



One
One
Nine
Presents:

How to

START WITH THE END

THE SECRET TO FINISH ANY
STORY

FROM THE ROAD TRIP METHOD

ROADTRIPMETHOD.COM

Why Most Writers Get Stuck **(AND HOW TO FIX IT)**

IF YOU'VE EVER HIT A WALL IN THE MIDDLE OF YOUR STORY, YOU'RE NOT ALONE. MOST WRITERS GET STUCK BECAUSE THEY DON'T KNOW WHERE THEY'RE GOING. THEY START DRIVING WITHOUT A DESTINATION — THEN WONDER WHY THE PLOT FEELS LIKE A MESS.

THE ROAD TRIP METHOD FLIPS THAT. YOU **START WITH THE ENDING**, THEN BUILD BACKWARD — LIKE MAPPING OUT A ROAD TRIP.

THE ONE-PAGE “END FIRST” EXERCISE

(DO THIS FOR YOUR CURRENT OR NEXT STORY IDEA)

01

WHAT HAPPENS AT THE END OF YOUR STORY?

Write the final scene in one or two lines. What's the moment that closes the story?

02

WHO IS YOUR MAIN CHARACTER AT THE END?

What's changed in them emotionally, mentally, or spiritually?

03

WHAT'S THE FEELING YOU WANT THE AUDIENCE TO LEAVE WITH?

Hopeful? Shocked? Empowered? Sad but satisfied?

THE POINT:

YOU JUST CREATED YOUR NORTH STAR.
EVERY SCENE NOW HAS A PURPOSE: TO LEAD HERE.
THAT'S THE GLOW. THAT'S THE POWER OF STARTING AT
THE END.

Ready to Build a Story That Actually Goes Somewhere?

THIS IS JUST ONE TOOL FROM THE ROAD TRIP METHOD, MY COURSE THAT TEACHES WRITERS HOW TO REVERSE-ENGINEER POWERFUL STORIES AND FINISH WITH CONFIDENCE.

WHETHER YOU'RE WORKING ON A NOVEL, SCREENPLAY, OR SHORT STORY – THIS METHOD GIVES YOU:

01

A CLEAR STRUCTURE

Know exactly where your story's going and how to get there without losing steam halfway through.

02

CHARACTER CLARITY

Build characters who evolve with purpose, not just float through scenes.

03

PLOT MOMENTUM

Keep your story moving forward with direction and tension that actually matters.

04

AND THE CONFIDENCE TO FINISH STRONG

Stop second-guessing and finally bring your story across the finish line like a pro.

HERE'S WHAT'S NEXT:

- Get the full course: [roadtripmethod.com]
- Need monthly support? Join my \$20/month coaching check-in club
- Want 1-on-1 help? Book a Road Trip Tune-Up and let's fix your story fast