

OPENING  
IMAGE (1)

1

SELF-  
REVELATION,  
NEED &  
DESIRE

THEME  
STATES (5)

2

GHOST &  
STORY  
WORLD

3

WEAKNESS  
AND NEED

SET-UP  
(1-10)

4

INCITING  
EVENT

CATALYST  
(12)

5

DESIRE

6

ALLY OR  
ALLIES

7

8

OPPONENT  
AND/OR  
MYSTERY

9

FAKE-ALLY  
OPPONENT

10

DEBATE  
(12 - 25)

**ACT II - A**

**BREAK  
INTO TWO  
(25)**

11

**FIRST  
REVELATION &  
DECISION:  
CHANGED  
DESIRE AND  
MOTIVE**

**B STORY  
(30)**

12

**PLAN**

13

**OPPONENT'S  
PLAN AND MAIN  
COUNTERATTACK**

14

**DRIVE**

15

16

17

18

19

20

**FUN &  
GAMES  
(30 - 55)**

ACT II - B

MIDPOINT  
(55)

ATTACK  
BY  
ALLY

21

22

23

24

25

26

27

BAD GUYS  
CLOSE IN  
(55 - 75)

APPARENT  
DEFEAT

ALL IS LOST  
(75)

28

29

30

DARK  
NIGHT OF  
THE SOUL  
(75 - 85)

**ACT III**

**BREAK INTO  
THREE  
(85)**

31

**SECOND  
REVELATION &  
DECISION:  
OBSESSION  
DRIVE,  
CHANGED  
DESIRE AND  
MOTIVE**

32

**AUDIENCE  
REVELATION**

33

**THIRD  
REVELATION &  
DECISION**

34

**GATE,  
GAUNTLET,  
VISIT TO  
DEATH**

35

36

**BATTLE**

37

38

**SELF-  
REVELATION**

39

**MORAL  
DECISION**

40

**NEW  
EQUILIBRIUM**

**FINAL  
(85 - 110)**

**FINAL  
IMAGE  
(110)**