

THE SEVEN TYPES OF STORIES

Classic Archetypes

Poor, derelict protagonist gains something he lacks (money, power, love), loses it, wins it back again.

An “underdog” story

- Cinderella
- Aladdin
- Ratatouille

Rags to Riches



Character changing his/her ways and becoming a better person, resulting in a happy ending.

- **A Christmas Carol**
- **Groundhog Day**
- **Beauty and the Beast**

Rebirth



A hero must conquer an evil force – physical or metaphysical.

Often begins with an “inciting incident”

- **Star Wars**
- **James Bond**
- **Terminator**

Overcoming the Monster



Plotlines topple expectations, blend familiar with absurd, keep audiences laughing.

Jester characters...

- **A Midsummer Night's Dream**
- **The Office**

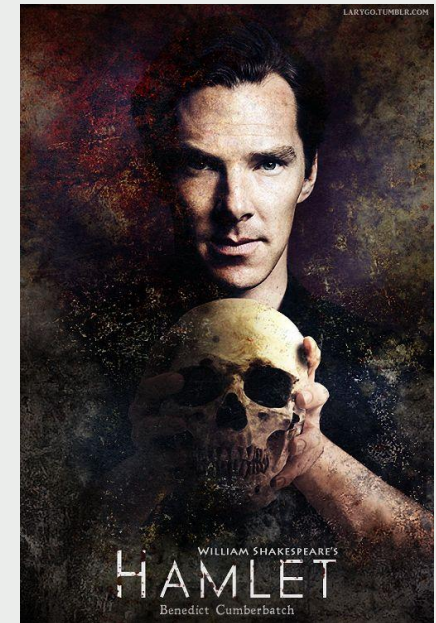
Comedy



Opposite of comedy; character succumbs to his/her tragic flaw because of pride, etc.

- Hamlet
- Lear

Tragedy



Protagonist sent to a strange land; return armed with wisdom and life experience.

Like a quest but without the object as a goal.

- **Chronicles of Narnia**

Voyage and Return



THE QUEST TALE

The Quest Narrative Steps

- Quest
- Protagonist
- Goal
- Challenges and Obstacles
- Journey/Travel
- Return and Transformation
- Themes



The Quest

- The central element of the story:
- A journey or task the protagonist must fulfill.
- Desire to do something, see something, experience, discover something...
- Holy Grail, insight, pot of gold, loaf of bread
- Sense of seeking, questioning, curiosity.
- Reason for quest gives structure and suspense to the narrative.



The Quest

Adaptable to all kinds of subjects –

- travel narrative
- memoir
- coming to terms with your parents

Poses a question in reader's minds: will protagonist be successful?



Protagonist

- Driven by desire to achieve a goal.
- Often feels “chosen”
- Compelled by destiny, moral obligation, sense of duty



The Goal

- The objective or desired outcome.
- To find a valuable object, person, secret place.
- Kidnapped person...hidden land...artifact...

Challenges and Obstacles

- Protagonist faces difficulties during the journey.
- Resolve and strength are tested.





Journey/Travel

The protagonist travels to different locations

Experiences different situations/challenges along the way.

May or may not have companions.



Return and Transformation

Protagonist returns with newfound knowledge, skills, or a deeper understanding of themselves in the world.

Hero is often transformed by the journey.

Themes

- Perseverance
- Sacrifice
- Value of the journey
- Nature of good/evil

EXAMPLES OF QUESTS

In Literature and Culture

- Odyssey, Iliad
- Moby Dick
- Lord of the Rings
- Raiders of the Lost Ark
- Finding Nemo
- DaVinci Code
- Underground Railroad
- Count of Monte Cristo
- Alice in Wonderland