

## **Part Two**

### *Response – Hero as Wanderer*

- Story Begins Here!
- Hero responds to First Plot Point
  - Including Reluctance – hero is human
    - If effort is put forth, learn something from the failure
  - Not ready to resolve, or even attack, but doing something in response, floundering
  - Has to involve action, whatever that is, but no saving the day yet, at least not successfully
- Work up to the turning point at end of part two – Midpoint – Revelation
  - Acceleration!

### **Pinch Point One (Halfway through P2)**

#### *Reminder*

- Example or reminder of the nature and implications of the antagonistic force
  - Not filtered by hero's experience, but seen in **direct** form
- Something bad, reminds us of who the bad guy is
  - Give a flash of the storm that is raging,
- Simple and direct, tangible experience
- Shown through scene or dialogue (someone reminding him of his weaknesses)
- Raises the stakes

## **Midpoint**