

FOOLSCAP GLOBAL STORY GRID – © Shawn Coyne

GLOBAL STORY	Global Genre: Action - Adventure - Person Against Nature - Environment		
	Global Value at Stake: Death/Life		
	Secondary Genre: Worldview - Maturation		
	Global Value at Stake: Naïveté/Sophistication		
	Conventions Selective Constraints: <ul style="list-style-type: none">● A disturbed, unbalanced physical and social setting gives rise to conflict.● Dueling Hierarchies: Conflict between a Growth Hierarchy and a Power/Dominance Hierarchy. Enabling Constraints: <ul style="list-style-type: none">● Three roles must be clearly defined throughout the story: Luminary Agent (Hero/Heroine/Protagonist), Shadow Agent (Villain/Villainess/Antagonist), and Agency-Deprived (Victim).● Action Set Pieces● Deadline/Clock● Speech in Praise of the Shadow Agent		
	Obligatory Moments: <ul style="list-style-type: none">● Inciting Attack● Sensing Disorder● Running Away to Reluctant Engagement● Agreeing to Fight● Fix It and Forget It Mission● A Whole New World● The Protagonist Becomes the Target of the Antagonist● Comply or Defy?● Shadow Agent Asserts Their Dominant Power● No Way Out/The Point of No Return● Encounter with an Unexplained Event (The Noumenal)● All is Lost● How Can Death Be Meaningful?● Absolute Commitment● Preparations to Enter the Ultimate Arena● No Holds Barred● Someone the Audience Cares About Dies● Do the Ends Justify the Means?● The Protagonist at the Mercy of the Antagonist● The Reward		
	Point of View: Third Person Omniscient		
	Objects of Desire: Wants to get home to Kansas; Needs to learn to use her own agency instead of ceding it to others		
	Controlling Idea/Theme: Survival requires the protagonist to insightfully outwit or overpower mortal threats from an unexpected environmental change, unexpected lethal threats from another being or group of beings, or both.		
BEGINNING HOOK		Global Charge	Secondary Charge
	Inciting Incident (Coincidental): The cyclone threatens Dorothy and knocks her unconscious.	-	-
	Turning Point Progressive Complication (Active): Dorothy has no interest in exploring Oz. She just wants to go home.	+	-
	Crisis (Best Bad Choice): If Dorothy travels down the yellow brick road, she could be heading further from home. If she doesn't, she'll be stuck with the Munchkins for the rest of her life.	?	?
	Climax: Dorothy begins her journey down the yellow brick road with Toto.	+	-
	Resolution: Dorothy gets assistance along the way from other grateful Munchkins.	+	-
MIDDLE BUILD 1		Global Charge	Secondary Charge
	Inciting Incident (Coincidental): Dorothy meets a talking scarecrow on the road and agrees to let him accompany her and Toto.	+	-
	Turning Point Progressive Complication (Active): Dorothy confronts the lion, who is about to attack Toto.	-	-
	Crisis (Best Bad Choice/Irreconcilable Goods): Dorothy makes it to Oz and learns of Oz's Quid Pro Quo. She must kill the Wicked Witch of the West if she wants his help.	?	?
	Climax: Dorothy releases her shadow and slays the Wicked Witch of the West. Big Win, but destruction was required.	-	+
	Resolution: Oz is a fraud. He can't do what he promised, and Dorothy was manipulated to apply her agency in service of destruction.	+	+
MIDDLE BUILD 2		Global Charge	Secondary Charge
	Inciting Incident (Causal): Oz comes up with the idea to leave on a balloon, which could salvage Dorothy's desire to go home, but Toto escapes and Dorothy is left stranded.	-	+
	Turning Point Progressive Complication (Revelatory): Dorothy is all alone. No one else can save her.	-	+
	Crisis (Best Bad Choice): Dorothy must decide whether to accept her fate and make the best of her abandonment or keep moving forward and seeking a return home.	?	?
	Climax: Dorothy decides to move forward and consults with her friends to devise a plan.	+	+
	Resolution: Dorothy and her companions press on to see Glinda.	+	+
ENDING PAYOFF		Global Charge	Secondary Charge
	Inciting Incident (Causal): Dorothy and her companions fight the Shadow Agents trying to stop them from reaching their destination (giant spider, hammerheads, etc.)	-	+
	Turning Point Progressive Complication (Active): Dorothy and her companions do what must be done to reach their destination. They disturb and change environments as they proceed and accept the responsibility for their actions with pragmatism.	-	+
	Crisis (Irreconcilable Goods): Dorothy has to decide if she should trust Glinda and give her the magic cap. The last time she ceded agency, she was deceived.	?	?
	Climax: Glinda seems to betray Dorothy, but then she shows Dorothy her true power. Dorothy defeats the Shadow with her faith in Glinda.	+	+
	Resolution: Dorothy awakens and returns home, powerful, mature, capable, and an integrated Homo sapiens ready and able to advance the agency of her species by co-creating an expansion of the Kansas universe.	+	+