

**first act:**

- introduces important characters, settings and stakes
- introduces conflict, but protagonist believes the lie

**first half second act:**

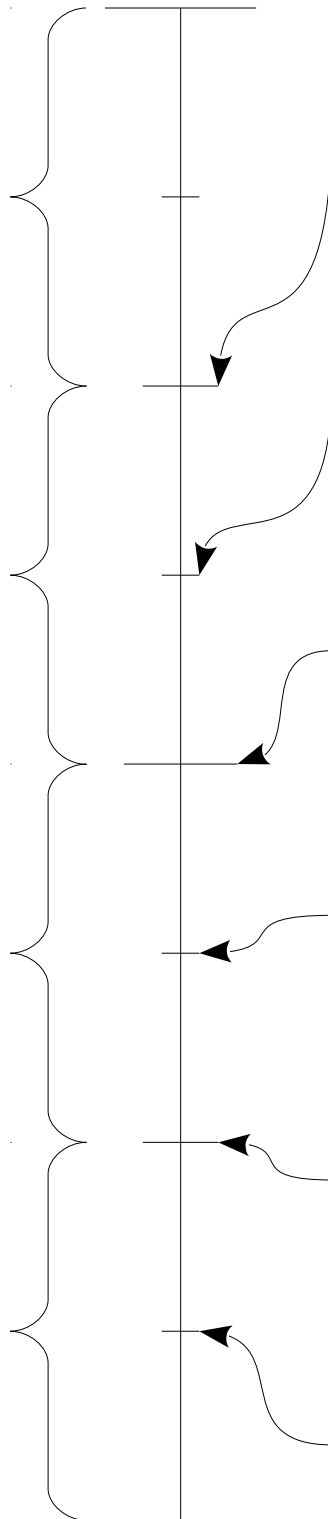
- protagonist reacts to the first plot point
- protagonist tries to regain balance and figure out how to survive in the new world
- protagonist starts realising that the lie is a lie but still tries to maintain the status quo

**second half second act:**

- strong action from protagonist
- assembles all puzzle pieces before third act
- protagonist charges ahead *thinking* to be able see clearly, but still half-blinded by the lie
- there must be contrast between protagonist before and protagonist after
- usually has a minor victory for the protagonist

**third act:**

- assembles all characters
- ties off sub-plots
- fulfils foreshadowing
- starts with more attacks on protagonist
  - minor before climax, e.g. from antagonist or from protagonist's inner doubts and fears



**first plot point:**

- ends setup of first act
- protagonist leaves normal world
- usually forced upon the protagonist

**pinch point:**

- antagonist flexes muscles and reminds what everyone what the protagonist is facing

**midpoint / second plot point:**

- definitive and altering response from the protagonist
- protagonist goes from reacting upon the first plot point to acting
- inverse polarity of first plot point

**pinch point:**

- antagonist shows that protagonist still can be defeated and foreshadows final battle

**third plot point:**

- low moment for the protagonist (after all seemed to be going well, defeat)
- forces protagonist to be absolutely honest about self
- last veils fall and protagonist understands what is really at stake
- must contain death

**climax:**

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