

## Sequence and Act Structure

	Act 1		Act 2				Act 3	
	Sequence 1	Sequence 2	Sequence 3	Sequence 4	Sequence 5	Sequence 6	Sequence 7	Sequence 8
<b>Starts with...</b>	<b>Hook</b> - arouse readers' curiosity to keep reading.	<b>Catalyst/inciting event</b>	<b>Act 1 Break</b> - The quest begins	Narrow escape/survival	<b>Mid Point shift</b> New revelation: Hero's mirror moment facing prospect of probable death.	Committed to a plan of attack.	A glimmer of hope and a fresh determination for one last attempt.	<b>Twist</b>
<b>Narrative effect of sequence</b>	<b>Setup.</b> Introduce hero. Introduce hero's ordinary world and reason to empathise with him/her.	Introduce other key characters. And launch the quest.	Hide from the enemy. Seek help. Assemble the Team. Training/preparation.	Stakes rise. First casualties. Matters become personal.	Quieter sequence before the storm of sequence 6.	New plan launched, but falls apart, disaster looms, and the hero stares at defeat.	Hero's final attempt to defeat the antagonist.	Hero at the mercy of the antagonist
<b>Tension</b>	It's all about the hook	How will the hero react to the catalyst?	Will the hero survive in this new world?	Could the hero actually succeed?	Will the hero now fail?	How can the hero comeback from this?	Can the hero pull it off?	Will the hero survive?
<b>Hero's character arc</b>	Hero's stasis mind set. Identify hero's longing and flaw.	Hero faces <b>dilemma</b> about how to react to catalyst.	Survival. Floundering for a plan.	Hero start to questions his/her commitment.	Hero understands the odds are loaded against him.	Desperation reigns as disaster enfolds. Hero finally overcomes his flaw.	Committed - prepared to die for the cause	Transformed by climax.
<b>Hero goal</b>	To get by	To avoid the impact of the catalyst.	Seek help and find an easy solution.	Push on regardless	New Complication to Deal with. New Plan.	To follow a flawed plan.	To overcome the antagonist.	Do or die.
<b>Hero actions</b>	Normal daily behaviour	Seeks guidance and eventually crosses the threshold.	Recruiting. Training. First clash with Antagonist's minions.	High octane action sequence as hero battles on.	Prepares to go on the offensive.	All hero's actions lead to disaster.	Reassembles the team and storms the antagonist's lair.	Final battle. <b>Climax.</b>
<b>Antagonist forces</b>	Unaware of hero. Glimpse of Antagonist power.	More glimpses or antagonist's power.	First clash with antagonist's minions. Main antagonist still unaware of hero.	Hero starts to get noticed by Antagonist.	Unbeknown to the hero, Antagonist forces are building and readying to strike.	Antagonist strikes with devastating effect proving much stronger than anticipated.	Initially antagonist caught off-guard and hero gets on top.	After the twist the Antagonist seems invincible, but against the odds the hero defeats him.
<b>Revelations</b>		A startling event may precede the Act 1 Break		Enemy proves stronger and more resilient than expected.	Mid Point may reveal new complication setting the hero on a new action path.	Among the turmoil a glimmer of hope surfaces at the culmination of the act.	Possible revelation in twist at end of sequence.	Possible unexpected help from a team member at the climax.
<b>Sub-Plot</b>		Seeks mentor's advice	Introduce love interest		Love blossoms	Love interest consoles		
<b>Ends with...</b>	<b>Catalyst/inciting event</b> that sets off the central conflict of the story in motion.	<b>TP 1: Act 1 Break</b> - The quest begins. Cross-over into the new world.	Sequence culmination: Narrow escape/survival.	<b>Mid Point culmination</b> False victory or narrow defeat.	Sequence culmination: Hero attacks committed to a plan.	<b>TP2: Act 2 Culmination</b> - Defeated Hero finds the will for one last throw of the dice.	<b>Twist</b> - After initial success Antagonist reverses position.	<b>Denouement</b> - the return to normality. Hero transformation complete.