**FOOLSCAP GLOBAL STORY GRID – © Shawn Coyne**

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| Global Story | **GLOBAL GENRE: Western > Vengeance** | | |
| External Genre: Western > Vengeance | | |
| External Value at Stake: Subjugation > Freedom | | |
| Internal Genre: n/a | | |
| Internal Value at Stake: n/a | | |
| Obligatory Scenes:  an inciting attack by the villain (Jack Bolt steals cattle); hero sidesteps responsibility to take action (Hopalong delays pursuit of Bolt); forced to leave ordinary world, the hero lashes out (Hopalong shoots Pod Griffin); discovering and understanding the MacGuffin (Hopalong discovers that Jack Bolt wants to steal the cattle); hero’s initial strategy to outmaneuver the villain fails (wind erases Bolt’s tracks from loose sand, Hopalong loses the trail); hero, realizing they must change their approach to salvage some form of victory, reaches an All Is Lost Moment (AILM) (Hopalong has been shot and has lost the cattle, so he must call in the sheriff for help); the Showdown, where the hero and the villain face off—the central event of the Western where the hero’s gift is expressed (Showdown with Bolt and his men in Tascotal. Cassidy uses gifts as an expert tracker and gun-slinger (who doesn’t kill needlessly) to overtake his enemies); the hero’s sacrifice is rewarded (Hopalong sacrifices health and safety to track Bolt. He finds him and kills him in self-defence.)  Conventions: harsh, hostile, wide-open landscape is a character (the wild west from Texas to California); hero, victim, villain (these three roles must be clearly defined throughout the story)(Hopalong Cassidy is the hero, Jack Bolt is the villain and the ranchers are the victims); the hero’s object of desire is to stop the villain and save the victim (Cassidy wants to stop Bolt from stealing cattle); hero operates outside the law (selectively or as a matter of course) (Hopalong isn’t a law man. He tracks Bolt and gathers evidence before calling in the sheriff); the power divide between the hero and the villain is very large (villain is far more powerful)(in this scenario, Bolt has more advantages and resources than Cassidy) | | |
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| Point of View: Primarily 3rd Person Limited (Cassidy), note also passages from Red’s POV and Bolt’s POV, and occasional omniscient narrator | | |
| Objects of Desire [SEE INCITING INCIDENT, Want = MacGuffin]: Hopalong wants to stop Bolt and save the cattle. (sub-conscious need n/a) | | |
| Controlling Idea/Theme: Justice prevails when the uncompromising individual sacrifices himself for the good of all. | | |
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| beginning  Hook |  | External  Charge | Internal  Charge |
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| Inciting Incident (causal/coincidental): Jack Bolt steals cattle. (causal) | - | n/a |
| Turning Point Progressive Complication (Act/Rev): Cassidy learns that Bolt will steal again from 3TL, 3F and 4H ranches. (revelatory) | - | n/a |
| Crisis (BBC/IG): Will Cassidy stay and help or go on his way? (BBC) | ? | ? |
| Climax: Cassidy stays to help ranchers. | + | n/a |
| Resolution: Cassidy recruits Red Connors and Joe Gamble to help him. They devise a plan. | + | n/a |
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| middle  build |  | External  Charge | Internal  Charge |
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| Inciting Incident (causal/coincidental): Hopalong goes to the saloon to gather information about Bolt and his gang. (causal) | + | n/a |
| Turning Point Progressive Complication (Act/Rev): Cassidy loses trail of stolen cattle (active) | - | n/a |
| Crisis (BBC/IG): Will Cassidy abandon pursuit of rustlers or continue? (BBC) | ? | ? |
| Climax: Cassidy pursues rustlers. | + | n/a |
| Resolution: Cassidy gets shot. | - | n/a |
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| ending  Payoff |  | External  Charge | Internal  Charge |
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| Inciting Incident (causal/coincidental): Bolt decides to lay low. (causal) | - | n/a |
| Turning Point Progressive Complication (Act/Rev): Red finds evidence of Bolt’s guilt. (revelatory) | + | n/a |
| Crisis (BBC/IG): Will Cassidy pursue Bolt himself or call in the sheriff? | ? | ? |
| Climax: Cassidy sends a message to the sheriff and then goes after Bolt. | + | n/a |
| Resolution: Cassidy catches Bolt and shoots him in self-defence. | + | n/a |
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