

FOOLSCAP GLOBAL STORY GRID – © Shawn Coyne

|                                                                                                                                               |                                                                                                                                                                                                                                                                                                                                                                                                                  |                 |                 |
|-----------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------|-----------------|
| GLOBAL GENRE                                                                                                                                  | GLOBAL GENRE Status Story                                                                                                                                                                                                                                                                                                                                                                                        |                 |                 |
|                                                                                                                                               | External Genre: Performance                                                                                                                                                                                                                                                                                                                                                                                      |                 |                 |
|                                                                                                                                               | External Value at Stake: honor vs shame: citizenship via magic talent display vs exile to mundania                                                                                                                                                                                                                                                                                                               |                 |                 |
|                                                                                                                                               | Internal Genre: Status Sentimental                                                                                                                                                                                                                                                                                                                                                                               |                 |                 |
|                                                                                                                                               | Internal Value at Stake: Success vs Selling Out: wife and family via honest means vs dishonest illusions                                                                                                                                                                                                                                                                                                         |                 |                 |
|                                                                                                                                               | Obligatory Scenes: Inciting challenge, leave home, forced to adapt, learn Antagonist’s MacGuffin, Protagonist’s initial strategy fails, All-Is-Lost, Core Event: Protagonist does what’s necessary, Protagonist saves self                                                                                                                                                                                       |                 |                 |
|                                                                                                                                               | Conventions: Mentor figure, big social problem, shapeshifters, heralds/threshold guardians, point of no return, ironic Win-But-Lose ending                                                                                                                                                                                                                                                                       |                 |                 |
|                                                                                                                                               |                                                                                                                                                                                                                                                                                                                                                                                                                  |                 |                 |
|                                                                                                                                               | Point of View: past tense third person close perspective from Bink’s point of view                                                                                                                                                                                                                                                                                                                               |                 |                 |
|                                                                                                                                               | Objects of Desire [SEE INCITING INCIDENT, Want = MacGuffin]: Citizenship, the throne of Xanth                                                                                                                                                                                                                                                                                                                    |                 |                 |
| Controlling Idea/Theme: Success is achieved when the underlying truth is not overlooked for the illusion of what seem obvious on the surface. |                                                                                                                                                                                                                                                                                                                                                                                                                  |                 |                 |
| BEGINNING<br>HOOK                                                                                                                             | Bink needs to visit Magician Humfrey to find his magic talent, but there is a chasm in the way, and a dragon guards the chasm. He decides to risk the unknown to go around and runs into the Sorceress Iris. He resists her threats and temptations to get past the end of the chasm unharmed.                                                                                                                   | External Charge | Internal Charge |
|                                                                                                                                               | Inciting Incident (causal/coincidental): causal: hopeful to useless, unfit to have a chance to prove worth                                                                                                                                                                                                                                                                                                       | +/-             | -/+             |
|                                                                                                                                               | Turning Point Progressive Complication (Act/Rev): revelation: difficult passage to guarded by dragon, tempted from fiance to (unknowingly) saving future wife                                                                                                                                                                                                                                                    | -/--            | -/++            |
|                                                                                                                                               | Crisis (BBC/IG): best bad choice - dragon or extra time facing unknown danger irreconcilable good - unveil talent (dragon) or successfully continue to Humfrey                                                                                                                                                                                                                                                   | --?-            | ++?+            |
|                                                                                                                                               | Climax: facing illusions: saved from drowning to attacked by illusions, promise of wife and throne to refusing dishonesty and risking mere citizenship                                                                                                                                                                                                                                                           | +/-             | ++/--           |
|                                                                                                                                               | Resolution: maintain integrity: re-tempted to successfully resisting, promise of illusory wife and throne to seeking possible real wife and real citizenship                                                                                                                                                                                                                                                     | -/+             | +/?+            |
| MIDDLE<br>BUILD                                                                                                                               | Crombie takes Bink to Humfrey where he learns that he has a talent he cannot display. So he is banished to Mundania where he meets Trent, who wants Bink’s help invading. To save Xanth, Bink resists Trent, and they tumble back into Xanth where they discover the magical Castle Roogna.                                                                                                                      | External Charge | Internal Charge |
|                                                                                                                                               | Inciting Incident (causal/coincidental): coincidental: struggling to guarded, alone to with company                                                                                                                                                                                                                                                                                                              | -/+             | -/+             |
|                                                                                                                                               | Turning Point Progressive Complication (Act/Rev): Action: banished to temptation for selling-out, new goal of making a life in Mundania to possible loss of humanity                                                                                                                                                                                                                                             | -/--            | +/--            |
|                                                                                                                                               | Crisis (BBC/IG): best bad choice - sell out and help Trent invade, or defend the land that rejected him and lose his humanity? irreconcilable good - Save Chameleon by helping Trent, or stay true to his loyalty and look for another option?                                                                                                                                                                   | --?-            | +?++            |
|                                                                                                                                               | Climax: uneasy truce: successfully surviving the death shield to compromising with Trent, working together for survival to struggling alone                                                                                                                                                                                                                                                                      | ++/+            | +/-             |
|                                                                                                                                               | Resolution: successful discovery for the good of the nation to trapped, struggling through the wilderness to sheltered                                                                                                                                                                                                                                                                                           | +/-             | -/+             |
| ENDING<br>PAYOFF                                                                                                                              | They leave Castle Roogna, survive a wiggle swarm, and face Iris. When Trent decides to work with her, Bink challenges him to a duel. He learns his magic talent when Trent is unable to defeat him and ends hostilities, which shows enough integrity that the elders give Trent the throne upon the death of the old king, who then makes Bink not just a citizen, but a close confidante of royalty.           | External Charge | Internal Charge |
|                                                                                                                                               | Inciting Incident (causal/coincidental): causal: trapped to free, working with Chameleon to compromising with Trent                                                                                                                                                                                                                                                                                              | -/+             | +/-             |
|                                                                                                                                               | Turning Point Progressive Complication (Act/Rev): Revelation: free to obligated, tempted to scorned                                                                                                                                                                                                                                                                                                              | +/-             | -/--            |
|                                                                                                                                               | Crisis (BBC/IG): best bad choice: Will Bink sell out his integrity and preserve his life at the risk of Xanth traditions, or will he risk his life to preserve Xanth? irreconcilable goods: Will Bink step aside and hide with Chameleon, staying in Xanth with a wife while Trent takes the throne unchallenged, or will he stay true to his integrity and risk all for the chance of saving the entire nation? | --?-            | +?++            |
|                                                                                                                                               | Climax: enlightenment: ignorant to aware of what will give high status, plotting how to succeed to Chameleon in danger of dying                                                                                                                                                                                                                                                                                  | --/?+           | ++/--           |
|                                                                                                                                               | Resolution: submissive to conquering, worried to successful                                                                                                                                                                                                                                                                                                                                                      | -/?+            | -/?+            |