

Story Spine	Scene Details	Identify Complication			Pain Scale of Irreversibility	Global Life Values at Stake		Does this progressively complicate the story?		Kim's Commentary
		Relevance	Outcome	Scene Value	(Reversible) 1-None 2-Low 3-Mod 4-High 5-Total (Irreversible)	neg or pos	Life (PURPLE) Passive Threat (BLUE) Active Threat (GREEN) Captive (YELLOW) Unconscious (ORANGE) Mortal Wound (PINK) Death (RED) Damnation (BLACK)	Does this move the global story forward?	Timing: Notes on Flow, Pacing, Repetition, etc. when it's not working	
	Note: not broken down by 5C/TP like a typical SG Spreadsheet, instead went with POV shifts and/or value global value shifts, whatever was most useful to me to identify the progressive complications and how they affected the story	Tool Obstacle Set Up Irrelevant	Consequence of Complications Phrase	Life (PURPLE) Passive Threat (BLUE) Active Threat (GREEN) Captive (YELLOW) Unconscious (ORANGE) Mortal Wound (PINK) Death (RED) Damnation (BLACK)						
Set Up	Prologue where we hear the story of Giants, Beans, Erik the Great Intercut from Jack's father and Isabelle's mother telling the story.	Set Up / Potential Obstacles & Tools Isabelle's relation to Erik the Great Jack's book Jack's father can't guarantee that giants aren't real	Giants could be real	Passive Threat	1-None-Reversible and/or no relevant consequence	-	Life/Thriving	Setup		
	10 years later - Jack on his way to sell the horse, Jack's uncle "don't get distracted"		Tool Horse & cart	Jack has to sell horse & cart	Life/Striving	2-Low-Reversible and/or minor consequence	-	Life/Striving	Setup	
	Jack stops to watch a show about Erik the great, sees a pretty young woman Men start picking on her / ask about her gold bracelet Jack steps in and gets punched King's guard arrives to get woman, Princess Isabelle, everyone bows Horse is still there but the cart is gone		Obstacles Show Princess Bad guys Thief Tool King's guard	Jack gets punched Jack loses the cart	Wounded/Attacked (Individual)	3-Mod-Reversible but with difficulty and/or greater consequence	-	Life/Striving	Setup for love story	
BH II	Roderick and his dumb right hand find that the Monk has stolen the beans but not the crown, "close the gates and find that monk"	Tool Monk steals beans Set Up/Potential Obstacle Roderick still has crown	Monk stole the beans	Passive Threat	4-High-Reversible but only with great difficulty and major consequence	+	Life/Striving	Yes	Technically progresses, but feels like exposition	In terms of POV and narrative drive, it's not necessary that we know this info. We don't need to know who the monk stole the beans from or that Roderick still has the crown. I think the story would have been better if they'd used suspense or mystery rather than dramatic irony. I'll make more comments about this as we go.
	Looking for the monk in the crowd, Jack still trying to sell horse, offers 10 coppers but doesn't have money on him...gives him beans "holy relics", priceless to the monks of Cloister, take them to prior Puffin and tell him brother Abel sent him. Whatever you do don't get them wet. Monk takes the horse. Monk is captured	Tool Monk Beans Horse Obstacles Gate Guards Irrelevant Monks of Cloister	Jack has the beans	Life/Striving	3-Mod-Reversible but with difficulty and/or greater consequence	-	Passive Threat	Yes		WHY does Jack not go directly to the Monks of Cloister to claim his reward? Or at least attempt to go there, but maybe it's too far without a horse, getting dark? Feels like a plot hole.
	Intercut scene Isabelle apologizes to Elmont for making his job hard Jack's uncle reams him for losing the horse and cart, you need to grow up, you're 18 years old King lecturing Isabelle - she doesn't want to marry roderick Uncle smacks the beans out of Jack's hand, going to sell his parents things If I was a prince, you'd let me find my own way Isabelle leaves	Obstacles King Uncle	Beans fell through the floor boards Isabelle ran away	Passive Threat	4-High-Reversible but only with great difficulty and major consequence	-	Passively Threat	Yes		
	Roderick interrogates the monk, kills him with a blade	Tool Monk keeps his secret Obstacle Roderick	Roderick kills the monk	Death	5-Total-Irreversible/major relevant consequence	+	Passive Threat	No	Pacing feels off: too much too soon, irrelevant	Roderick kills the monk, showing us the kind of villain he is but since we're not actually in danger of him at this time it feels irrelevant. I feel like would be better served if it was saved for later as a twist. (POV / Narrative drive issue) And as far as life values go, just because this is a death, does not mean the global life value at stake shifts to death. In fact, the monk dying but keeping his secret actually makes things safer for Jack and the Kingdom. All in all, this scene feels out of place to me and is something I would recommend revising.

Story Spine	Scene Details	Identify Complication			Pain Scale of Irreversibility	Global Life Values at Stake		Does this progressively complicate the story?		Kim's Commentary
	Note: not broken down by 5C/TP like a typical SG Spreadsheet, instead went with POV shifts and/or value global value shifts, whatever was most useful to me to identify the progressive complications and how they affected the story	Relevance	Outcome	Scene Value	(Reversible) 1-None 2-Low 3-Mod 4-High 5-Total (Irreversible)	neg or pos	Life (PURPLE) Passive Threat (BLUE) Active Threat (GREEN) Captive (YELLOW) Unconscious (ORANGE) Mortal Wound (PINK) Death (RED) Damnation (BLACK)	Does this move the global story forward?	Timing: Notes on Flow, Pacing, Repetition, etc. when it's not working	
		Tool Obstacle Set Up Irrelevant	Consequence of Complications Phrase	Life (PURPLE) Passive Threat (BLUE) Active Threat (GREEN) Captive (YELLOW) Unconscious (ORANGE) Mortal Wound (PINK) Death (RED) Damnation (BLACK)						
BHTPPC BH CR BH CL BH R	Isabelle riding away on her horse in the rain, comes to a fork in the road, sees a light from Jack's house, goes there Rain is reaching the beans while they talk, Jack knows it's the princess, beans spout, She is trapped, Jack takes an ax to help Jack isn't wildly keen on heights, trying to chop at the door, opens it, slips, grabs her bracelet and falls, gets knocked out , house ascends to the sky	Obstacles Rain Beanstalk Jack's fear of heights Tool Ax	Isabelle is trapped in the house at the top of the beanstalk	Unconsciousness	5-Total-Irreversible/major relevant consequence	-	Active Threat	Yes		Jack's fear of heights doesn't feel authentic
MBII	Jack wakes to the king standing over him, Jack tells them his house in the sky with the princess, Roderick insists he goes along Begin the climb, Roderick has the crown Elmont tells Jack about the law that Isabelle can never marry a commoner Craw gives Jack the pep talk about cake Jack goes across the rope and gets knocked out again	Tool Roderick Set Up / Potential Obstacle & Tool Crown Obstacle and Tool Beanstalk Craw Tool Rope Obstacle Storm Roderick & Wicke Tools Waterfall Footprint Isabelle's Mark on Tree Obstacle Roderick & Wicke Set Up / Potential Obstacle Beans Roderick Takes Set Up / Potential Tool Bean Jack keeps	Roderick makes sure Jack is in the rescue party Jack has trouble climbing Wicke kills four soldiers Arrive to a foreign land in the sky. Princess has escaped but is missing. Roderick threatens Jack to get the beans.	Passively Threatened Unconsciousness Death Active Threat	3-Mod-Reversible but with difficulty and/or greater consequence 3-Mod-Reversible but with difficulty and/or greater consequence 5-Total-Irreversible/major relevant consequence 4-High-Reversible but only with great difficulty and major consequence	+ - - +	Active Threat Active Threat Active Threat Active Threat	Yes No Yes Yes	Jack getting knocked out again feels repetitive	
	King finds the dead bodies at the base of the stalk	Obstacle Bodies Beanstalk	King grows in concern	Passive Threat	4-High-Reversible but only with great difficulty and major consequence	-	Active Threat	Yes		
	Search party calls for Isabelle, Jack finds the book he gave her, realizes something grabbed her Decide to split up, assume this is hostile territory, and every story your father told you was true Roderick signals to Jack to keep quiet about the beans	Tool Book Obstacle Revelation that stories are true Roderick	Assume Isabelle was captured	Passive Threat	2-Low-Reversible and/or minor consequence	-	Active Threat	Yes	Incongruent	Moves the story forward in that they believe Isabelle to be captured, but the fact that they are only now saying "everything your father ever told you was true" rather than when they first went up a beanstalk and found a land above the clouds (HELLO!) is lame. Also the evidence that Isabelle was taken is weak.

Story Spine	Scene Details	Identify Complication			Pain Scale of Irreversibility	Global Life Values at Stake		Does this progressively complicate the story?		Kim's Commentary
		Relevance	Outcome	Scene Value	(Reversible) 1-None 2-Low 3-Mod 4-High 5-Total (Irreversible)	neg or pos	Life (PURPLE) Passive Threat (BLUE) Active Threat (GREEN) Captive (YELLOW) Unconscious (ORANGE) Mortal Wound (PINK) Death (RED) Damnation (BLACK)	Does this move the global story forward?	Timing: Notes on Flow, Pacing, Repetition, etc. when it's not working	
	Note: not broken down by 5C/TP like a typical SG Spreadsheet, instead went with POV shifts and/or value global value shifts, whatever was most useful to me to identify the progressive complications and how they affected the story	Tool Obstacle Set Up Irrelevant	Consequence of Complications Phrase							
	Elmont, Crow, and Jack set off together. Find a herd of sheep. Jack and Crawe get caught in a net, birds squawking/they know something is coming, Jack cuts Crawe free, then Jack gets free, everyone hides, big footsteps, giant appears, grabs a sheep and bites off it's head Crawe peeks around tree and giant smells him... Catches Craw with three steps, knocks him out. Elmont stabs him/gets kicked and knocked out. Giant takes them both, and Jack is left alone	Obstacles Net Giant Tools Knife Birds Hiding places	Elmont and Crawe captured	Unconsciousness	4-High-Reversible but only with great difficulty and major consequence	-	Trapped/Captive	Yes	More people are knocked out, but at least this time it isn't Jack.	
	Jack follows the giant, running to keep up and stay out of sight. On the giant's tail	Tool Can hide from and still see the giant Obstacle Giant is fast	Jack pursues them	Passive Threat	2-Low-Reversible and/or minor consequence	+	Trapped/Captive	Yes		Scene 1 of 5 of Jack running/walking alone
	Roderick, Wicke, and other soldier are searching together. Roderick pretends to see Isabelle, soldier looks, Wicke pushes him over the edge. Giants appear. Wicke is picked up and eaten. Roderick gets out the crown and takes power.	Obstacles Roderick & Wicke Cliff Giants Tool Crown	Soldier & Wicke killed Roderick takes power	Active Threat	5-Total-Irreversible/major relevant consequence	-	Trapped/Captive	Yes		
	Jack is running alone in the woods...has he lost the giant??? Makes his way to some ruins	Obstacle Woods Tool Ruins	Jack runs	Life/Striving	1-None-Reversible and/or no relevant consequence	+	Trapped/Captive	No		Scene 2 of 5 of Jack running/walking alone
	Isabelle in a cage, being spoken to by giant chief, she won't answer his questions, he knows she is a descendant of Erik the Great / Terrible, have we faded into legend? We never forget a smell...your blood betrays you... Other giant brings in Elmont and Crawe in ropes Crawe mouths off and giants picks him up and eats him	Set Up / Potential Obstacle Smell of her blood Obstacle Cage Ropes Giant Tool Elmont sees Isabelle alive	Crawe is killed	Death	5-Total-Irreversible/major relevant consequence	-	Trapped/Captive	Yes		
	Jack still running across ruins, getting closer, sees the gathering of giants, how'd they get up here? Jack hides under a door, finds a fabrage egg, looks around	Tool Sees giants Door Irrelevancy Egg	Jack runs	Life/Striving	1-None-Reversible and/or no relevant consequence	+	Trapped/Captive	No		Scene 3 of 5 of Jack running/walking alone
	Back to giants, spit out Crawe, general and giant who caught isabelle argue about who gets to eat her Roderick arrives with the crown that rules over them, he is the king now....Isabelle and Elmont think they're saved Jack is back in the treasure room, sees the harp, walking around....	Obstacles Giants Tool Roderick & Crown Irrelevant Treasure/harp	Roderick comes in with the crown Jack runs	Life/Striving	4-High-Reversible but only with great difficulty and major consequence 1-None-Reversible and/or no relevant consequence	+	Trapped/Captive	Yes No		Scene 4 of 5 of Jack running/walking alone
	Roderick on the throne, promises giants freedom tells isabelle the wedding's off reveals his plan to take cloister, attack at dawn	Obstacle Roderick & Crown	Roderick reveals his plans	Trapped/Captive	4-High-Reversible but only with great difficulty and major consequence	-	Trapped/Captive	Yes		
	Jack arrives to more ruins...hears isabelle's scream	Tool Isabelle's scream	Jack hears Isabelle	Active Threat	3-Mod-Reversible but with difficulty and/or greater consequence	+	Trapped/Captive	Yes		Scene 5 of 5 of Jack running/walking alone -- notice how they could have cut 2-4 and the story would have been all the better for it.

Story Spine	Scene Details	Identify Complication			Pain Scale of Irreversibility	Global Life Values at Stake		Does this progressively complicate the story?		Kim's Commentary
	Note: not broken down by 5C/TP like a typical SG Spreadsheet, instead went with POV shifts and/or value global value shifts, whatever was most useful to me to identify the progressive complications and how they affected the story	Relevance	Outcome	Scene Value	(Reversible) 1-None 2-Low 3-Mod 4-High 5-Total (Irreversible)	neg or pos	Life (PURPLE) Passive Threat (BLUE) Active Threat (GREEN) Captive (YELLOW) Unconscious (ORANGE) Mortal Wound (PINK) Death (RED) Damnation (BLACK)	Does this move the global story forward?	Timing: Notes on Flow, Pacing, Repetition, etc. when it's not working	
		Tool Obstacle Set Up Irrelevant	Consequence of Complications Phrase							

Midpoint shift	Elmont is being rolled in the kitchen, Isabella is in the cage, Jack comes in the kitchen, Elmont rolled with pigs, Jack gets him a knife, the giant stabs toothpicks/goes between Elmont's legs Jack climbs up and gets a knife, Giant takes isabelle out of cage	Tool Knife for Elmont Obstacle Giant Toothpick	Elmont is headed for the oven & nearly stabbed, Isabelle is in the giant's grip	Wounded/Attacked (Individual)	3-Mod-Reversible but with difficulty and/or greater consequence	-	Wounded/Attacked (Individual)	Yes		
	Jack jumps down and stabs giant Elmont has cut his way free, Giant thrashes around, Jack holds on and giant is killed. Elmont congratulates Jack, who knows the way out, asks about Crawe	Tool Giant's knife Wall	Jack kills the giant	Passive Threat	5-Total-Irreversible/major relevant consequence	+	Active Threat	Yes		
	Down below, King's camp, general wants to cut down the beanstalk	Obstacle General Tool King's love for his daughter	King is considering cutting down the beanstalk	Passive Threat	3-Mod-Reversible but with difficulty and/or greater consequence	-	Active Threat	Set up		
	Roderick and the giants find the dead cook, gives big hair a job	Set Up / Potential Obstacle Big haired giant	Roderick gives giant a job	Passive Threat	2-Low-Reversible and/or minor consequence	-	Active Threat	Set up		
	Jack and Isabelle, Crawe is buried, a princess is such a useless thing, if you hadn't ran away roderick would have taken the kingdom over without notice, no one is useless follow the water that will lead us to the edge	Tool Water leads them	discuss Roderick's plan to take over kingdom	Passive Threat	2-Low-Reversible and/or minor consequence	+	Active Threat	Subplot Love Story		
	Guard snoring in front of the waterfall, Jack's idea is to use a beehive in the helmet to get it to move, giant falls over the edge.... Elmont stays behind to fight Roderick, tells Jack to take Isabella down to her father	Obstacle Big Haired giant Tool Beehive Obstacle & Tool Giant's helmet	Giant falls to death Jack & Isabelle on the beanstalk	Passive Threat	5-Total-Irreversible/major relevant consequence	+	Active Threat	Yes		
	Giant lands at base of beanstalk, King & company see him, King decides to cut down the beanstalk, King takes the first strike	Obstacle Giant King	King begins to cut stalk	Trapped/Captive	4-High-Reversible but only with great difficulty and major consequence	-	Trapped/Captive	Yes		
Jack and Isabelle on the way down, "they're waiting to welcome us home" Down below on the ground, chopping is happening...it's a major operation	Obstacles All the machines being used to cut down beanstalk	More cutting	Trapped/Captive	4-High-Reversible but only with great difficulty and major consequence	-	Trapped/Captive	No	Repetive	This feels repetitive, we know they're cutting it down before Jack and Isabelle even get on the beanstalk, so this isn't a progressive complication. The fact that it is such a huge operation actually lessens the urgency. Oh it will take a while to cut it down, so no need to worry.	
All is Lost?	Back at the top, Elmont sees the giants with Roderick, General smells Elmont but doesn't say anything. Roderick has bag with other beans in it....elmont attacks...fight in waterfall, Roderick dies, Giant gets the crown, wears it as a ring....	Tool Fallon (keeps quiet) Knife Giants/Rocks Obstacle Crown	Roderick dead Fallon has the crown	Trapped/Captive	5-Total-Irreversible/major relevant consequence	-	Trapped/Captive	Yes		
CL	Beanstalk starts to falls....Elmont jumps on the beanstalk...Fallon yells no! Jack uses his shield to cut vine, and swing, land in haystack.... Elmont jumps into moat, stalk crashes into the castle wall	Obstacle Beanstalk/gravity Tools Shield Vine Haystack Moat	Beanstalk falls to ground	Wounded/Attacked (Individual)	5-Total-Irreversible/major relevant consequence	-	Wounded/Attacked (Individual)	Yes		
R	Isabelle returns and tells her father everything, Jack walks away, King stops him / pays him, Jack gives Isabelle the book, says goodbye,	Tool Money	Isabelle and Jack are safe, kingdom is safe	Life/Striving	3-Mod-Reversible but with difficulty and/or greater consequence	+	Life/Striving	Yes		

Story Spine	Scene Details	Identify Complication			Pain Scale of Irreversibility	Global Life Values at Stake		Does this progressively complicate the story?		Kim's Commentary
		Relevance	Outcome	Scene Value	(Reversible) 1-None 2-Low 3-Mod 4-High 5-Total (Irreversible)	neg or pos	Life (PURPLE) Passive Threat (BLUE) Active Threat (GREEN) Captive (YELLOW) Unconscious (ORANGE) Mortal Wound (PINK) Death (RED) Damnation (BLACK)	Does this move the global story forward?	Timing: Notes on Flow, Pacing, Repetition, etc. when it's not working	
	Note: not broken down by 5C/TP like a typical SG Spreadsheet, instead went with POV shifts and/or value global value shifts, whatever was most useful to me to identify the progressive complications and how they affected the story	Tool Obstacle Set Up Irrelevant	Consequence of Complications Phrase							
EP-II	Giant sees the bag of beans....blows them into the water.... "remember Fumm, the princess is mine"	Obstacle (but tool for giants) Beans Set Up / Potential Obstacle Lust for princess's blood	Giants find beans and prepare to descend	Active Threat	4-High-Reversible but only with great difficulty and major consequence	-	Active Threat	Yes		
	Jack has one bean left, looks up and sees the giants on the way, rides to tell the king...Giants land, monk tolls the bell....jack arrives to the king, giants attack	Set Up / Potential Tool Jack's last bean Obstacle More beanstalks/giants Tool Horse	Giants reach ground & attack	Wounded/Attacked (Individual)	5-Total-Irreversible/major relevant consequence	-	Wounded/Attacked (Individual)	Yes		
	Elmont takes command of soldiers, raises the drawbridge, Jack has to jump across moat on horseback, general fallon falls into the fire, fumm takes charge, Fallon finds a new way in through the drain	Tool & Obstacle Moat Drawbridge Tool Fire Obstacle Drain	Jack escapes giants Fallon survives	Trapped/Captive	4-High-Reversible but only with great difficulty and major consequence	+	Trapped/Captive	Yes		Didn't the beanstalk crash through the wall into the kingdom? Couldn't that be used as a bridge by the giants? Is that on fire too? Seems weird to not address it. Plot hole?
	Elmont announces the giants have the crown, throw the bell through the wall, hooks on the drawbridge, King gives Isabelle a job to light the beacon to warn the other kingdoms	Obstacles Crown Bell Hooks Set Up / Potential Tool Beacon	Giants begin attack Isabelle & Jack sent to light the beacon	Mortally Wounded/Attacked (Kingdom)	4-High-Reversible but only with great difficulty and major consequence	-	Mortally Wounded/Attacked (Kingdom)	Yes	This is never paid off	The beacon is never paid off, we don't ever see it. Fallon prevents that from happening but it's not like Fallon gets to them as they are trying to light it. So in this way it feels like a lame device to get Jack and Isabelle to another part of the castle for their confrontation with Fallon. At least Isabelle and Jack could talk about the beacon while they're on their way, anything to make it feel more legitimate. I would suggest revision for this.
	in the aquaducts, audience sees the grave robbers of King Erik...	Tool Aquaducts	Shows how Roderick got the crown and beans to begin with	Life/Striving	1-None-Reversible and/or no relevant consequence	+	Mortally Wounded/Attacked (Kingdom)	No		Seeing the grave of Erik the Great doesn't really mean anything to us at this point. Sure Roderick and Wicke robbed Erik's grave to get the crown and beans in the first place, but they're both dead at this point. And only the audience sees whose grave it is. This points to POV issues and just giving us unnecessary information in the EP of the story. Seems like this information would have been more interesting in the BH, if the King were informed and Roderick was put in charge of finding out who done it (especially if the audience didn't know Roderick was actually a villain). He could have blamed the grave on the monk. The audience doesn't need to know that he is the villain until we are in Gargantua and he takes power.
	Giants on the drawbridge vs men and ropes, trees on fire\	Obstacles Trees Tool Rope & Soldiers	More attacks	Mortally Wounded/Attacked (Kingdom)	4-High-Reversible but only with great difficulty and major consequence	-	Mortally Wounded/Attacked (Kingdom)	Yes		
	in the throne room, the floor cracks open and Fallon emerges. Jack and Isabelle hide in the King's robe	Obstacle Fallon Tool King's Robe	Fallon finds Isabelle and Jack	Trapped/Captive	4-High-Reversible but only with great difficulty and major consequence	-	Mortally Wounded/Attacked (Kingdom)	Yes		
	back to drawbridge, arrows, then sling shot, then hammer	Tool Arrows Obstacle Sling shot Hammer	More attacks	Mortally Wounded/Attacked (Kingdom)	4-High-Reversible but only with great difficulty and major consequence	-	Mortally Wounded/Attacked (Kingdom)	Yes		

Story Spine	Scene Details	Identify Complication			Pain Scale of Irreversibility	Global Life Values at Stake		Does this progressively complicate the story?		Kim's Commentary
	Note: not broken down by 5C/TP like a typical SG Spreadsheet, instead went with POV shifts and/or value global value shifts, whatever was most useful to me to identify the progressive complications and how they affected the story	Relevance	Outcome	Scene Value	(Reversible) 1-None 2-Low 3-Mod 4-High 5-Total (Irreversible)	neg or pos	Life (PURPLE) Passive Threat (BLUE) Active Threat (GREEN) Captive (YELLOW) Unconscious (ORANGE) Mortal Wound (PINK) Death (RED) Damnation (BLACK)	Does this move the global story forward?	Timing: Notes on Flow, Pacing, Repetition, etc. when it's not working	
		Tool Obstacle Set Up Irrelevant	Consequence of Complications Phrase							
EP-TPPC	back to throne room, her scent gives her away, run away...on the stairwell....Fallon grabs Isabelle,	Obstacle Isabelle's blood / Scent Tool Stairs	Fallon grabs Isabelle	Wounded/Attacked (Individual)	4-High-Reversible but only with great difficulty and major consequence	-	Mortally Wounded/Attacked (Kingdom)	Yes		
EP-CR EP-CL	Jack takes a weapon and jumps but is caught...Fallon asks his name, Jack throws the bean into his mouth.... Fallon dies....his fingers lands nearby with the crown.	Obstacle Fallon Tool Weapon Bean Set Up / Potential Tool Crown	Jack defeats Fallon	Passively Threatened	5-Total-Irreversible/major relevant consequence	+	Mortally Wounded/Attacked (Kingdom)	Yes		
	Giants open the drawbridge...close the portcullis, giants the gate, smash it open, enter, Fumm in front	Tool Portcullis Obstacle Giants' strength	Giants enter the gate	Mortally Wounded/Attacked (Kingdom)	4-High-Reversible but only with great difficulty and major consequence	-	Mortally Wounded/Attacked (Kingdom)	Yes		
EP-CL EP-R	Another beanstalk grows out the top of the castle....all the giants drop their weapons and kneel....everyone turns....Jack is wearing the crown.	Tool Beanstalk / distraction Crown	Jack wears the crown	Life/Striving	4-High-Reversible but only with great difficulty and major consequence	+	Life/Striving	Yes	Does not payoff the setups	I mentioned this on our podcast episode but this climactic moment really did not pay off for me. It felt like Isabelle should be the one coming out wearing the crown and then, from this place of authority, choosing Jack and taking his hand. The whole story Isabelle is wondering what use is it to be a princess, there is talk of her being related to Erik the Great, her blood gives her away, etc. Having Jack wear the crown and her tailing him doesn't feel true to either character.
	Jump ahead to Jack and Isabelle telling the story to their children. The kids ask what happened to the crown? It's in a very safe place. The egg Jack found is on the side table. Through the years we see people telling the story and making the crown into the royal english crown, becoming legend. Modern world, students at a tour. Small boy "Roddy" who looks like descendant of Roderick is looking at crown with evil smile	Tool Crown is safe Irrelevant Obstacle Roddy	Crown is disguised and protected Kid looks menacingly at crown	Life/Thriving Passively Threatened	2-Low-Reversible and/or minor consequence 1-None-Reversible and/or no relevant consequence	+	Life/Thriving Life/Thriving	Resolution No		Fabrigé egg is irrelevant. Never used as a tool, so it only exists as a nod to the audience, and not even a clever nod. We talked about this in the podcast, what is the point of this little boy who supposedly resembles Roderick as if it's his heir or reincarnation? Just random and not at all compelling. What seems like a better idea would be to zoom out above the clouds and show the giants still in Gargantua even in modern times.