

# Storyboarding Cheat Sheet

## Part 1 - The Setup

- Introduce your character right before their world is turned upside down.
- Start introducing secondary characters and your antagonist.
- In the mythic journey, this is where the hero receives the “Call to Adventure.” Act 1 ends with the hero “Crossing the Threshold” into the special world of the story.

### Key Events

<b>Hook</b> (Beginning of the Story) This grabs your reader’s attention. It doesn’t have to start the plot immediately, but it should instantly give your reader an idea what kind of story you’re telling and compel them to keep reading.	
<b>Plot Point 1</b> (End of Part 1, about 25% into the story) This is when the hero takes on the problem of the story. There should be obvious stakes and conflict. Think about the movie Speed – Keanu and Sandra (heroes) have to keep the bus at 55 mph (conflict) or everyone dies (stakes).	

## Part 2 - The Confrontation

- Your hero starts reacting to the conflict introduced in Part 1. Think about how you usually react to a new situation; you wait it out and try to understand more before going on the attack.
- Part 2 is all about conflict! This is the “Tests” stage of the mythic journey.
- Tell your hero no or “yes, but.” The stakes should increase throughout this act.
- Don’t forget about your antagonist. He should be just as active as the hero. If you struggle with what should happen next, think about what your antagonist is doing to reach *his* goal.
- The hero should be facing some of his own issues and facing internal conflict with his own motivations.
- By the end of Part 2, things should be pretty bad for the hero. His allies may have abandoned him, the girl has rejected him, he’s lost his job, and everything seems to be falling apart. Some books call this the “dark night of the soul.”

<p><b>(Pinch Point 1)</b> The antagonist or his influence show up to remind the reader about the stakes of the story.</p>	
<p><b>Midpoint Shift</b> (Middle of Part 2, about halfway through the story) This is some sort of twist or reversal. Something happens to change the context of the story or to raise the stakes.</p>	
<p><b>(Pinch Point 2)</b> The antagonist shows up again!</p>	
<p><b>Optional: Dark Night of the Soul</b> All is lost! The hero is in bad shape, captured by the villain, abandoned by his friends, or watching the love of his life drive away. This doesn't fit all stories – don't force it if it doesn't work.</p>	
<p><b>Plot Point 2</b> (End of Part 2, about 75% through the story) He gets the last piece of information or tool he needs to succeed. He's cracked the code, found the magic sword, and now is ready to face the antagonist.</p>	

## Part 3: The Resolution

- This last section is wide open! You have the last quarter of the story to wrap things up.
- You are building toward the climax, where the hero will confront the antagonist.
- In the mythic journey, this is when the hero experiences “Resurrection,” when he faces death (figurative or literal) and is reborn.

<p><b>Climax</b> This is your big budget scene! The hero gets the girl, takes out the bad guy, or stops the speeding train. Or maybe he fails, but either way, you're resolving the beautifully twisty plot you've set up.</p>	
--	--