

FOOLSCAP GLOBAL STORY GRID – © Shawn Coyne

GLOBAL STORY	GLOBAL FICTION GENRE: ACTION/LABRYINTH			
	Internal Genre: Worldview-Maturation			
	Global Value at Stake: Life/Death			
	Internal Value at Stake: Wisdom/Naivete			
	<p>Selective Conventions: Narrowing a big problem into a solvable search space.</p> <ul style="list-style-type: none"> • A disturbed, unbalanced physical and social environment that gives rise to conflict • Dueling Power vs. Growth hierarchies <p>Enabling Conventions: Give rise to possible eventful solutions to the big problem.</p> <ul style="list-style-type: none"> • The Conventional Cast of Characters, Luminary Agent, Shadow Agent and The Agency Deprived • The Speech in Praise of the Shadow Agent • The Clock • Set-Piece Action Sequences <p>Obligatory Events: Give rise to possible eventful solutions to the big problem.</p> <ul style="list-style-type: none"> • The Attack • Sensing Disorder • Running Away to Reluctant Engagement • Agreeing to Fight • The Fix it and Forget it Mission • A Whole New World • The Protagonist Becomes the Target of the Antagonist • Comply or Defy? • The Shadow Agent Asserts their Dominant Power • No Way Out/The Point of No Return • An Encounter with an Unexplained Event (the Noumenal) • All is Lost • Meaning Making of Life • Absolute Commitment • Preparations • No Holds Barred • Someone the Audience Cares About Dies • Do the Ends Justify the Means? • The Protagonist (Hero) at the Mercy of the Antagonist (Villain) • The Reward 			
	Narrative Device/Point of View: Third Person Omniscient/Jessie, Ernst, Marcus POV			
	Objects of Desire: Wants to save the agency-deprived while escaping a maze-like edifice and needs to survive			
	Controlling Idea: Survival requires the protagonist to insightfully outwit or overpower mortal threats from an unexpected environmental change, unexpected lethal threats from another person or group, or both.			
	BEGINNING HOOK		External Charge	Internal Charge
		Inciting Incident: The Attack, Scene Two	-	-
Turning Point Progressive Complication: Sensing Disorder, Scene Eight		-	+	
Crisis: Running Away to Reluctant Engagement, Scene Nine through Scene Twelve		?	?	
Climax: Agreeing to Fight, Scene Fifteen		-	+	
Resolution: The Fix it and Forget it Mission, Off-Stage		+	+	
MIDDLE BUILD ONE		External Charge	Internal Charge	
	Inciting Incident: A Whole New World, Scene Sixteen	-	-	
	Turning Point Progressive Complication: The Protagonist Becomes Target of the Antagonist Scene Twenty-Six	+	-	
	Crisis: Comply or Defy? Scene Twenty-Eight	?	?	
	Climax: The Shadow Agent Asserts their Dominant Power, Scene Thirty	-	-	
	Resolution: No Way Out/The Point of No Return, Scene Thirty-Four	-	+	
MIDDLE BUILD TWO		External Charge	Internal Charge	
	Inciting Incident: An Encounter with the Noumenal, Scene Thirty-Five	+	+	
	Turning Point Progressive Complication: All is Lost, Scene Forty-One	-	-	
	Crisis: Meaning Making of Life, Scene Forty-Two	?	?	
	Climax: Absolute Commitment, Scene Forty-Three	+	+	
	Resolution: Preparations, Forty-Four and Forty-Five	+	+	
		External Charge	Internal Charge	

ENDING PAYOFF			
	Inciting Incident: No Holds Barred, Scene Forty-Six	-	-
	Turning Point Progressive Complication: Someone the Audience Cares About Dies, Scene Fifty	+	-
	Crisis: Do the Ends Justify the Means? Scene Fifty-Six	?	?
	Climax: The Protagonist at the Mercy of the Antagonist, Fifty-Seven, Fifty-Nine	-	+
	Resolution: The Reward, Sixty, Sixty-One	+/-	+