Be the Hero
of your
Book
Writing
Adventure!

"There are ripples on the surface of life, produced by unsuspected springs.

And these may be very deep—as deep as the soul itself. The [call to adventure] may amount to the opening of destiny."

~ The Hero with a Thousand Faces by Joseph Campbell



"Every action heroine knows that the handbag houses vital everyday items that—in the right combination—are an arsenal of tools for virtually any situation.

Nail File Lipstick Perfume Compact Cigarettes Scarf Panty liner Tampon Nail polish Gum Lotion Matches Diaphragm Condom ~ from Appendix A: Handbag Essentials in The Action Heroine's Handbook: How to Win a Catfight, Drink Someone under the Table, Choke a Man with Your bare Thighs, and Dozens of other TV and Movie Skills by Jennifer Worick and Joe

Borgenicht

Stage 2: Call to Adventure

The Writer's Adventure™ Guide Home Study Workbook

The Writer's AdventureTM Guide

Home Study E-Course Workbook Stage 2

With Beth Barany, Book Coach and Creativity Consultant to Writers

This workbook belongs to:

Stage 2 Call to Adventure

Start Here

Notice if your GMC has changed. If not, great.

If so, make a note here or in your journal of how.

You have sparked yourself to write a book!

Instructions for Stage 2: Call to Adventure

The recording will instruct you to stop periodically to do the exercises. You can either do that, or listen all the way through then do the exercises. Listen to yourself on which way is best for you.

Give yourself at least an hour to complete all the exercises.

Describe Your Book

| 1. State what your book is about in 20 words or less. | | | | |
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| 2. List 5-12 main ideas of your book | | | | |
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| 3 | | | | |
| 4 | | | | |
| 5 | | | | |
| 6 | | | | |
| cont'd next bage | | | | |

| The Writer's Adventure™ Guide Home Study Workbook | | |
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| Use the spac | e below if you have more main points for your book. | |
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Stage 2: Call to Adventure

Marketing Checklist, part 1

Timeline

| What is your timeline for this project? (I want to have my book completed by) |
|---|
| What kind of time can you commit to this book now? Answer each section. This will help you think about your writing time in different ways. |
| Δ Daily, I can write[x amount of time] |
| Δ Weekly, I can write[x amount of time] |
| Δ My daily word count is |
| Δ My weekly word count is |
| |
| My book's genre is: |
| Audience |
| The audience for my book is: |
| |
| |

★ If you want to write your book in 8-12 weeks, use the Project Timeline on in Stage 1, page 8.

Problem

What problem(s) or condition(s) does your book address or solve?

What I really want to say is...

Bonus Question

If you could write a book about anything at all, what would it be about and why? No one is watching, just you, so tell the best truth to yourself, that idea you've never voiced aloud to yourself until now. Go for it!

Stage 2: Call to Adventure

Marketing Checklist, part 2

| Who is your audience(s) for this book? | |
|--|--|
| a. If you're writing nonfiction, what problem does your book solve? What need does it meet? What answers does it reveal? What gap does it fill? In which section of the bookstore, do you see your book? | |
| b. If you're writing fiction, what are your readers' expectations for your genre? How do you want your book to be similar to other books in the genre? Be different? | |
| c. State the feeling, the emotional impact, you want to leave the reader with at the end of your book. | |

| d. Name a few other books that are similar to the one you want to write. | |
|---|--|
| What are your publishing goals? Self-published/traditional publisher/e-book/hybrid publishing/other?* | |

^{*}If you want to know more about each of your publishing options, see the Bonus report, **Publishing Options Report**, in the Bonus section of this course at http://writersadventureguide.com/bonus.htm

Stage 2: Call to Adventure

Your Book Cover

Draw or sketch an idea for the cover of your book. Use colors or use only a pen or pencil. There is no right or wrong way, there is only your vision. You may be surprised with what you reveal to yourself.

The Writer's Adventure™ Guide Home Study Workbook

Stage 2: Call to Adventure

Your Call to Adventure Symbol

Part 1

Take a moment to breathe and settle your body into the chair. Look into your heart and mind and breathe. What are you pushed, pulled or called to face in this moment? Draw a symbol to represent what you are called to address right now. Let your hand freely move across the page. Use colored pens or pencils if you'd like, and let yourself sink into the experience of creating this symbol.

Part 2

Take a moment to reflect on what you've drawn and write without censoring your thoughts, images, and feelings that came up for you as you drew, and that flow out of you now as you reflect on your symbol's meaning.

Stage 2: Call to Adventure

Week 2 HOMEWORK

Check off each one as you go.

- 1. Fieldtrip: go to a bookstore, a big chain bookstore, independent bookstore; amazon.com, abebooks.com, or your local neighborhood bookstore. Go to any or all and notice how the bookstore categorizes its books. Where would your book sit on the bookshelves? How might it be categorized in an online bookstore?
- ♦ 2. Write in your Writer's Journal about your Call to Adventure. What does being called to your own book adventure mean to you?
- 3. Write regularly for at least 20 minutes per sitting, either in your journal (see #2) or on your book (see #4).
- 4. Start writing your book. As a guideline use your notes from the **Describe Your Book** worksheet or use the **Igniting**Sparks below.
- ♦ **Igniting Sparks** (Pick one or all, or choose your own starting point):
 - Write a paragraph describing your book to someone who doesn't know you or your culture.
 - Write a paragraph or more about why there is a need for your book.
 - Write a paragraph or more about why you are the best person to write your book.

A Writing Spark to Ignite Your Creativity

... Did You Know ...?

"The product of the creative process is you. ...

... If you choose to be involved in projects that stretch you creatively, that force you to **explore**, **manipulate**, **evaluate**, and **act** in challenging ways, then ultimately you will be the beneficiary. And that's the biggest kick of all."

~ A Kick in The Seat of The Pants: Using Your Explorer, Artist, Judge & Warrior to be More Creative by Roger von Oech