

FOOLSCAP GLOBAL STORY GRID – © Shawn Coyne

GLOBAL STORY	GLOBAL GENRE: Action Labyrinth		
	External Genre: Action		
	External Value at Stake: Life/Death. Progression from Life to Unconsciousness to Death to Damnation		
	Internal Genre:		
	Internal Value at Stake:		
	Obligatory Scenes: 1. An Inciting Attack by the Villain 2. Hero Sidesteps Responsibility to Take Action 3. Forced to Leave Ordinary World, Hero Lashes Out 4. Discovery and Understanding the Antagonist's MacGuffin (Object of Desire) 5. Hero's Initial Strategy Fails 6. Realizing They Must Change Their Approach to Salvage Some Form of Victory, Hero Reached All is Lost Moment . 7. The Hero at the Mercy of the Villain 8. The Hero's Sacrifice is Rewarded.		
	Conventions: 1. Hero, Victim, Villain: These three roles must be clearly defined through out the story. The protagonist must be the hero. 2. The Hero's object of desire is to stop the villain and save the victim. 3. The power divide between the Hero and the Villain needs to be very large. The villain is far more powerful than the Hero. 4. Speech in Praise of the Villain. 5. Sub-Genre Conventions: Labyrinth plots require the hero to master or work through a puzzle of some kind (Escape maze-like edifice).		
	Point of View: First person Katniss Everdeen		
	Objects of Desire [SEE INCITING INCIDENT, Want = MacGuffin]: To live and be free to live		
	Controlling Idea/Theme: Death results when the protagonist fails to overpower or outwit their antagonist		
BEGINNING HOOK		External Charge	Internal Charge
	Inciting Incident (causal/coincidental): The Reaping day has come	-	
	Turning Point Progressive Complication (Act/Rev): Prim's name is chosen as the Tribute	-	
	Crisis (BBC/IG): Katniss must decide to take her sisters place and die or not and live	?	?
	Climax: Katniss takes her sisters place	-	
	Resolution: Katniss has saved Prim but now goes to the capital to train for the games	+	
MIDDLE BUILD		External Charge	Internal Charge
	Inciting Incident (causal/coincidental): The games begin	+	
	Turning Point Progressive Complication (Act/Rev): The game makers decide that two tributes can win if they are from the same district. Then they Take it back once only Katniss and Peeta remain	+	
	Crisis (BBC/IG): They need to decide if they'll keel each other to survive or take poison berries and both die	?	?
	Climax: They plan to take the berries.	-	
	Resolution: The gamemakers announce them both as winners	-	
ENDING PAYOFF		External Charge	Internal Charge
	Inciting Incident (causal/coincidental): Haymitch tells them the only way to survive now is to pretend to be in love.	+	
	Turning Point Progressive Complication (Act/Rev): President Snow pays Katniss a visit.	+	
	Crisis (BBC/IG): Does she follow Haymitch's advice and pretend to love Peeta to stay alive, or does she go back to the life she had before.	?	?
	Climax: She pretends to love Peeta.	+	
	Resolution: Katniss still doesn't have her life back and this is only the beginning.	+	