



Exercise Two – The Normal World

Determine what type of Normal World will best set up your character's arc. Which of the following will work best?

- Normal world is a good place that represents the protagonist's Truth

How might you create this type of Normal World for your story?

Will this Normal World be destroyed at the First Plot Point or will the protagonist be forced to journey away from it to protect it? How will this occur?

- Normal World is a less-than-satisfactory place cursed by a great Lie.





How might you create this type of Normal World for your story?

How will the protagonist use her Truth to eventually destroy or escape this destructive Normal World and build a better one in its place?

Describe the physical setting of the Normal World (e.g. Melbourne or Mars)

How is the Lie reflected in your character's exterior world and/or how can the exterior world be a metaphor for the Truth your protagonist will fight to protect?





How will the Normal World visibly prove to readers the world's "before" stat at the beginning of the story?

What setting for the Normal World provides the most logical backstory for why your minor characters believe the Lie?

What has kept your protagonist from leaving the Normal World before now?

Why has your protagonist not been spurred by her Truth to overcome the Lie before now?





How will the Normal World contrast with the Adventure World that will follow in the next two acts?

Which of the following will best describe the main conflict's Adventure World of your story's Second Act?

- A dramatically new and different setting**
- The same physical setting as the Normal World, with only facets of the world changing**

