



Exercise Four – The First Act

Within the first quarter of a Flat Arc story, your primary responsibility will be setting the stage for the coming conflict. Answer the following questions to help you:

How will you reinforce/dramatise the protagonist's Truth?

How will you introduce the Lie that exists in the world and characters around her?

How can you demonstrate what is at stake for the protagonist to lose if she is not eventually able to overcome or escape the Lie in the world around her?





Is the character immediately cognisant of the Lie in the world?

- Yes
- No

If not, how will she grow into an awareness of its darkness and the necessity of resisting it over the course of the First Act?

If the character is aware of the Lie, why has she resisted engaging with it up to this point?

Name three ways you will continue to reinforce the world's Lie or introduce more of its facets throughout the First Act?





What specific quality will be intrinsic to your character's ability to fight the Lie?

What inciting event will be the Call to Adventure that first brushes your character against the main conflict?

How will this inciting event set up the character's entry into the Adventure World of the main conflict in the Second Act?

Does the inciting event initially seem:

- A good thing**
- A bad thing**

How will the Call to Adventure initially be met with resistance or refusal?





Will the protagonist be the one to initially reject the Call to Adventure, or will someone else try to reject it for her?

How long will it take the protagonist to stop resisting?

- Entire rest of the First Act up to the First Plot Point?
- Shorter period ending with what event _____

How does the inciting event change the protagonist's awareness of and ability to coexist with the Lie, in however small or subconscious a way?

