“And there was none.”

By Agatha Christie

Act 1

1. *Opening Image. Before snapshot of hero and world, (doesn’t have to be a flashback)*
	1. Snapshot before is the mystery that is surrounding the new owners of Soldier Island and the reasons that brought each character to the start of their journey. (Chapter 1 Section 1-4)
2. *Theme stated- Statement made by a character that hints at what the heroes arch will be. That is what the hero must learn or discover at the end of the book. Referred to as the life lesson.*
	1. The man that says *“Just watch and pray,” he said, “Just watch and pray. Judgement is at hand” (Chapter 1 Section 4)*
3. *Set up - Exploration of the hero’s status quo life and all its flaws. Where we learn what the hero’s life looks like before its epic transformation. We also need to introduce supporting characters and the hero’s primary goal. Show the hero’s reluctance to change. Show stakes at risk if the hero does not change.*

Status quo- As a group, they hit a status quo once reaching the mansion.

 Chapter 3 Section I

Dinner was drawing to a close. The food had been good, the wine perfect. Rogers waited well. Everyone was in better spirits. They had begun to talk to each other with more freedom and intimacy.

* 1. Hero’s goal is to find out who their mysterious host is. (dinner)
1. *Catalyst - Within the first 10% of the book. Inciting an incident or life changing event that happens to the hero that will catapult them into a new world and into a new way of thinking. Action beat that is big enough that does not let hero return back to status quo world.*
	1. The Gramophone! Everything here changes (gramophone message Chapter 3 Section 2)

"Ladies and gentlemen! Silence, please!"

Every one was startled. They looked round - at each other, at the walls. Who was

speaking?

The Voice went on - a high clear voice.

You are charged with the following indictments:

Edward George Armstrong, that you did upon the 14th day of March, 1925, cause

the death of Louisa Mary Clees.

Emily Caroline Brent, that upon the 5th November, 1931, you were responsible

for the death of Beatrice Taylor.

William Henry Blore, that you brought about the death of James Stephen Landor

on October 10th, 1928.

Vera Elizabeth Claythorne, that on the 11th day of August, 1935, you killed Cyril

Ogilvie Hamilton.

Philip Lombard, that upon a date in February, 1932, you were guilty of the death

of twenty-one men, members of an East African tribe.

John Gordon Macarthur, that on the 4th of January, 1917, you deliberately sent

your wife's lover, Arthur Richmond, to his death.

Anthony James Marston, that upon the 14th day of November last, you were

guilty of the murder of John and Lucy Combes.

Thomas Rogers and Ethel Rogers, that on the 6th of May, 1929, you brought

about the death of Jennifer Brady.

Lawrence John Wargrave, that upon the 10th day of June, 1930, you were guilty

of the murder of Edward Seton.

Prisoners at the bar, have you anything to say in your defence?

1. *Debate - Reaction sequence in which the hero debates on what they will do next. Presented in the form of a question. Purpose is to show the hero’s reluctants to change.*
	1. This takes place right after the gramophone incident. Each character is trying to debate on what to do in order to protect themselves and find out how pulled the trigger. (Chapter 3 Section 2)

Act 2

1. *Break things into 2. 20% through books. Moment hero decides to accept the call to action and leave the comfort zone, try something new, or venture into a new world or new way of thinking. This moment that separates status quo from act 1!*
	1. This is where their plan starts moving, question each other and how they know their host, UN Owen. Chapter 4 Section 2
2. *The B story. This is the 22% part of the book. Introduction of new character(s) to help the character learn the theme. Also referred to as helper character, love interest, mentor, nemesis, family member, friend.*
	1. Internal thoughts of each character of their past and what they are trying to do. (Chapter 4 Section 4)
3. *Fun and Games 20-50% of the book. We see the hero in their new world. Either loving it or hating it. Succeeding or floundering. Promise of the Promise. This represents the hook of the story.*
	1. Victims 1-3, who the players actually are (drunk dies, ms rodgers, McCathur)
	2. Starts to look at the toy soldiers and start comparing them to the poem and how people are dying.
4. *Mid Point - Halfway through the novel. Where the fun and games comes into a false victory or a false defeat. Something here needs to raise the stakes and push the hero to the real change.*
	1. Fun and Games - Internal dialogue- interviews into the main plot. We have more info on characters, they are all guilty of something that they weren’t convicted of. (A and B stories are coming together.)
5. *Bad guys close in 50-75% of novels. The midpoint was a false victory. Downward path that is progressively worse for the hero. If False Defeat, upward path where things seem progressively better for the hero. Regardless of path, deep rooted flaws and internal conflict are closing in. What would this look like?*
	1. Gun missing, shower curtain missing, Wargrave dies, gun is back in original place. Leads to just the last 4
6. *This is the part where “all is lost.” The lowest point of the novel. The action beat where something happens to the hero combined with internal flaws that pushes the hero to rock bottom. What does this look like?*
	1. Chapter 13 - This is where they lock themselves into their rooms after Justice Wargraves is placed back into his bed and covered.
7. *Dark night of the soul. 75--80% of novels. Reactions where the hero takes time to process everything that has happened and the hero should be worse off than beginning. Darkest hour. Moment right before the hero figures out the biggest moment in the novel and learns about the theme of the novel.*
	1. Down to the 3 of them. Armstrong is dead. (Sixteen section 1)

Act 3

1. *This is called break into 3. 80% of novels. Ah ha! Moment. Hero realizes what they must do to not only fix all the problems in act 2, but also fix themselves. The Arch is nearly complete.*
	1. Vera accepts what she did and takes her own life, (Wargrave to simply just watch her complete his plan by killing herself)
2. *The finale.80-99% of the novel. Hero proves they have truly learned the theme and enacts a plan they learned in break into three. Bad guys destroyed, lovers reunited, flaws are conquered. Not only is the hero saved, it is a better place than it was before.*
	1. All of them dead
	2. Cops talking over clues and scenes - review everything with a different set of eyes. (Epilogue)
3. *Final Image. 99-100% of the book. Mirrors opening image. Snapshot of who this hero is after going through his epic and satisfying transformation.*
	1. The Letter that is read by wargrave.