

FOOLSCAP GLOBAL STORY GRID – © Shawn Coyne

GLOBAL STORY	GLOBAL GENRE Horror: Supernatural		
	External Genre: Horror: Supernatural		
	External Value at Stake: Life/Death/Death Would be a Mercy		
	Internal Genre: Status: Pathetic		
	Internal Value at Stake: Success/Failure		
	<u>Obligatory Scenes for the Horror Genre:</u>		
	An Inciting Attack by a monster. Theodora and Eleanor are awakened by loud banging on the doors.		
	Speech in Praise of the Monster: There is a lengthy set-up scene wherein Dr. Montague explains the history of Hill House, and the inexplicable nature of psychic phenomena that have occurred there.		
	The protagonist becomes the final victim after a series of “kill-off” scenes of minor characters. One might consider Dr. Montague’s explanation of the house’s history as a killing-off of minor characters. We learn of the Crain daughter’s companion’s suicide, and of a man who died trying to escape the house at night. Eleanor is the final victim.		
	Victim at the Mercy of the Monster: Eleanor is possessed by the House and driven to the top of the tower, where she is sure to fall. She is only saved by Luke at the urging of the others who are staying in the house.		
	False Ending: Eleanor has been rescued from the tower and the others in the house are sending her away for her own good. There is a temporary sense of relief that she has averted disaster, but at the end she drives her car into a tree and (presumably) dies.		
	<u>Conventions of the Horror Genre:</u>		
	The monster can’t be reasoned with: This is even played up for comic relief by having Mrs. Montague appear and attempt to commune with the spirits, convinced that they only need their suffering to be understood. She believes everyone else in the house is incompetent with psychic phenomena and only she herself can reason with the spirits.		
		External Charge	Internal Charge

BEGINNING HOOK	Inciting Incident (causal/coincidental): Causal - Eleanor and the other members of the party agree to stay in a house notorious for its psychic phenomena.	-	+
	Turning Point Progressive Complication (Act/Rev): Dr. Montague relates the long and dangerous history of Hill House and warns of potential danger.	-	-
	Crisis (BBC/IG): Will Eleanor stay in Hill House and risk harm, or will she leave and separate herself from her new friends?	?	?
	Climax: Eleanor is desperate for belonging. She decides to stay.	-	+
	Resolution: The party convenes for relaxation and games.	+	+
MIDDLE BUILD		External Charge	Internal Charge
	Inciting Incident (causal/coincidental): Causal - The party sets out to explore and enjoy the house.	-	+
	Turning Point Progressive Complication (Act/Rev): After a series of disturbing phenomena, the party receives mysterious written messages beckoning Eleanor to “come home.” Eleanor begins to suspect the party is turning against her.	-	-
	Crisis (BBC/IG): Will Eleanor voice her irrational fears to the guests, or will she maintain group cohesion in an effort to be liked?	?	?
	Climax: Eleanor is unable reason, and lashes out at the other guests.	-	-
	Resolution: The party begins to treat her with contempt.	+	-
ENDING PAYOFF		External Charge	Internal Charge
	Inciting Incident (causal/coincidental): Causal – Eleanor is lured by evil forces to the top of the tower, and narrowly averts death when she is rescued.	+	+
	Turning Point Progressive Complication (Act/Rev): Dr. Montague and others demand that Eleanor leave Hill House for her own safety.	+	-
	Crisis (BBC/IG): Will Eleanor leave the only place she’s ever found belonging, or will she insist upon staying and seal her fate?	?	?
	Climax: Eleanor, faced with a situation where Death Would be a Mercy, drives her car into a tree.	-	-
	Resolution: Eleanor dies tragically. The house remains.	-	-