

MAIN QUEST | THE CODEX RHETORICA

IT IS DANGEROUS TO GO ALONE

WEEK 3
DUE: BEFORE
YOUR CONFERENCE



So you've found something- good. Now you just have to figure out what to do with it. How to take something apart and find what makes it tick. If we can get this working, we can use it to prevent the chaos that's coming.

1. Read [“Issue 2: Strategic Reading”](#) in *Understanding Rhetoric* (71-177).
2. Review the First Boss, : [“The Games We Play”](#)
3. **Make progress and submit** everything you have of “The Games We Play” to your Adventure Log prior to your conference. (See next page!).
4. **Attend your conference.** ([SIGNUP AVAILABLE HERE](#)).
[Use your crimson email.]

Bring with you:

- Whatever materials you have regarding the First Boss Fight
- Your questions, concerns, brilliance, and anxieties.

Completing this Main Quest earns you 50 NAPS.

Having a conference with the GM earns you 50 NAPS.

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MISSION ENTRY

WEEK 3
DUE: BEFORE
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In a post on your *Mission Log*, please upload whatever materials you have composed in response to the First Boss so far. The more you give me, the more I have to go on in helping you prepare for the Boss Fight. What this will look like will depend on where you are in the process.

If you're unsure what to include, decide based on the following:

"I know exactly what I'm doing" and/or "I just want to get this over with":

- You have chosen a game and performed your analysis.
- You will want to submit a first draft, or first few paragraphs of your paper.

"I just want to make sure I'm doing this right..."

- You have tentatively chosen a game and performed your analysis.
- You will want to submit a proposal and outline or a first paragraph and general outline.

"Oh no, what's going on?"

- You have tentatively chosen a game.
- You will want to submit some ideas and questions written down.