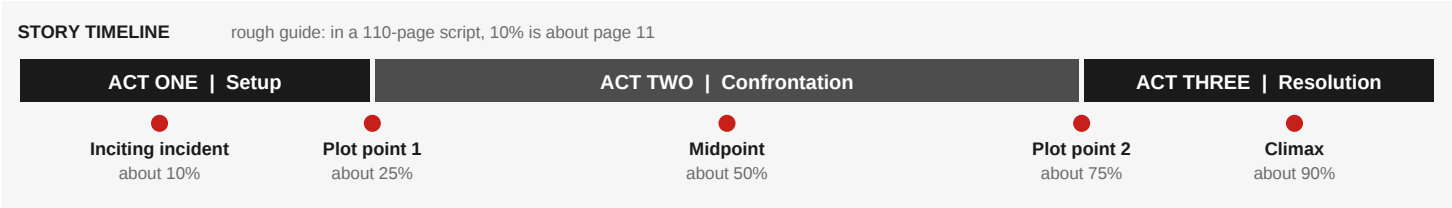


THREE-ACT STRUCTURE

Beginning, middle and end, with the five turning points that hold a story up.

TITLE		WRITER	
MAIN CHARACTER		WHAT THEY WANT	PAGES / RUNTIME



ACT ONE: SETUP

SETUP the hero, their world and what's missing	INCITING INCIDENT the event that starts the story
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PLOT POINT 1 the hero commits. No going back.

THREE-ACT STRUCTURE

Act two is the longest. Keep raising the stakes.

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ACT TWO: CONFRONTATION

RISING ACTION obstacles, allies and enemies

MIDPOINT a big reveal or reversal

PLOT POINT 2 the lowest point, or a push into the final battle

ACT THREE: RESOLUTION

CLIMAX the final confrontation

RESOLUTION the new normal