

Sequence 1 • Set up • Inciting Incident	Todo • Save the cat • State theme	Sequence 2 • Debate • Obstacle	Todo • Introduce characters
Problem: Complication: Resolution:		P: C: R:	
Turn into Act 2 Event Launches Hero			
Sequence 3 • New World • Fun and Games	Todo • Introduce Subplot • Deliver on Premise	Sequence 4 • +Fun and Games	Todo • Add complications • Rising action • Deliver on Premise
P: C: R:		P: C: R:	
Midpoint Turn Major Revelation or Twist			
Sequence 5 • Bad Guys close in • Close options	Todo • Respond to twist • Close options	Sequence 6 • All is lost	Todo • Destroy hero • Move to hopeless
P: C: R:		P: C: R:	
Dark Midnight of the Soul Hero has lost it all			
Sequence 7 • Final twist • Preparing for Final Battle	Todo • Close all twists • Hero girds for battle	Sequence 8 • Final Battle	Todo • Final battle • Hero wins or loses
P: C: R:		P: C: R:	
Dénouement Close out loose threads			

Eight Sequence Structure developed by Frank Daniel (no relation) at the University of Southern California.
Resource: <http://thescriptlab.com/screenwriting/structure/the-sequence/45-the-eight-sequences>

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