

FOOLSCAP GLOBAL STORY GRID – © Shawn Coyne

GLOBAL STORY	GLOBAL GENRE – All Quiet on the Western Front/Erich Maria Remarque		
	External Genre: War – Anti-War		
	External Value at Stake: Honor and Disgrace		
	Internal Genre: Worldview-Disillusionment		
	Internal Value at Stake: Belief to Disillusionment		
	<b>Obligatory Scenes:</b> Inciting Attack; Protagonists deny responsibility to respond;; Forced to respond, protagonists lash out according to their positions on the power hierarchy; Each character learns what their antagonists object of desire is; Protagonists initial strategy to outmaneuver antagonist fails; Protagonists, realizing they must change their approach to attain a measure of victory undergo an All is Lost moment; Big Battle Scene – protagonists gifts are expressed or destroyed; Protagonists are rewarded with at least one level of satisfaction (extrapersonal, interpersonal, or intrapersonal) for their sacrifice. <b>(see Editor’s 6 core questions for how these are met).</b>		
	<b>Conventions:</b> One central character with offshoot characters who embody a multitude of that character’s personality traits; Big Canvas – either a wide scope external setting or the internal landscape; Overwhelming odds...the protagonists are substantially outnumbered; A clear “point of no return” moment when the combatants accept the inevitability of death; The sacrifice for brotherhood moment – one protagonist sacrifices himself for the good of his fellow soldiers. <b>(see Editor’s 6 core questions for how these are met).</b>		
	Point of View: First person (Paul Baumer) until final two paragraphs, which use the third person omniscient to report Paul’s death to the reader.		
	Objects of Desire: Paul's conscious want is for the war to end and for all of his comrades to return home. His subconscious need is for the older generation - those in power - to respect and recognize the sacrifices the younger generation is making and the life potential that they have destroyed.		
	Controlling Idea/Theme: World War I lacks meaning for a group of young German soldiers when they realize powerful leaders who start wars to promote their own potential destroy the lives and potential of the vulnerable youth who must fight them.		
BEGINNING HOOK		External Charge	Internal Charge
	Inciting Incident (causal ): Paul and friends join the war effort at the urging of their elders’ strong encouragement and promises of honor.	+	+
	Turning Point Progressive Complication: Paul, et al learn that the elders have lied to them and not provided the resources or respect they were promised.	-	-
	Crisis (IG): Continue to trust their elders and face certain death, or trust each other and improve their chances of survival.	?	?
	Climax: They continue to fight to save one another.	+	+
	Resolution: Their collective bond is strengthened against their elders.	+	+
MIDDLE BUILD		External Charge	Internal Charge
	Inciting Incident (causal): Paul returns home on leave to heal from injuries.	-	-
	Turning Point Progressive Complication (Action): He faces overwhelming praise for his service from townspeople, but is conflicted by his internal disgust with the war and the lies of those authorities who encouraged young soldiers to join.	-	-
	Crisis (IG): Does he masquerade support for the war and please the townspeople, or be true to his own knowledge of the war and voice his disgust?	?	?
	Climax: Paul chooses to shirk his soldier’s identity by choosing to wear civilian clothes on an outing, which brings him more honor and belief in his comrades than does the uniform and outward support for the war.	+	+
	Resolution: Paul returns to the front, realizing he is forever changed, never able to return home as an honorable soldier, but knowing that the camaraderie of his fellow soldiers is the saving grace of the circumstances.	-	-
ENDING PAYOFF		External Charge	Internal Charge
	Inciting Incident (causal): Paul attacks a French soldier in a trench.	-	-
	Turning Point Progressive Complication (Action): Paul finds a picture of the soldier with his family and learns his name, causing Paul to see the enemy as just an ordinary man who was also brought to war by uncaring authorities like himself.	-	-
	Crisis (IG): Does he further wound the enemy to cause his death, or does he show compassion for his fellow man that he mortally wounds?	?	?
	Climax: Paul provides water for the dying soldier and promises to contact his wife/family after the war.	+	+

	Resolution: Ultimately, he realizes he will not visit the soldier’s wife, that there is nothing left to care about because everything, including his life, has been taken from him by the war.	-	-
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