

LIST OF SOME TENSIONS	
LEVEL	EXAMPLE – THE TITANIC
Level 1 <u>The danger named but not controllable</u> – possibly sudden or unexpected.	
Seen obstacles, threats or watchers <i>Sudden drops, fires, Gods, witches, sentries, etc. not benign presences.</i>	- The iceberg.
Level 2 <u>Dangers known in advance</u> – expected and planned for	
A mission in face of danger that could involve the elements (cold, heat etc), enemies, and/or defences. This might involve being in a place, which is forbidden or difficult to reach.	- Field of icebergs; - Storms at sea; - The pressure of the deep sea; - The extreme cold.
Level 3 <u>Duty in the face of distraction</u>	
Situations/territories that daunt and might have unpredictable challenges and properties, but must be faced nevertheless.	- Captain Smith staying on deck as the ship sinks. - The band playing on as the ship sinks. - The crew helping people onto the lifeboats.
Level 4 <u>Herculean tasks</u>	
Extremely difficult or dangerous tasks requiring an enormous effort.	- Saving the passengers as the ship sinks. - Raising the artefacts from the wreck. - Third class passengers finding a way up to the lifeboats. - Working on the wreck without destroying it because it is very fragile.
Level 5 <u>Danger from guile</u>	
Being spied on, followed, tricked, lied to, or deliberately confused.	
Level 6 <u>Threats from stupidity</u>	
Any thoughtless or foolish act that results in an unintended outcome. Carelessness, wrong thinking, and/or losing or forgetting critical information etc. <i>Birthdays of loved ones</i>	- Not providing the lookouts with binoculars. - Halving the number of lifeboats. - Only half filling some of the lifeboats because of the 'women and children first' rule.
Level 7 <u>Pressures of timing limitations</u>	
Anything that limits activity, means an activity must be completed within a certain time, or someone must be with someone or somewhere by a certain time. <i>Vampire day/night activity, bomb defusing, getting the pregnant woman to hospital etc.</i>	- Rescuing people before the ship sinks. - Lifting the artefacts from the ocean before they decay.
Level 8 <u>Pressures from sickness</u>	
Difficulties created by wounds,	- Passengers and crew injured or

accidents, and/or illness.	sick. - Rescuing people from the freezing sea.
Level 9 Breaks in communication	
Failure of messages reaching their destination, technical problems. <i>Lights failing, batteries running low, poor reception, burnt letters, messenger being killed or injured.</i>	- The Marconi operates not passing on the iceberg warnings.
Level 10 Missing signs or misreading them.	
Misunderstood signs, messages or signals; or missing signs. <i>Believing Dracula hasn't been there because there are no wounds on the neck!</i>	- The California misreading the distress flares as fireworks.
Level 11 Breakdown in relations and differences	
People falling out with one another, especially friends, family or work colleagues.	- Some members of the crew failing to follow the orders of the officers. - The families of the victims and the survivors wanting an inquiry into the role in the disaster of the White Star Line and its owners.
Level 12 Loss of faith in some companions	
People who where once trusted but betrayed our faith. Can include ideas and beliefs.	- The loss of faith felt by society in the infallibility of science and technology after the sinking of the Titanic.

Additional Tensions

There are many additional tensions, below is a short list. Some of them will have obvious applications in the Titanic context (blocked exits, paths, routes; insufficient resources/equipment; conflicting messages) others will apply in different contexts.

- A missed appointment
- Limitations of space
- Getting lost, being trapped in a maze
- Requirements to be silent or unseen
- Requirements to leave no evidence
- Impenetrable codes/messages/other languages
- Something mislaid, stolen or lost
- Missing the road/path/signs
- Too many choices eg. Identical cupboards or caskets & only one correct
- Blocked exits, paths, routes
- Disguised entrances, hidden places
- Expected guide/helper is helpless/bound/dead/asleep/hurt/late
- Insufficient resources/equipment (ropes/ladders too short, not enough lifeboats)

- Leader unable to lead e.g. Expertise essential, but leader hurt or drugged
- Broken messages. Half recorded conversations/messages, poor signal, damaged papers
- Conflicting messages or evidence
- Having to follow orders you disagree with
- Needing permission - a pass, letter, ticket
- Decisions leading to unintended or unpredicted outcomes