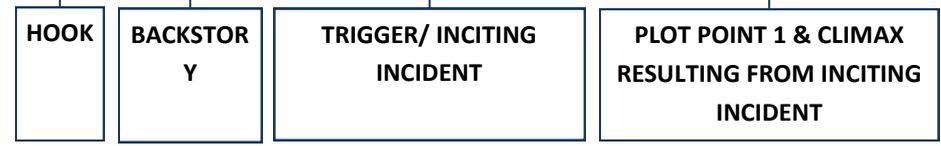


**ACT 1: SETUP/ EXPOSITION. 25%, P1-30**



**HOOK**  
Pull reader into your story—Establish at least 1 question, on page 1. Ex: “what’s she running from?” Begin with action or dialogue, not pages of setting.

**BACKSTORY**  
Introduce chars, main problem/goal of story or potential adventure. Groundwork is set for a confrontation between protagonist and his or her need to change. Include character's history (dialogue, memories, flashbacks). Just give enough to identify what's going on.

**TRIGGER/ INCITING INCIDENT**  
**Catalyst** – The moment where life as it is changes. Call to Adventure, Meet Mentor, **Triggers results in QUEST**, "Here's what the book is going to be about." 1st failure, 1st event that throws Protag for a loop & **causes crisis that will begin in Act 2.**

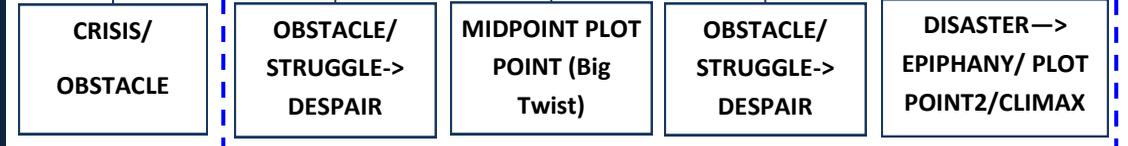
**PLOT POINT 1 & CLIMAX RESULTING FROM INCITING INCIDENT**  
Protagonist's **turning point or decision to take action.**  
**Debate** – But change is scary and for a moment, protag may doubt the journey they must take. Can I face this challenge? Do I have what it takes?

- 7 Elements of Scene & Sequel**  
 -----Sequel elements are below-----  
 1. Goal of Protag  
 2. External Conflict creating Obstacle  
 3. Disaster/ SetBack/ Unexpected Turn of Events  
     3.1 Accomplish goal w/ Consequences  
     3.2 Denied goal, re-evaluate & try something new,  
     3.3 Denied goal & Protag makes things even worse.  
 -----Sequel elements are below-----  
 4. Internal Emotion/Reaction  
 5. Internal Thought/Work through Logic and Options  
 6. Decision of what to do  
 7. Action taken as result of Decision. *\*Often GOAL of next Scene*

SERIES: 1st book can end at either blue dotted line, If really long series, book 1 & 2 could end

**Story/Novel**

**ACT 2: CONFLICT/ RISING ACTION. 50%, P31-90 W/ MIDPOINT P60**



**CRISIS/ OBSTACLE**  
**Result of Inciting Incident.** Journey begins! \*Reader and Protag has limited awareness of the real truth behind what's going on. Short and Emotional. Protag struggles against flaw (they aren't aware of yet) and probably fails at desired goals-- **UNLESS THIS IS ADVENTURE-**

**7 Elements of Scene & Sequel**

**OBSTACLE/ STRUGGLE-> DESPAIR**  
Probably a discussion (maybe w/ love interest) about Theme – the nugget of truth that escapes them-the *missing* piece. Protag explores the new world and the audience gets what they were promised. Indiana Jones tries to beat the Nazis to the Lost Ark.

**7 Elements of Scene & Sequel**

**MIDPOINT PLOT POINT (Big Twist)**  
New information is given and reader and hero NOW know truth behind what's really going on (why is villain after them, why is Indy's Ark so special).

**7 Elements of Scene & Sequel**

**OBSTACLE/ STRUGGLE-> DESPAIR**  
Protag realizes they've lost everything they gained, or everything they now have has no meaning, Bad guys close in, maybe initial goal feels impossible. Something or someone dies (can be physical or emotional).

**7 Elements of Scene & Sequel**

**DISASTER-> EPIPHANY/ PLOT POINT2/CLIMAX**  
Emotional with Inner Dialogue. Protag changes (UNLESS THIS IS ADVENTURE-plot). Fear of failure may have protag run from essence-their true self (ex: she's scared to use powers as a weapon). Protag **HITS BOTTOM.** For **ADVENTURE BASED PLOTS, there may be no epiphany, yet the plan and climax cycle may repeat a number of times until a final, overarching climax completes the tale**

**7 Elements of Scene & Sequel**

*\*If you get stuck in Act 2 for what your hero should do next = get in the Antagonist's head and review story from very beginning.*  
*\*Protag embraces problem/quest in Act 2*

SERIES: Book directly before last book should end at blue dotted line in Act 2. Last book in Act 3 provides total resolution.

**ACT 3: RESOLUTION. 25%, P91-120**



**PLAN**  
Course changes protag forever. Protag decides to face Antag. Thanks to new idea/ advice (?from love interest), the protag tries again. **For a book series, each book should have protagonist gain a small victory against the antagonist (ex., in Hunger Games, Katniss scores a victory against President Snow, but doesn't vanquish him) or by allowing protag to conquer a lesser antag on her way up the ladder (1:escape Malice energy noose when go back to tell Lizzy bye, 2:defeat of the Fox-Malice) to protag finally defeating the main antagonist.**

**CLIMAX**  
Any action resulting from plan. Now, protag incorporates the Theme – the nugget of truth that now makes sense to them – into their fight for the goal based on experiences from the plot points. **For ADVENTURE, last book may have couple cycles of Plan/ Climax scenes.**

**7 Elements of Scene & Sequel**

**ENDING**  
Protag is shown in changed form or back in old life. Tie up all emotional and physical loose ends