

# Story Arc - Cozy Mystery

## CONVENTIONS

### Act 1

- Murder creates a puzzle (who done it?)
- Death is offstage and discovered early
- Reason for killing must be plausible
- All clues are visible to readers
- Red herrings used to distract audience
- No explicit profanity, sex, or violence
- Crime occurs within the community
- Killer is from the community
- An event forces sleuth to investigate

### Act 2A

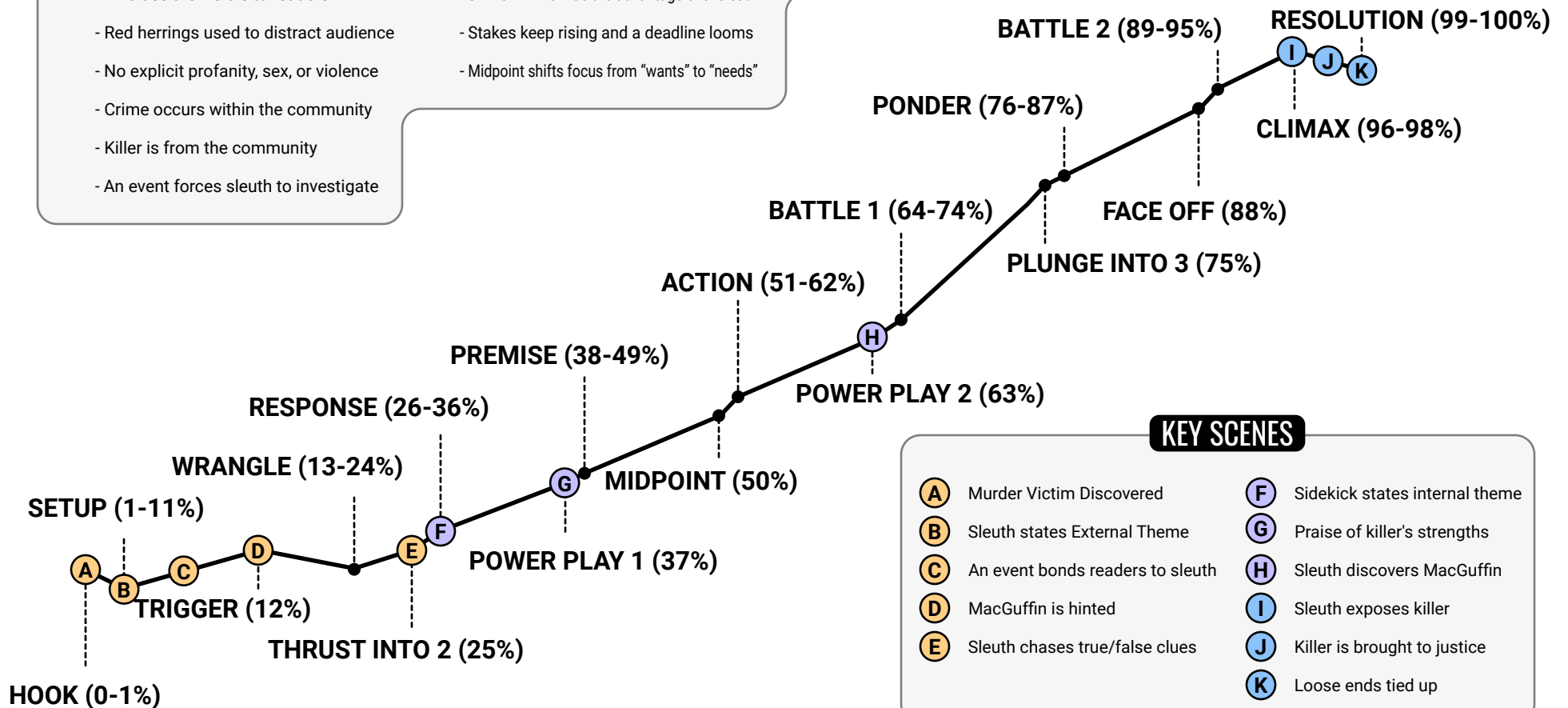
- Sleuth actively investigates
- Story introduces one or more subplots
- Sleuth encounters obstacles and conflicts
- Unknown killer has the advantage over sleuth
- Stakes keep rising and a deadline looms
- Midpoint shifts focus from "wants" to "needs"

### Act 2B

- Sleuth eliminates suspects
- Killer makes it personal
- Sleuth doubles efforts to reveal killer

### Act 3

- Sleuth reveals the truth
- Sleuth is changed by the events



## KEY SCENES

- |   |   |
|---|---|
| <b>A</b> Murder Victim Discovered         | <b>F</b> Sidekick states internal theme |
| <b>B</b> Sleuth states External Theme     | <b>G</b> Praise of killer's strengths   |
| <b>C</b> An event bonds readers to sleuth | <b>H</b> Sleuth discovers MacGuffin     |
| <b>D</b> MacGuffin is hinted              | <b>I</b> Sleuth exposes killer          |
| <b>E</b> Sleuth chases true/false clues   | <b>J</b> Killer is brought to justice   |
|   | <b>K</b> Loose ends tied up             |



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