

FOOLSCAP GLOBAL STORY GRID – © Shawn Coyne

GLOBAL GENRE			
Internal Genre: Worldview > Revelation / (also has the Status Genre built in)			
Internal Value at Stake: Ignorance - knowledge			
External Genre: Love, Action			
External Value at Stake: Ignorance - Attraction			
<p>Obligatory Scenes: Inciting incident, denies the responsibility to respond, lashes out, discovers antagonist's McGuffin, fails to outmaneuver antagonist, clear "point of no return," All-Is-Lost moment, expression of gifts (Core Event), rewarded with a deeper understanding, bittersweet ending. (see Editor's 6 core questions for how these are met).</p> <p>Conventions: Strong mentor figure, threat of escalating danger, shapeshifter or hypocrite character protagonist sees the world not as it is but as they believe it to be, forced to face a longstanding problem or fear, forced to change critical flaw of the protagonist remedied for self-actualization, Character development is accelerated, (see Editor's 6 core questions for how these are met).</p>			
Point of View: Third Person			
Objects of Desire: Internal/Subconscious—to find meaning in life, and understand his role in the world External: To find Love			
Controlling Idea/Theme: True happiness and meaning is found when we understand the truth about life and our connection to the universe			
BEGINNING HOOK			External Charge
			Internal Charge
Inciting Incident (causal): Santiago, a Shepherd has a disturbing dream			-
Turning Point Progressive Complication (Character Action): An old Arab man, who claims to be a King tells him to find his legend and his passion. He offers to tell him about the location of the treasure (from his dream) in exchange for sheep.			-
Crisis (BC): Does he give up his life for his dream?			+
Climax: He exchanges his sheep with the King of Salem. He is annoyed by the King's guidance.			+
Resolution: A butterfly appears (Santiago's first omen). He is also given the stones: Urim and Thummim to help him read omens.			+
			+
MIDDLE BUILD			External Charge
			Internal Charge
Inciting Incident (causal): In Tangier, Santiago trusts the wrong person and is robbed			-
Turning Point Progressive Complication (Revelation): After almost a year at the tea shop in Tangier he decides to pursue his goal using his stones as guides.			-
Crisis (IG): Should he leave Fatima to pursue his dream?			-
Climax: The Alchemist teaches him that he must stay true to his legend to avoid unhappiness. He tells her he'll be back for her.			-
Resolution: Santiago has a vision in the desert and meets the Alchemist.			+
			+
END PAYOFF			External Charge
			Internal Charge
Inciting Incident (causal): Santiago tells the Alchemist that his heart doesn't want to continue but he is told he must persist			-
Turning Point Progressive Complication (Action): The Alchemist bargains with the tribesmen that Santiago will turn himself into the wind within 3 days. Failure means death			-
Crisis (BC): Can he summon the wind and connect with the world or will he die?			-
Climax: After days of being fearful he persuades the wind to whip up the sand, and appeases the tribesmen.			+
Resolution: He makes it to the Pyramids where there is no treasure, he is beaten up by men who laugh at his dream and tell him of their own, pointing him back to his home - where is treasure is. Back home he finds the treasure and vows to return to Fatima.			+
			+