

Plotting Comparisons

The Block	Hero's Journey	Save the Cat	7-Point	Try/Fail
Act 1	1 Ordinary World	Opening Image	Hook	The problem
	2 The Call, Refusal	Theme, Set Up		
Act 2 Part 1	3 Cross 1st Threshold	Catalyst, Debate	Turn 1	Planning a solution
	4 Tests, Allies, Enemies	Break Into 2	Pinch 1	Failure or New Problem
	5	B Story, Fun & Games		
Act 2 Part 2	6 Midpoint	Midpoint	Midpoint	Plan again
	7 Approach Inner Cave	Bad Guys Close In		Failure or New Problem
Act 3	8 The Ordeal	All is Lost, Black Moment	Pinch 2	Last plan
	9 Reward, Road Back	Break into 3, Finale	Turn 2	
	Resurrection,			
	10 Return, Resolution	Final Image	Resolution	Finally solve the problem