

## ESSENTIALS OF ACT 2

### 4) Embrace Change

### 5 Entertainment Explosion

### 6) Midpoint

### 7) Amp Up the Stakes

#### Embrace Change

- Act 2 starts when your hero lets go of their old ways and old world and decides to embrace change and take action in a new world.
- Keep the story moving forward. Think about your main character's goals, and if they had one goal in act 1, they might have more goals in act 2.
- By embracing change and meeting new characters, act 2 brings in B-stories.

#### Entertainment Explosion

- These pages are the most Fun! And whatever your genre is, you want to **showcase your genre** on these pages.
- This is the section where we often get the most quotable lines and moments.

#### Midpoint

- Think about what's that Major thing that happens halfway through your story that could shock your main characters and elevate the story. **WHAT IS THE BIGGEST THING THAT CAN HAPPEN HERE?** What's the one thing that creates the most conflict?

#### Amp Up the Stakes

- From your midpoint to the start of act 3, you want to raise the stakes and increase conflict even more.
- Relationships may be ending. All the plans your hero has made may fail epically.