FOOLSCAP GLOBAL STORY GRID – © Shawn Coyne

<table>
<tr><td rowspan="16">GLOBAL STORY</td><td colspan="3">GLOBAL GENRE</td></tr>
<tr><td colspan="3">External Genre (global) : Performance/Profession</td></tr>
<tr><td colspan="3">External Value at Stake: Honor v. Shame</td></tr>
<tr><td colspan="3">Internal Genre (secondary): Worldview/Maturation</td></tr>
<tr><td colspan="3">Internal Value at Stake: Naiveté v. Sophistication</td></tr>
<tr><td colspan="3">Obligatory Scenes: An inciting performance opportunity (avoids gravity sickness); Protagonist sidesteps responsibility to perform (refuses Command School); Forced to perform, protagonist lashes out (Ender refuses to accept the surrender of Bonzo's team); Protagonist discovers and understands the antagonist's object of desire (Ender realizes the IF wants total control over him); Protagonist's initial strategy to outmaneuver the Antagonist fails (performing well leads to more challenges rather than rewards); Protagonist, realizing they must change their approach in order to salvage some form of honor, reaches an All is Lost moment (realizing he has been set up for failure in the final test, Ender decides to break Command School rules); The Big Event Scene (risks all to win the final test/battle); Protagonist is rewarded at one or more levels of satisfaction (external goal of saving Valentine is achieved).</td></tr>
<tr><td colspan="3">Conventions: Strong mentor figure (Graph); Training (the focus of Battle School and Command School); The Explicit All is Lost moment (final test of Command School is stacked against him); Mentor recovers moral compass or betrays the Protagonist to act out perceived victimhood (Graph recovers moral compass by giving Ender time in Florida); The power divide between Antagonist and Protagonist is wide and deep (Ender is a kid with no power v. the IF which controls all aspects of the children's lives in Battle School and Command School, as well as their lives after); Ironic win-but-lose, lose-but-win ending (Ender beats the buggers but loses his ability to chose whether to harm others).</td></tr>
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<tr><td colspan="3">Point of View: Free indirect style (POV of Ender, Graph, Val and Ben)</td></tr>
<tr><td colspan="3">Objects of Desire [SEE INCITING INCIDENT, Want = MacGuffin]: External – save Valentine/humanity; Internal – avoid causing harm to others and becoming monster like his brother</td></tr>
<tr><td colspan="3">Controlling Idea/Theme: To obtain honor, we must use our gifts to protect the ones we love, even if it means going against our true values in order to defeat their enemies.</td></tr>
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<tr><td rowspan="6">BEGINNING HOOK</td><td></td><td>External Charge</td><td>Internal Charge</td></tr>
<tr><td>Inciting Incident (causal/coincidental): Graph convinces Ender to go to Battle School</td><td>-/+</td><td>+/-</td></tr>
<tr><td>Turning Point Progressive Complication (Act/Rev): Graph sets up a feud between Ender and the other students by using Ender's success at avoiding gravity sickness to embarrass them.</td><td>+/-</td><td>+/-</td></tr>
<tr><td>Crisis (BBC/IG): Ender must decide whether to end the fighting with the bullies by befriending them or keep humiliating them.</td><td>?</td><td>?</td></tr>
<tr><td>Climax: Ender befriends Alai, one of the bullies.</td><td>+/++</td><td>+/++</td></tr>
<tr><td>Resolution: The Monitors decide to "reward" Ender with a new challenge by promoting him.</td><td>-/+</td><td>+/-</td></tr>
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<tr><td rowspan="6">MIDDLE BUILD</td><td></td><td>External Charge</td><td>Internal Charge</td></tr>
<tr><td>Inciting Incident (causal/coincidental): Ender gets moved to an army.</td><td>-/+</td><td>+/-</td></tr>
<tr><td>Turning Point Progressive Complication (Act/Rev): Ender disobeys an order from his commander, winning the game but causing his fellow soldiers to hate him.</td><td>-/+</td><td>-/--</td></tr>
<tr><td>Crisis (BBC/IG): Ender must decide whether to destroy Bonzo or allow Bonzo to kill him.</td><td>?</td><td>?</td></tr>
<tr><td>Climax: Ender fights back against Bonzo and defeats him.</td><td>--/-</td><td>-/--</td></tr>
<tr><td>Resolution: Ender lashes out against his promotion by refusing to go to command school.</td><td>+/-</td><td>-/+</td></tr>
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<tr><td rowspan="6">ENDING PAYOFF</td><td></td><td>External Charge</td><td>Internal Charge</td></tr>
<tr><td>Inciting Incident (causal/coincidental): Val visits Ender</td><td>-/+</td><td>-/+</td></tr>
<tr><td>Turning Point Progressive Complication (Act/Rev): The final Battle test is stacked against Ender.</td><td>-/--</td><td>-/+</td></tr>
<tr><td>Crisis (BBC/IG): Should Ender allow the IF to defeat him and stay true to he rules or break the rules and win the final battle to retain some sort of honor.</td><td>?</td><td>?</td></tr>
<tr><td>Climax: Ender beats the final test, defeating the buggers in the process.</td><td>+/++</td><td>+/-</td></tr>
<tr><td>Resolution: Ender writes a book about the buggers and tries to find a safe place for the cocoon.</td><td>+/-</td><td>-/+</td></tr>
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