

How Many Core Challenges? Four? Six?

There are Four Core Challenges: the Inner, Outer, Romantic and Greater Antagonism.

You can continue breaking down the meaning of "Core:"

In the latest version we have amended this to Six Core Challenges:

Challenge 5: before they are able to escape the First Threshold, the Hero et al must battle the "inhibitor" of that stage - the Major Threshold Guardian / Minor Antagonism Representative. For example, in The Godfather (1972), before Michael can leave New York, he must overcome Sollozzo.

Challenge 6: before they are able to escape the Deeper New World (Act II), the Hero et al must battle the "inhibitor" of that stage - the Inferior Antagonism (this is the stage of Atonement). For example, in The Godfather (1972), before Michael return to New York, ther must be peace between the Families.

But you can go further, for example, every Hero begins in the Ordinary State (in a modern 90 minute movie) and there is always a battle / challenge required to escape that World/State. Similarly, the same applies for the Edge of the Ordinary World etc. You go on until the structure becomes a series of cathartic/challenge points.

Hope this helps.

Suggest you purchase the latest version at <http://www.clickok.co.uk/ClassicHero.html>

Best,

<http://www.clickok.co.uk/index4.html>