

# THE THREE ACT STRUCTURE

Use the guides to fill out your plot points. I used loose plot points from well-known stories to try and help paint a picture of what is happening during each part of a story. (So Spoilers) Try to follow the idea of a rising roller coaster, but remember it is your story you can make it whatever your story calls for!! You can, of course, deviate from this structure, make it your own!!

## ACT 1

### Block One – Introduce Hero In Ordinary World

#### Chapter 1- Introduction

- Introduce your main character and the world they currently live in.

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#### Chapter 2- Inciting Incident (Conflict)

- Something starts to happen at home causing the main character to need to choose their next steps. (A Call to Adventure)

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#### Chapter 3 Resolution

- Those around the main character react with the character ex. Goodbye prior to departure

**NOTE-** This one and future resolutions don't need to fully fix the problem, this can lead into further worse situations.

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### Block Two – Problem Disrupts Hero's Life

### Chapter 4 Reaction (Set up)

- The character reflects on what is now happening in their life and attempts to strategize. They may also meet their mentor.

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### Chapter 5: Action (conflict)

- MC comes into conflict with something that drives the point home that they are NOT in Kansas anymore. They face one of their first of many trials.

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### Chapter 6: Consequence (resolution)

- MC has to face the consequences of the prior actions.

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## Block Three – Hero’s Life Changes Direction

### Chapter 7: Pressure (set-up)

- If you have step of the Hero's Journey, the Trials and Failures are a foot. Here your character start to make (or attempt to make) solid alliances.

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### Chapter 8: Pinch (conflict)

- Connnfliccttt Harry faces Malfoy and his cronies and has to choose who to be with dun dun dun, Luke has to get Han to let them on the Millennium Falcon, the stakes are starting to rise as we get ready to move into act 2!

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### Chapter 9: Push (resolution)

- The characters prep to enter act 2 and fully launch into whatever problems will follow them. Ex Harry chose Ron and Hermonie and now the trio is a sort of target from the slytherins. But classes are starting and he is in a different house.

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# Act Two (Conflict)

## Block Four – Hero Explores New World

### Chapter 10: New world (set-up)

- Things start to become deeply set in the new world, classes start at Hogwarts, Katniss enters the hunger games, we are 100% not in Kansas anymore folks.

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### Chapter 11: Fun and games (event/conflict)

- A bit of a break from the chaos, Harry has his first flying class and is able to catch the rememberall. He has a break from the drama, but unknowingly creates another issue for himself.
- Luke convinces Han to take them in the Millenium Falcon buttttt Han shoots first.

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### Chapter 12: Old world contrast (resolution)

- Take a moment to reflect on the past, how has it gotten better? Is it worse? Sometimes things get worse before they get better.

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## Block Five – Crisis Of New World

### Chapter 13: Build-up (set-up)

- Problems start to crop up, in a crescendo to the big UH OH. The mid point and the start of your Major conflict!
- Harry and Ron use polyjuice potion and sneak into the Slytherin Common room and learn about Tom Riddle's Diary

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### Chapter 14: Midpoint (conflict) TURNING POINT

- Bad things are starting to happen.
  - Chamber of Secrets- Hermione is petrified. Unless someone can figure out what is happening the school will be closed.

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### Chapter 15: Reversal (resolution)

- Plans are made. Actions are decided (For now) something needs to be fixed. HOW?

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## Block Six – Finding A Solution

### Chapter 16: Reaction (set-up)

- The math problem. To accomplish X main character must (Take away enemy support? Add to the rebellion?, Divide enemy troops? To = Their version of Success. How do they plan to do this?

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### Chapter 17: Action (conflict)

- The plan seems pretty straight forward buttttt like with all math it seems easy until it is not. What comes up that ruins all your plans?

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### Chapter 18: Dedication (resolution)

What is your character willing to sacrifice to succeed. Rededicate them to their cause. (Mocking Jay. The Speech in the ruins)

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# Act Three (Resolution)

## Block Seven – Victory Seems Impossible

### Chapter 19: Trials (set-up)

- Over the next few chapters things spiral deeper. After (re)dedicating themselves to the cause they are faced with the first set of new issues that will effect them over the next few chapters.

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### Chapter 20: Pinch (event/conflict)

- Something completely unexpected makes things EVEN WORSE
  - Hogwarts is closing because of the chamber of secrets and now Gilderoy Lockheart is a fraud alsoooo he obliviates himself.

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### Chapter 21: Darkest moment (resolution)

- Your character is at their lowest. NOTHING can help them here. SCREW THIS.
- Harry is separated from Ron with a wall. He has to face the basilisk on his own AND Ginny is gonna die.

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## Block Eight – Hero Finds Power

### Chapter 22: Power within (set-up)

- Your character looks deep inside of themselves. They can either give in or they can do something. They want to freaking do the thing.

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### Chapter 23: Action (conflict)

- Doing the thing won't be easy. They will be together. They will stand up to the bad guy. The chips are gunna fall where they may but they can freaking do it. They just have give it their all.

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### Chapter 24: Converge (resolution)

- Preparation. The final battle is coming
- Harry talks with Tom Riddle and “decides” he is going to fight the basilisk.

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## Block Nine – Hero Fights And Wins

### Chapter 25: Battle (set-up)

- The battle for gondor, the last chance for the lovers to make it work. The rebellion attacking the death star. Whatever kind of “battle” your character must fight inward or outward this is the most difficult try that the rest have “prepared” them for... we hope.

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### Chapter 26: Climax (conflict)

- This is the point of no return. Whatever your story calls for this is the point where they can't take back whatever they do.

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### Chapter 27: Resolution (resolution)

- This last chapter wraps up by handling the aftermath of the climax, the consequences of chapter 26 and to wrap up the loose ends if it is a stand alone, or lay out the pieces to prepare for a sequel, if that is your plan.

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