FOOLSCAP GLOBAL STORY GRID - © Shawn Coyne

GL	0	R	Λ	ı	G	FI	N	R	F
UL	·	D	м	_	u		IV	П	E

External Genre: Horror/Supernatural

External Value at Stake: Life/Damnation

Internal Genre: Worldview/Maturation

Internal Value at Stake: Naivete/Sophistication

Conventions: 1) The Monster can't be reasoned with. It is possessed by the spirit of Evil and is present to devour and annihilate. 2) Conventional settings within fantastical world. Use the familiar to ground the fantasy. 3) Labyrinths: settings are claustrophobic, conceal dangers. 4) Perpetual discomfort: Monster attacks randomly. Never let the audience settle. 5) Sadomasochistic flip flop: let the reader experience the power of the Monster while empathizing with the victims. 6) Monster off screen as long as possible. 7) Use technology (See editor's 6 core questions for how these are met).

Obligatory scenes: 1) An inciting attack by a monster. A single non-heroic protagonist is thrown out of stasis, forced to pursue a conscious object of desire: saving their own life.

2) Speech in praise of the monster: Either a character or a revelation praises the unbeatable nature of the monster. 3) The protagonist becomes the final victim after a series of "kill-off" scenes of the minor characters. 4) Victim at the Mercy of the Monster: The core event of the horror story, the All is Lost moment when the victim unleashes their gift. 5) False ending. There must be two endings (See editor's 6 core questions for how these are met).

Point of View: First Person

Objects of Desire: Narrator wants to survive and make the monsters go away.

Controlling Idea/Theme: Life and goodness are preserved when people, including adults, continuously fight to keep evil from consuming our hearts and making us behave like monsters.

		External Charge	Internal Charge
	Inciting Incident (causal): When the narrator's family's tenant commits suicide because he gambled away his friends' money, an evil spirit enters the narrator's neighborhood.	-	+/-
	Turning Point Progressive Complication (Act): The narrator and his friend, Lettie, attempt to bind the spirit, but when the narrator momentarily releases Lettie's hand, the spirit enters the narrator as a worm through a cut in the narrator's foot.	-	-
	Crisis (BBC): The narrator must decide whether to ask for help, and risk confronting his fear of adults, or remove the worm himself.	?	?
	Climax: He decides to remove the worm himself, but does cannot remove all of it.	-	-
	Resolution: Part of the worm/evil spirit remains inside the narrator.	-	-
		External Charge	Internal Charge

Inciting Incident (causal): The evil spirit takes human form as pretty but torturous babysitter, Ursula Monkton.	-	-/+
Turning Point Progressive Complication (Act): Ursula alienates the narrator from his family and imprisons him in his home.		-
Crisis (BBC): After Ursula drives the narrator's father to attempt to kill the narrator, the narrator must decide whether to attempt escape as a last desperate attempt to get help and risk capture and eternal torture by Ursula.	?	?
Climax: The narrator escapes and gets help from Lettie.	+	+
Resolution: Lettie summons the hunger birds.	+/-	+
	External Charge	Internal Charge
Inciting Incident (causal): The powerful hunger birds eat Ursula but then say they must also eat the narrator's heart because it contains the remaining bit of evil spirit that was Ursula.	-	+/-
Turning Point Progressive Complication (Act): Evil spirits come to trick or scare the narrator out where the hunger birds can eat him, but the narrator is not lured. The hunger birds begin to eat away the very fabric of the world.	+	+/-
Crisis (IG): The narrator must decide to sacrifice himself to save the world, or let the hunger birds destroy it.	?	?
Climax: The narrator decides to run to the hunger birds and let them consume him, but Lettie sacrifices herself to save the narrator, nearly dying.		+
Resolution: Lettie's body is laid to rest in the "ocean" in the hope that she can eventually return in some form, and the narrator grows into an adult.	+	+