

Part One

Setup – Hero as Orphan, being adopted by the reader

- Introduce the Hero (first 2 scenes) – let your reader get to know your hero pre-quest.
 - Who they are, where they are going, their inner demons, their dreams, their world view...
- Set Hook (by page 20-25 – first 3-4 scenes)
 - Something early to get reader's attention. A tease, so to speak, relating to the landscapes or the story ahead. Visceral, sensual, emotionally resonant, and makes a promise of an intense and rewarding experience ahead.
 - Something to sink their teeth into, the earlier the better. Give them an itch they just have to scratch.
- Introduce the story question
- Establish stakes – reader may not quite 'get it' now, but you have to plant it so that they do when the plot turns
- Gain reader empathy – through introduction, stakes, etc.
- Foreshadow the antagonistic force – events to come
 - Antagonistic force defines the nature of the hero's need, quest, journey. Needs to be front and center contextually at all times after Part One. For now, you can just foreshadow it, a sense of impending change.
- Work up to the turning point at end of part one – First Plot Point – Preparing for Launch!
 - Accelerate up to the First Plot Point!

First Plot Point