SAVE THE CAT! TEACHING MATERIALS

THE TRANSFORMATION MACHINE ACT 1 page 25: ACT 2 page 85: ACT 3 **BREAK INTO TWO BREAK INTO THREE** Transformation Section Starts Act 1 knowing the The things wrong with the The hero will come into this act in one way and leave it changed 6 things that need fixing world or hero in Act 1 should either with main character be reached or the world page 30-55: **False Victory** page 55-75: page 75-85: **FUN AND GAMES DARK NIGHT BAD GUYS** page 1: OPENING IMAGE Trailer moments/fish OF THE SOUL is the most out of the **CLOSE IN** page 85 - 110: FINALE The darkest water before the dawn page 5: THEME STATED page 30: **False Defeat B STORY** use B Story page 1 - 10: SET-UP page 55: to discuss MIDPOINT theme page 110: FINAL IMAGE This is where the stakes page 75: are raised and timeclocks **ALL IS LOST** appear. page 12: CATALYST The pace should pick up from this point forward. The A Story and B Story should cross here. page 12 - 25: DEBATE **False Victory BREAK INTO TWO BREAK INTO THREE** The hero needs to be proactive. The A Story and B Story have He or she is the one that should come together. The people from push us into two. the B Story can kick you into three. **False Defeat THESIS** world before the story bizarro version of the world in Act 1 the worlds from Act 1 and Act 2 are merged in some way