

Chapter Six

Writing Game-Related Fiction

The *Star Wars Adventure Journal* accepts game-related fiction — short stories about people in the *Star Wars* universe (no main characters from the movies!) with adventure ideas, informational sidebars, and character, alien, ship, and planet stats for those that appears in the story.

Although this game-related fiction is similar to other fictional sidebars and introductions in both source material and adventures, it is much more difficult to write. Short game-related fiction for the *Journal* must be excellent. Not okay, not passable, not mediocre. The *Journal* only accepts the best of the fiction available. It is a privilege for the *Journal* to publish game-related fiction, so writing game-related fiction for *Star Wars* is a privilege.

Warning!

Short story writing is not like writing source material or adventures. There is much more emphasis on a tight and logical plot, deep and developing characters, and a strong sense of setting, tone, and atmosphere. In adventures and source material, the actual ideas are most important, and the writing is secondary. They can usually be fixed by an editor. But a short story is carried by the ideas, the writing and the style.

If you have never written fiction or short stories before, do not attempt to write game-related fiction for *Star Wars*. If you wish to pursue writing fiction, go to your local bookstore and pick up a

book on writing. We recommend a book by science fiction author Damon Knight called *Creating Short Fiction* (published by Writer's Digest Books). It has some good tips on writing and developing your writing style, and contains some fun exercises on creating setting, tone and characters.

Some people get degrees in creative writing. Others learn to write creatively on their own. The key is to always keep writing and to be willing to use your mistakes and other people's criticisms to improve your work.

Relating Stories to the Game

All fiction in the *Star Wars Adventure Journal* must be "game-related." This means you must provide complete game stats for all characters, ships, creatures, planets, aliens, new equipment, or anything else included in your story. You must also provide adventure ideas so gamemasters can try to integrate the action, characters, settings and situations in the story into their own game campaigns.

The same rules that apply to writing adventures and source material also apply to stories. Be logical and original. If your story doesn't make us sit back and say "Wow!" when we finish reading it, we probably won't buy it.

Look at some of the work that appears in the *Star Wars Adventure Journal* to get a better sense of what we expect and what's been done.