# PLOT CLOCK

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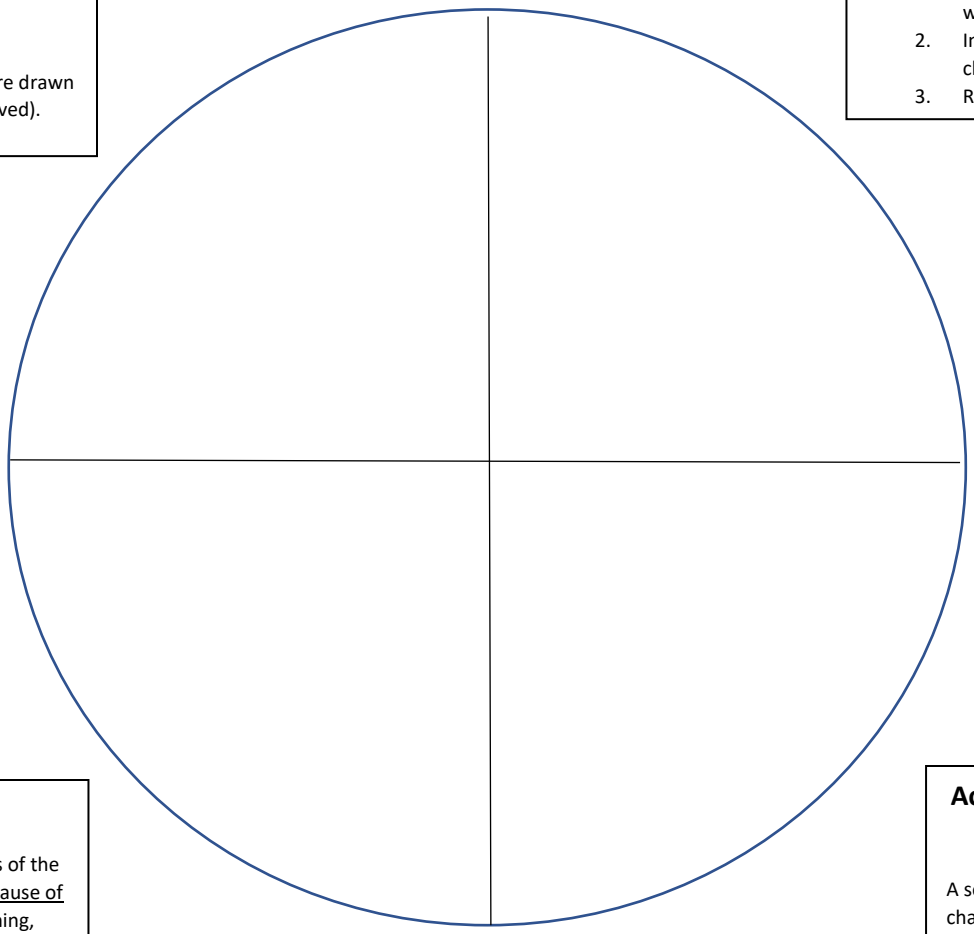
**Story ends!**

**Act 1: Ordinary World**

1. Establishes main character's desires, attitudes, strengths, weaknesses, etc.
2. Introduces some other characters.
3. Reveals inciting incidents.

**Act IV: Climax**

Resolution(s), final twists and denouement (strands of plot are drawn together and matters are resolved).



**Turning Point:**

Takes MC from Act III to Act IV by forcing MC into the final climax.

**Binding Point**

Inner motivation and/or outer forces propel MC into Act II

**Act III:**

MC passes test and challenges of the Special World of the story <u>because of</u> the CHANGE (in attitude/learning, etc.).

**Act II: Special World of the Story**

A series of test and challenges <u>failed</u> leads MC to low point.

**Low Point:**

Official "exit" from Act II, the MC doesn't enter Act III until the <u>change</u>.