.

↑ 5

WHAT MOTIVATES THE PLAYER?

EFFICIENCY — **EXPRESSION**

Borris tries to kill the goblins without taking any damage because he wants the quest reward.

2 ↓

Borris tries to kill the goblins merely because his character is a goblin hunter.

4 ↓

Borris tries to kill the goblins because it will be exciting to see his character try, even if it's nearly impossible.

↑ 1

Borris tries to kill the goblins because he wants the quest reward, but he wants a struggle.

↑ 3

Borris tries to kill the goblins because it will be exciting to see his character try.

↑ 5

WHO CREATES THE SITUATIONS?

GAMEMASTER — **PLAYERS**

GM: You're in Mayortown, where they love the mayor. Your quest is to find out how the mayor is corrupt and then remove him from office.

2 ↓

PLAYERS: Let's be in Mayortown, where they love the mayor.
GM: Your quest is to find out how the mayor is corrupt and then remove him from office.

4 ↓

PLAYERS: Let's be in Mayortown, where they love the mayor. Since he's corrupt, let's find out how he's corrupt and then get rid of him.

↑ 1

GM: You're in a town where they love the mayor. What's it called?
PLAYERS: Mayortown
GM: Your quest is to find out how the mayor is corrupt and then remove him from office.

↑ 3

PLAYERS: Let's be in Mayortown, where they love the mayor.
GM: But the mayor is corrupt.
PLAYERS: Let's find out how he is corrupt and then get rid of him.

↑ 5