

What's the difference between an Inciting Incident and the Call to Adventure?

At the time of writing, there is tremendous confusion about these terms and their differences, as shown by the examples here:

<http://www.clickok.co.uk/Inciting-Incident-Confusion.pdf>

The State of Perfection Loop helps explain the difference between the Inciting Incident and Call to Adventure:

The Inciting Incident is the demonstration of the State of Imperfection. It is the trauma that needs to be resolved, the wrong that must be righted, the deficiency or problem that must be resolved, the inadequacy, the imbalance, the antagonism which must be restrained etc.

The Call to Adventure is the encouragement out of the Ordinary World. If you don't want to use the 2000+ stage Hero's Journey/Transformation/New World paradigm, then it is the encouragement out of the initial benchmark state.

In *Star Wars (1977)*, Vader attacks and kidnaps Leia. Classic iconography tells us who the bad guy is and who will be restrained. That's the Inciting Incident.

In *Star Wars (1977)*, Artoo presents Luke with Leia's hologram, which encourages him out of his Ordinary World (out of the farm to seek a Magical Gift, Ben Kenobi). That's the Call to Adventure.

The above is confused by a number of factors (in which case further explanation is required - see the 2000+ stage Hero's Journey/Transformation/New World at <http://www.clickok.co.uk/index4.html>):

Where you start your story at the linear beginning, the State of Perfection. Where the move to imperfection is contracted or expanded in a number of ways.

Where the Ordinary World and Call to Adventure precede the Inciting Incident.

Where the Call to Adventure and Inciting Incident are illustrated in the same sequence.

There is A LOT more to both the Inciting Incident and Call to Adventure than you think.

Also see:

<http://www.clickok.co.uk/Inciting-Incident-versus-Call-To-Adventure-Resolved.html>