

I	ACT I				ACT II				ACT III				ACT IV				
CHRIS VOGLER HERO'S JOURNEY	Ordinary Call to world adventure		Refusal of Call	Meeting the Mentor	Crossing Threshold	Tests, Allies and Enemies		Approach to Inmost Cave	Ordeal, Death and Rebirth		Reward (Seizing the sword)		The Road Back	Resurrection	Return with the elixir		
	ORDINARY WORLD Separation				SPECIAL WORLD Descent				SPECIAL WORLD Initiation Crisis				ORDINARY WORLD Return & Climax				
	Limited Awareness		Increased Awareness		Reluctance to change		Overcoming	Comitting	Experimenting	Preparing	Big Change	Consequences	Resurrection	Final Attempt	Mastery		
JOSEPH CAMPBELL MONOMYTH	Call to Adventure	Refusal of the Call	Supernatural Aid	Crossing the threshold	Belly of the whale	Road of Trials	Meeting with the Goddess	Woman as Temptress	Atonement with the Father	Apotheosis	Ultimate Boon	Refusal of the Return	Magical Flight	Rescue from Without	Crossing the Return Threshold	Master of Two Worlds	Freedom to Live
	SEPARATION					INITIATION					RETURN						
NIGEL WATTS	STASIS		TRIGGER		THE QUEST		SURPRISE		CRITICAL CHOICE		CLIMAX		REVERSAL		RESOLUTION		
DAN HARMON	Comfort Zone		Need for Something		Unfamiliar Situation		Searching and Adapting		Finding a Solution		Paying the Price		Return to familiar Situation		Capable of Change		
SYD FIELD	Inciting Incident		Plot Point 1		Pinch 1		Midpoint		Pinch 2		Plot point 2		Climax				
	SET-UP				CONFRONTATION				RESOLUTION								
GEORGE LUCAS	INTRODUCE THE CHARACTERS				INTRODUCE THE PROBLEM				SOLVE THE PROBLEM								
AUGUSTINE BIBLE OF HIPPO	Possible to sin, possible not to sin BEFORE THE LAW				Not able not to sin UNDER THE LAW				Possible to not sin UNDER GRACE				Not possible to sin FULL AND PERFECT PEACE				
	CREATION			FALL			SALVATION			ETERNITY							
THOMAS BOSTON	PRIMITIVE INTEGRITY			ENTIRE DEPRAVITY			BEGUN RECOVERY			CONSUMMATE HAPPINESS							
PAUL GULINO	Introduction, Orientation, Present A puzzle, Arouse Audience's Curiosity		Response to Incident: Larger Problem Introduced		Hero is Driven to Solve the Problem: First Attempt		Probability of Actual Resolution		New Characters or Subplots		Reframing of Main Tension (calm before storm)		Increasingly High Stakes, Frenzied Pace, "All is lost" Moment		Final Solution triggered by Major Twist		
BILLY WILDER	Put a character up a tree				Set the tree on fire				Get the character down								
AARON SORKIN	Chase your hero up a tree (introduce the resolving element)				Throw rocks at him. (It's OK if they die in the tree, as long as they die trying)				Get him down. (Whatever that escape out of the tree is, it has to have been introduced in the first act)								
ALFRED HITCHCOCK	PROPOSITION				ARGUMENT				RESOLUTION								
SCIENTIFIC METHOD	PROBLEM		RESEARCH		HYPOTHESIS		EXPERIMENT		ANALYSIS		CONCLUSION						
	PREMISE	DELIBERATION	BRAVE NEW WORLD		NEW SKILLS		PUSHED TO THE LIMIT		ON THE RUN		EPIPHANY	FINAL CONFRONTATION					
STEVE DUNCAN	Goals and Obstacles Inciting Incident		Questioning Turning Point		Resisting Change Fish out of the Water		Harder obstacles Overcoming		Seeking Truth Failure		Off-Balance Urgency		Realiation Recommitment		Denouement Glimpse of the future		
DAN WELLS	HOOK	PLOT TURN 1		PINCH POINT 1		MIDPOINT		PINCH POINT 2		PLOT TURN 2		RESOLUTION					
KURT VONNEGUT MAN IN THE HOLE	MAN EXISTS			MAN GETS IN TROUBLE				MAN GETS OUT OF TROUBLE BETTER THAN WHERE HE STARTED									
KURT VONNEGUT BOY MEETS GIRL	A DAY LIKE ANY OTHER		DISCOVERS SOMETHING WONDERFUL			LOSES IT			GETS IT BACK AGAIN								
KURT VONNEGUT CINDERELLA	MAXIMUM GRIEF Starts miserable	STRING OF GOOD FORTUNE Fairy godmother helps her		ULTIMATE FORTUNE The prince falls in love with Cinderella		LOSES EVERYTHING That happiness drops off immediately		LIFE GOES ON HAPPIER THAN THE START Not as sad as before because she has the memory of her magical night.			OFF SCALE HAPPINESS The prince finds her, they live happily ever after.						
KURT VONNEGUT FROM BAD TO WORSE	EVERYTHING IS AWFUL		IT GETS WORSE		AND WORSE		AND WORSE		AND WORSE		AND WORSE						

Kishotenketsu	KI (kiku) Introduction			Sho (shoku) Development			Ten (tenku) Twist, complication.			Ketsu (kekku) Conclusion, Roconciliation, Consequence.												
GUSTAV FREYTAG	INTRODUCTION			RISE			CLIMAX			RETURN OR FALL		CATASTROPHE										
BLAKE SNYDER	SETUP opening image Theme start	CATALYST	DEBATE	BREAK INTO TWO	B-STORY	FUN AND GAMES		MIDPOINT	BAD GUYS CLOSE IN	ALL IS LOST	DARK NIGHT OF THE SOUL	BREAK INTO THREE	FINALE Gather team Execute plan High Tower Surprise Dig Deep Down Execution of New Plan		FINAL IMAGE							
ROBERT MCKEE	INCITING INCIDENT			PROGRESSIVE COMPLICATIONS					CRISIS CLIMAX RESOLUTION													
	PUSH AND PULL OF CONFLICT		INCITING INCIDENT		PROTAGONIST FIGHTS FOR CONSCIOUS DESIRE, UNCONSCIOUS DESIRE PULLS THEM				INNER CONFLICT PERSONAL CONFLICT EXTRA PERSONAL CONFLICT			REALISATION OF CONSCIOUS AND UNCONSCIOUS OBJECTS OF DESIRE										
LINDA SEGER	SET-UP Image, Catalyst, Central Question			FIRST TURNING POINT		DEVELOPMENT, COMPLICATION Dramatic Stakes Raised. Main Characters Struggle and Grow, Urgency Rises					SECOND TURNING POINT		CLIMAX		RESOLUTION							
JOHN TRUBY	Self Revelation, Need Desire	Ghost & Contrast	Problem Need	Inciting Incident	Overall Desire (Start Story)	Allies	Opponents	Mystery	1st Revelation Decision Changed Desire & Motive	Plan	Opponent's Plan & 1st Counterattack	Drive	Attack by Ally	Apparent Defeat	2nd Reversal & Decision Changes Drive Changed Desire & Motive	Audience Revelation About Opponent, Ally	3rd Revelation & Decision	Gate, Gauntlet, Visit to Death	Battle	Self Revelation, Thematic Revelation	Moral Decision	New Equilibrium
MICHAEL HAUGE INNER JOURNEY	Setup Stage I	Opportunity Turning Point I	New Situation Stage II		Change of Plans Turning Point II	Progress Stage III			Point of No Return Turning Point III	Complications & Higher Stakes Stage IV			Major Setback Turning Point IV	Final Push Stage V	Climax Turning Point V	Aftermath Stage VI						
MICHAEL HAUGE OUTER JOURNEY	Living Fully Within Identity		Glimpsing, Longing, or Destiny; Glimpse of Living Life in Essence			Moving Towards Essence Without Losing Identity			Fully Committed to Essence but Growing Fear			Living One's Truth with Everything to Lose		The Journey Complete, Destiny Achieved								
JOHN YORKE	Act 1 No Knowledge Growing Knowledge Awakening			Act 2 Doubt Overcoming Reluctance Acceptance			Act 3 Experimenting with Knowledge Midpoint Experimenting Post-Knowledge			Act 4 Doubt Growing Reluctance Regression and Weakness			Act 5 Reawakening and Change Re-Acceptance Total Mastery									
FICHTEAN CURVE	Inciting Incident		First Crisis		Second Crisis		Third Crisis		Fourth Crisis		Falling Action											
AELIUS DONATUS	PROTASIS				EPITASIS				CATASTROPHE													
ARISTOTLE ON TRAGEDY	COMPLICATION Up to the point just before the hero's change in fortune						DENOUEMENT; UNRAVELING From the beginning of the change to the end															
	BEGINNING That which has nothing preceding it				MIDDLE That which follows something as something follows it				END That which itself naturally follows some other thing either by necessity or as a rule but has nothing following it													
HO-HA-KU	BEGINNING Actions and efforts begin slowly				BREAK Action speeds up				Rapid Action ends quickly													
EUROPEAN MUSICAL	ACT I				ACT II																	
	Normal World		Inciting Incident		The Point of No Return		INTERMISSION		Midpoint Continues		The Big Gloom		Climax into Resolution		New Normal							
VLADE MIR PROPP	SET-UP	INTRODUCTION Family leaves / Don't do X / Hero does X / Villain spies / Villain learns / Villain deceives / Hero tricked				BODY Villain harms / Family lacks / Lack known / Hero agrees / Hero leaves			DONOR SEQUENCE Hero tested / Hero reacts / Magic help / Transfer to quest / Fight villain / Hero branded / Villain defeated / Lack resolved			HERO'S RETURN Return / Hero chased / Rescued / Home unknown / False claims / Task set / Task done / Hero recognized / False unmasked / Hero transformed / Villain punished / Marriage & rule										
Not every element is necessary to be present, but events will largely occur in this sequence																						