

**Scene of Arrival-** character arrives in new location/ world

(Often paired with Scene of Introduction)

*Example answers in italics*

Single most important visual that sums up philosophy/ feeling of world: *Egyptian Gods of the Dead lazily playing a cruel game of human sacrifice*

Opening image: *Egyptian mythological creature eating a human heart*

Goal of Character A in new world: *Cleopatra wants to find Mark Antony*

Obstacles in the way of that goal:

1. *crowd of Gods*
2. *ushered to meet Isis*
3. *Isis insists she play a game with her*

Tactics used by Character A to navigate those obstacles:

1. *tries to push her way through*
2. *Says not worthy to be in her presence*
3. *doesn't know the rules*

Closing image: *Ammit burping*