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I have done just the opposite, though. I had cases where the players put a huge amount of planning into something that was very minor, and I ended up making this part of the story more important - after all it seemed like a really good way to encourage good planning and role-playing from the players.

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## Re:Prince Xizor\'s Castle

Posted by lovehate - 2008/10/12 21:30

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Bravo Nils,

I agree - anything worth an hour of intense player planning shows great emotional investment by the players. It's one of those "love letters to the GM" situations, broadcasting loud and clear to the GM that the players care about this.

The GM then should:

1) nip the planning in the bud if it's really just a minor part of the story

or, preferably

2) mutate the story to accommodate the players' interests (I promise, a better time will be had by all this way. Also, all the GM has to do is think of complications to keep it interesting; the players just did 95% of the plot work with their planning)

But it's still a funny story ...

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