

# Screenplay Structure Sequence

Chart By John Fraim

3 Steps (Traditional)	5 Steps (Field)	8 Steps (Daniel)	15 Steps (Snyder)	17 Steps (Campbell)	22 Steps (Truby)
I - Beginning	Set-Up	Status Quo/Inciting Incident	Opening Image	Call to Adventure	Self Rev. /Need / Desire
II - Middle	Plot Pt. 1	Predicament/Lock In	Set-Up	Refusal of Call	Ghost & Story World
III - End	Confrontation	1st Obstacle/Raising Stakes	Theme Stated	Supernatural Aid	Weak + Need
	Midpoint	First Culmination/Midpoint	Catalyst	Crossing 1st Threshold	InciteEvent
	Plot Pt. 2	Sub-Plot/Rising Action	Debate	Belly of Whale	Desire
	Resolution	Main Culmination/End Act II	Break Into Two	Road of Trails	Ally or Allies
		New Tension/Twist	B Story	Meeting With Goddess	Opp. And/Or Mystery
		Resolution	Promise of the Premise	Woman As Tempress	Fake Ally Opp.
			Midpoint	Atonement With Father	1 <sup>st</sup> Revelation / Decision
			Bad Guys Close In	Apotheosis	Plan
			All Is Lost	Ultimate Boon	Opp.Plan / Counter Attack
			Dark Night of the Soul	Refusal of Return	Drive
			Break Into Three	Magic Flight	Ally Attack
			Finale	Rescue From Without	Apparent Defeat
			Final Image	Crossing Return Threshold	2 <sup>nd</sup> Revelation /Decision
				Master of Two Worlds	Audience Revelation
				Freedom To Live	3 <sup>rd</sup> Revelation / Decision
					Gate Gauntlet
					Battle
					Self Revelation
					Moral Decision
					New Equilibrium