

FOOLSCAP GLOBAL STORY GRID – © Shawn Coyne

GLOBAL STORY	GLOBAL GENRE		
	External Genre: Action > Clock > Fate		
	External Value at Stake: life > death		
	Internal Genre: Morality > Punitive (dominant genre)		
	Internal Value at Stake: selfishness > altruism		
	<p>Obligatory Scenes: MORALITY: A shock upsets the hibernating authentic self (family loses their wife and mother, Addie Bundren); protagonist expresses inner darkness w/ overt refusal of Hero's Journey call to change ("Never was a man so cursed by God" says Anse as he refuses to bury his wife at home); protagonist actively sacrifices in service of an individual, group or humanity or consciously chooses to remain selfish (Anse chooses to remain selfish with the moral attitude of a martyr); Protagonist faces literal/metaphorical death and either loses battle but gains self-respect, meaning, and peace; or wins the battle but loses those things (Anse & co barely survive the trek to Jefferson and succeed in burying Addie but are viewed with contempt as they travel with a decaying corpse and despise others' assistance & advice)</p> <p>ACTION: Inciting attack by villain/environment (storm hits the day Addie dies); hero sidesteps responsibility to take action (Anse does nothing); forced to leave ordinary world, hero lashes out (Vardaman denies Mother's death; Jewel is angry; Anse curses God); discovering and understanding antagonist's MacGuffin scene (Anse is his own villain; he wants to travel to town to buy new teeth; externally, Anse believes God has cursed him and is punishing him); initial strategy to outmaneuver villain fails (Anse tries to hide from God; family cannot prevail upon Anse to change his mind about traveling); realizing he/she must change approach to salvage some form of victory, protagonist reaches an all-is-lost moment (Anse must finally leave and endure the storm; "bear his punishment"); Hero at the Mercy of the Villain scene (family tries to cross the river in the middle of the storm); hero's sacrifice is rewarded scene (Anse profits from the family's sacrifice by getting new teeth and remarrying immediately)</p> <p>Conventions: MORALITY: Despicable protagonist begins at his/her worst (Anse is a narcissist who refuses to work and plays a victim, takes food and money from his kids, denies them shelter, and bemoans God's curse on him); spiritual mentor/sidekick (many try; Cora Tull tries to mentor them spiritually. Absence of consistent spiritual mentor/sidekick may contribute to Anse's failure to change); seemingly impossible external conflict (huge storm, bridge wiped out, rotting corpse in a rickety wagon + insufficient animal power, Cash's broken leg); ghosts from protagonist's past torment him/her (Addie haunts Anse as he claims to complete her dying wish at expense of his family; his failure to Addie as a husband haunts him); aid from an unexpected source (woman who provides spades to dig Addie's grave in Jefferson becomes Anse's wife).</p> <p>ACTION: hero (Anse leads the journey to Jefferson, but unsympathetic), victim (Addie victim to be carried home; Anse perceives himself a victim of God/fate; children are Anse's victims; Dewey Dell = victim of her class; cannot obtain abortion and continues to be sexually assaulted), villain (God/fate/time; Anse is his own villain); hero's object of desire is to stop villain and save victim (Anse tries to thwart God by burying Addie where her soul can rest); speech in praise of villain (Anse "won't be beholden to no man"; "never was a man so cursed by God"); power divide between hero and villain is very large (God's pursuit of damning Anse, as he perceives it, includes all the power of the elements)</p>		
	Point of View: 11 different first-person points of view; stream of consciousness, poetic narrative device		
	Objects of Desire [SEE INCITING INCIDENT, Want = MacGuffin]: The Bundren family want to bury their mother in her hometown.		
	Controlling Idea/Theme: EVIL REIGNS though LIFE PREVAILS when narcissistic martyrs selfishly abdicate moral responsibility at the cost of the needs and lives of others.		
	BEGINNING HOOK		External Charge
Inciting Incident (causal/coincidental): Addie Bundren falls sick. (coincidental)		-	-
Turning Point Progressive Complication (Act/Rev): Addie Bundren dies. (Act)		-	-
Crisis (BBC/IG): Will Anse bury his wife at home or take his family to endure the journey to Jefferson? (BBC)		?	?
Climax: Anse takes his family to Jefferson.		+	+
Resolution: A storm hits.		-	-
MIDDLE BUILD		External Charge	Internal Charge
	Inciting Incident (causal/coincidental): The bridge washes out. (coincidental)	-	-
	Turning Point Progressive Complication (Act/Rev): Cash breaks his leg (act)	-	-
	Crisis (BBC/IG): Will Anse turn around and go home?	?	?
	Climax: Darl burns down the barn with the coffin in an attempt to return home.	-	+
	Resolution: Jewel saves the animals and his mother's coffin.	+	+

ENDING PAYOFF		External Charge	Internal Charge
	Inciting Incident (causal/coincidental): The Bundrens arrive in Jefferson.	+	-
	Turning Point Progressive Complication (Act/Rev): Dewey Dell is denied an abortion.	-	-
	Crisis (BBC/IG): Now that they have buried Addie, will they return to life as they know it? (IG)	?	?
	Climax: Anse takes the money for Dewey Dell's abortion for some new teeth and commits Darl to a mental institution rather than deal with a lawsuit for burning the barn.	-	-
	Resolution: Anse remarries in Jefferson.	+	-