

# Contents

Chapter 1. Fountain Intro	
Chapter 2. Basic Syntax	
Chapter 3. Practical Examples	
1. How to create notes	6
2. How to write dual dialogue	6
3. How to create sections and synopses	6

# Chapter 1. Fountain Intro

## What is Fountain?

"Fountain is a simple markup syntax for writing, editing and sharing screenplays in plain, human-readable text."

## Who made Fountain?

"Fountain comes from several sources. John August and Nima Yousefi developed Scrippets, which used simple markup to embed screenplay-formatted material in websites. Stu Maschwitz drafted a more extensive spec known as Screenplay Markdown or SPMD, designed for full-length screenplays. Stu and John discovered that they were simultaneously working on similar text-based screenplay formats, and merged them into what you see here. Other contributors to the spec include Martin Vilcans, Brett Terpstra, Jonathan Poritsky, Kent Tessman, and Clinton Torres."

https://fountain.io/

## **Related information**

Basic Syntax (on page 4)

## Chapter 2. Basic Syntax

 Scene headings start with the usual variations of INT, EXT or by forcing a unique heading with a full stop e.g.

```
ROBOT VACUUM POV
```

• Character names are written in FULL CAPS and dialogue directly under them e.g.

```
MARK

Get on with it, already!
```

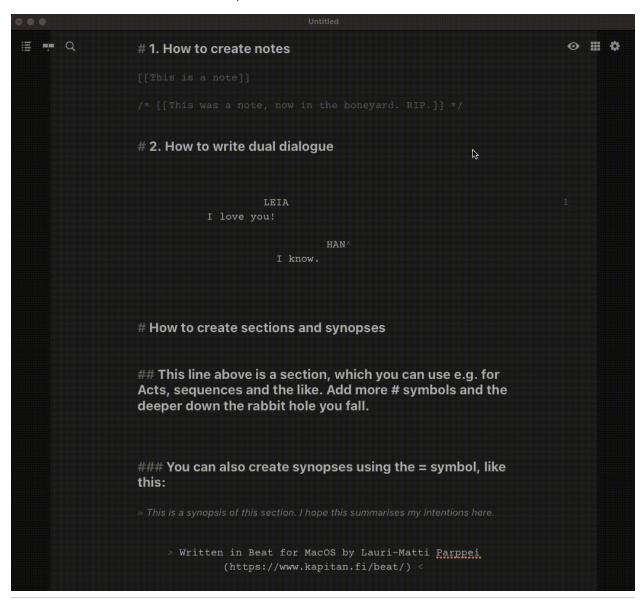
- Parentheticals are simply in (parenthesis)
- and transitions end with a TO: but you can also make a line transition with the > symbol.
- Finally, you can combine various emphasis e.g. \_underline\_, \*italics\*, \*\*bold\*\*.
- For the complete Fountain syntax, see: https://fountain.io/syntax
- Part of the Fountain concept is that there are no real prerequisites you can write anywhere
  that supports plain text, without the need for proprietary file formats or software. For a list of
  applications that support turning Fountain to other formats, e.g. the open source Beat, see:the
  Fountain site

## **Related information**

Practical Examples (on page 5)

# Chapter 3. Practical Examples

Click on the below Gif to see the examples in action



### **Related information**

- 1. How to create notes (on page 6)
- 2. How to write dual dialogue (on page 6)
- 3. How to create sections and synopses (on page 6)

## 1. How to create notes

Create a note by surrounding text with <code>[[double brackets]]</code>. Notes can stand on their own, in between lines, or in the middle of a single line. Carriage returns work, but two spaces must be placed on an empty line to connect the surrounding lines into one note. To hide comments, use the <code>/\*Boneyard syntax\*/</code>.

## Example:

This is a line of dialogue with [[Oh, wait, maybe this is kind of shallow?]] a subtle message.

### **Related information**

- 2. How to write dual dialogue (on page 6)
- 3. How to create sections and synopses (on page 6)

## 2. How to write dual dialogue

Write dual dialogue by inserting a caret ^ directly after the second character element.

## Example:

```
LEIA
I love you!

HAN ^
I know.
```

### **Related information**

- 1. How to create notes (on page 6)
- 3. How to create sections and synopses (on page 6)

## 3. How to create sections and synopses

Following the markdown convention of using a hash/pound symbol (#), sections allow you to structure your story into manageable, nested units of story e.g. sequences or acts. By default, they do not print with the script. Use one # symbol for larger units of story, and add more # symbols for smaller units.

Synopses use the equals symbol (=) and are non-printing elements that allow you to describe the unit e.g. a scene and can be used anywhere in your screenplay.

## Example:

```
# ACT III

INT. MONGOOSE FARM - DAY

= Derek's mongoose farm, stands tall and pround in the middle of Downtown Atlanta, and attracts a strange following of Mongolian tourists.

A brisk wind, reminiscent of the Finnish winters in his youth, sweeps over Derek as he stares at his flat bicycle tyre.
```

## **Related information**

If only he had some carrots.

- 1. How to create notes (on page 6)
- 2. How to write dual dialogue (on page 6)