		FOOLSCAP GLOBAL STORY GRID © Shawn Coyne
		FOR <i>THE MARTIAN by</i> Andy Weir
		GLOBAL GENRE: Action
		External Genre: Action Adventure/Man Against Nature/The Environment Plot
G	S	External Value at Stake: Life to Unconsciousness to Death to Damnation
L	Т	Internal Genre: Negligible
0	0	Internal Value at Stake: Negligible
В	R	Obligatory Scenes and Conventions: 1. Hero/Victim/Villain 2. Destination/Promise 3. Plan
A	Υ	4. Set Pieces 5. Hero at Mercy of Villain 6. Blatant CI
L		Narrative Device: Comedic Epistolary
		Point of View: 1st Person; 3rd Person
		Objects of Desire: Wants to go homeThere is no deeper need
		Controlling Idea/Theme: Individual ingenuity plus community equals survival
В		External
E		Charge
G	н	1. Inciting Incident: Wounded Mark Watney is marooned on Mars
ı	0	2. Complication: Need Water to Grow Food
N	0	3. Crisis: To Create Water Risks Immolation
N	К	4. Climax: Mark Chooses to create controlled explosions to create water +
ı		5. Resolution: Explosion almost kills Watney -
N		
G		
		External
М	В	Charge
1	U	1. Inciting Incident: Dead Astronaut Threatens NASA future Missions
D	ı	2. Complication: Evidence is found that Watney is Alive +
D	L	3. Crisis: Do we risk all for one?
L	D	4. Climax: The Rich Purcell Maneuver +
E		5. Resolution: The Team Goes Back to Save Watney +
		External
E	Р	Charge
N	Α	1. Inciting Incident: Watney must travel 3000 kilometers to get to launch vessel
D	Υ	2. Complication: Watney Burns Out Pathfinder, no more direct communication
ı	0	3. Crisis: Do we set off a bomb in the ship to slow down?
N	F	4. Climax: Beck Leaves Hermes and Captures Watney +
G	F	5. Resolution: Watney Saved +