

BLONDIE MARIE

STORY MAPPING

PART 4—THE RESOLUTION

> In this section, your character will summon the courage and growth to come up with a solution, overcome his/her obstacles, and conquer the antagonist forces keeping him/her from achieving the goal defined at the beginning of this story.

> At this point, all new information to the story has been referenced, foreshadowed, or is otherwise in play.

> This part takes up approximately 1/4 of the book.

TIPS BEFORE STARTING

> Define how your A-story and B-story will be combined.

> Define major conflicts of the Act and possible solutions.

