STORY BEATS: A COMPARISON OF SEVERAL METHODS						
Prepared by T Severe, Ph.D.						

ACT III	Approach to Inmost Cave  Ordeal  Reward  Road Back  Resurrection  Return with Elixir	PINCH 2 P.75  Plot Point 2  RESOLUTION Pgs 90-120	Break Into ACT III  Finale	5 Low point (end Act II; betw. 75-85)  6 Final Challenge-beg. of ACT III  7 Return to Normal Life-Changed forever	MARTYR
	Inmost Cave Ordeal Reward Road Back Resurrection	Plot Point 2  RESOLUTION	All is Lost  Dark Night of the Soul  Break Into ACT III  Finale	6 Final Challenge-beg. of ACT III	MARTYR
	Ordeal  Reward  Road Back	Plot Point 2  RESOLUTION	All is Lost  Dark Night of the Soul  Break Into ACT III		MARTYR
	Ordeal  Reward	Plot Point 2  RESOLUTION	All is Lost  Dark Night of the Soul  Break Into ACT III		MARTYR
	Ordeal  Reward	Plot Point 2  RESOLUTION	All is Lost  Dark Night of the Soul  Break Into ACT III		MARTYR
	Ordeal  Reward	Plot Point 2	All is Lost  Dark Night of the Soul  Break Into ACT III		
	Inmost Cave Ordeal		All is Lost  Dark Night of the Soul	5 Low point (end Act II; betw. 75-85)	
	Inmost Cave Ordeal		All is Lost  Dark Night of the Soul	5 Low point (end Act II; betw. 75-85)	
	Inmost Cave Ordeal		All is Lost  Dark Night of the Soul		
	Inmost Cave Ordeal	PINCH 2 P.75	All is Lost		
	Inmost Cave Ordeal	PINCH 2 P.75	All is Lost		
	Inmost Cave	PINCH 2 P.75	All is Lost		
	Inmost Cave		All is Lost		
	Inmost Cave				
			Bad Guys Close In		
	Approach to		Bad Guys Close In		
					-
MIDIOINI		Pages (60-90)	Mapoint	T Mapoine furning 1 out	WARRIOR
MIDPOINT		MP/ 60	Midpoint	4 Midpoint/Turning Point	
		rinch i r.45			
		PINCH 1 P.45			
			The Promise of the Premise		
		1 ages 30-00		101003 HIHI to take action)	
ACT II	Test, Allies, Enemies	CONFRONTATION Pages 30-60	B Story	another major event forces him to take action)	WANDERER
A COTT ***	m		P.C.		WAARDER .
	the Threshold				
	Crossing	Plot Point 1	Break into ACT II	(pg betw. 25 & 35)	
				course of action	
	<b>Meeting the Mentor</b>			3 End of Act I- decides on	
				avices min to seek a goal	
	Refusal of the Call		Denate	forces him to seek a goal	
	Defused of the Call		Debate	(something happens to change his life forever)	
	Call to Adventure	<b>Inciting Incident</b>	Catalyst	2 Inciting Incident pg 10 or 15	
			Theme Stated		
		1 50 1-00	Set Up	central character and his flaw)	
	Ordinary World	Pgs 1-30	Opening Image	1 Ordinary Life (getting to know	UKTHAN
ACII				CHITLIK	COUNTOUR ORPHAN
ACT I	IN A MADDINE T IN THE O	TRUTE D	repared by T Severe, Ph.D		COLINITOLIE