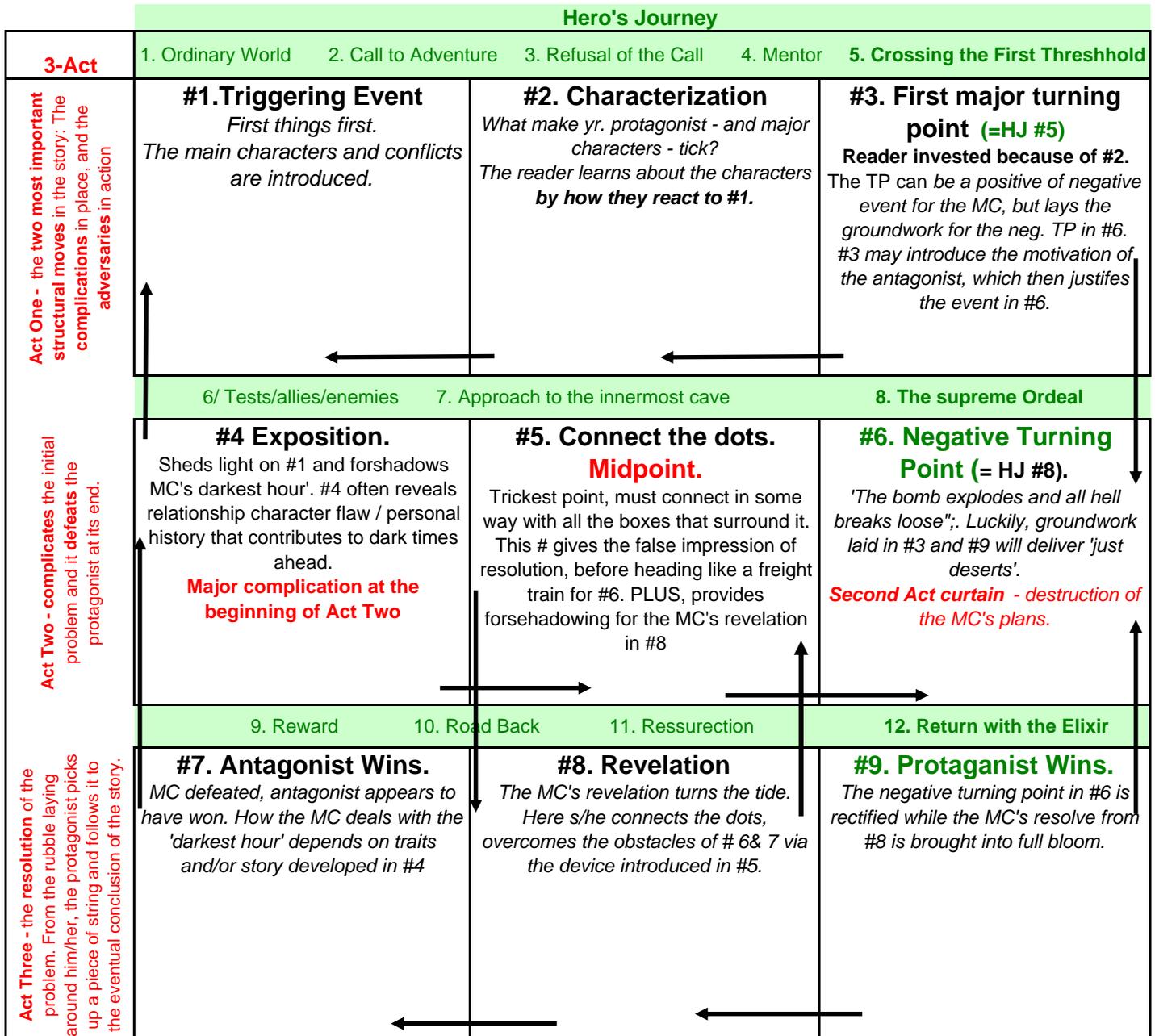


Three-in One Plotting

You might choose to use one, or integrate all three structures: **The Hero's Journey** (in green) the classical **3-Act structure** (typically used in plays and screenplays) in red, and/or the nine-cube plotting strategy - numbered cubes in black.



Hero's Journey

- 1. The Ordinary World - Establishing the 'status quo' - the point at which the story begins.**
Could be a whole scene, or just one line, 'On Monday morning, as Jake dressed to go to work...' Establishes chraaters and context
- 2. Call to Adventure - The 'inciting incident' - what happens to get the protagonist moving.**
Again, this could be a whole scene, a major event, or something someone says, does, a small word or gesture. Catalyst moment.
- 3. Refusal of the Call - What prevents the protagonist from taking action (internal or external force)?**
This could be memory, physical/emotional limitation, person, action, etc. Creates conflict and tension.
- 4. The Mentor - Encounter with the character (present or absent) who supports the protagonist's decision.**
Again, could be a major character, a memory of a person, their words, ... Chance (for third party) to clarify what's at stake, etc.
- 5. Crossing the First Threshold - The moment when the protagonist commits to taking action.**
A major scene, or one small action, word of acceptance, commitment. End of second act.
- 6. Tests, Allies, Enemies - Characters who present obstacles, and/or those who come on side.**
More characters who are either present, or recalled in memory, a voice on a phone... continues through second act.
- 7. Approach to the Innermost Cave - The point of no return**
Similar to five, but showing more commitment, less likelihood of changing mind, distracted from goal. Character's worst fears realized.
- 8. The Supreme Ordeal - Engaging the challenge The major dramatic scene. 'Death and rebirth'**
- 9. Reward (Seizing the Sword) - The MC gains something they can use in later dramatic scene.**
Temporary relief from conflict. Provides cliffhanger...
- 10. The Road Back - The consequences: Makes sense of the ordeal**
How the protagonist's life/situation will change – big scene or just one liner, a bridge to the next scene.
- 11. Resurrection - Transformation of the protagonist How does the protagonist change?**
- 12. Return with the Elixir - Insight, lesson learned, what's been gained by the protagonist's experience**
Big scene or one-liner, e.g. and they all lived happily ever after. Insight, Understanding. Success

NOTE: Often one scene can serve to cover more than one of these steps. Sometimes if a story does not 'work' you can go back and discover that by

Source: *The Writer's Journey* by Christopher Vogler

Brent Sampson: Nine Steps for Plotting Ficiton <http://custompublishing.blogspot.com/2005/01/9-steps-for-plotting-fiction.html>www.