

knows the reader cares about:

- (i) Paul + Ruthie, Bill + Emily - will they get together again?
  - (ii) Ross - will his great gamble pay off?
  - (iii) Simon - will his life end in triumph or ignominy?
  - (iv) Ruthie - will he go to America?
  - (v) Howell - will he win? Will he ever go home?
  - (vi) Johnson, Taylor, Hayden - will they make it?
- Garthwaite never say die.

Create character. Reader is interested - make him a person.

Reader is worried - greatest worry of his life, with complications

Reader is helped - Paul + Bill  
- Safety of others  
- Ross's gamble  
- Simon's career  
- Ruthie's whole life

Reader must like them.

Their choices make things happen: Ross decision  
Simon decision

Big scenes must last.

Climaxes must build - Mahabub  
- Resayeh  
- The borders  
- Frankfurt  
- The plane.

Moral dilemma.

Reader must be satisfied - Ending resolves all problems.