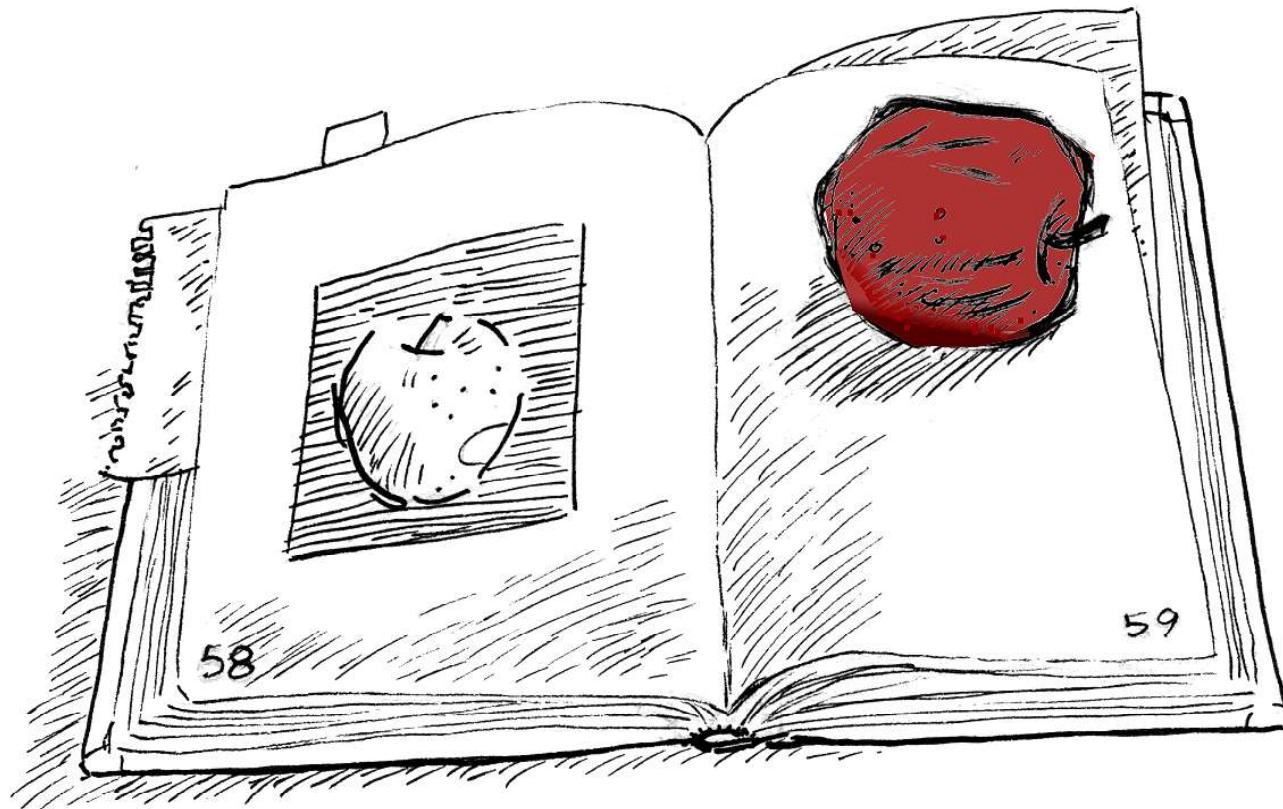


Conflict • Journey • Mode



Types of Conflict

All stories deal with **conflicts** and secondary-conflicts in one fashion or another:

- human vs nature
- human vs human
- human vs supernatural *or* gods/God/ Fate
- human vs self
- human vs technology or progress
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(computers / industrialism / corporations)
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Journey = Quest

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examples:

Homer	<i>Odyssey</i>
Grimm Brothers	“Little Red-Cap”
Mark Twain	<i>Adventures of Huckleberry Finn</i>
L. Frank Baum	<i>The Wonderful Wizard of Oz</i>
J. D. Salinger	<i>The Catcher in the Rye</i>
George Lucas	<i>Star Wars</i>
Richard Wright	“The Man Who Was Almost a Man”

Journey = Quest

Modes of Transportation

ship, boat, raft

train, locomotive, subway, roller-coaster

car, racecar, recreational vehicle

spaceship, rocket

motorcycle, motorbike, bicycle, tricycle

horse, donkey, goat

on foot

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- *Any* mode of transportation becomes an obvious symbol.
- It is up to the critic to decide the *relevancy* of the vehicle in the plot—
- and to decide the *type* of journey:

physical	psychological
spiritual	moral
cultural	<i>et cetera</i>

Journey = Quest

mode } quest { life