hapter XII.

MUST a been close onto one o'clock when we got below the island at last, and the raft did seem to go mighty slow. If a boat was to come along, we was going to take to the canoe and break for the Illinois shore; and it was well a boat didn't come, for we hadn't ever thought to put the gun into the canoe, or a fishing-line or anything to eat. We was in ruther too much of a sweat to think of so many things. It warn't good judgment to put everything on the raft.

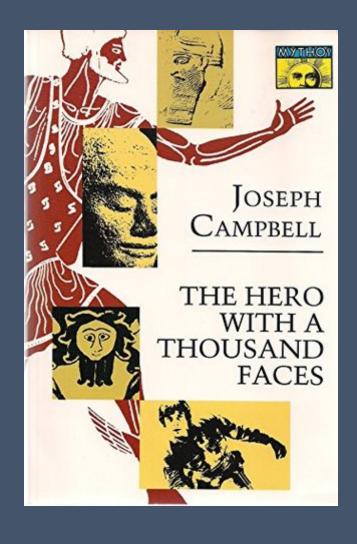
If the men went to the island, I just expect they found the camp fire I built, and watched it all night for Jim to come. Anyways, they stayed away from us, and if my building the fire never

fooled them it warn't no fault of mine. I played it as low-down on them

ON THE RAPT.

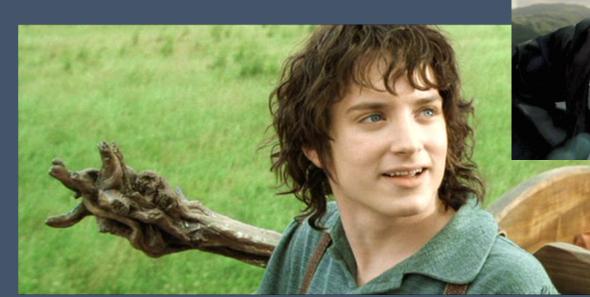
Huck Finn is so enduring because of the extraordinary ambition of the work and Twain's skill in execution

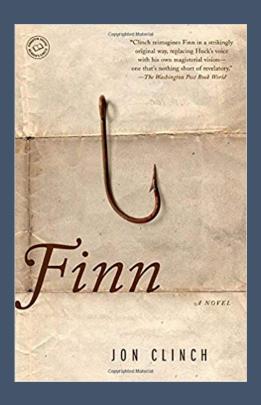
- Huck's voice both realistic and literary
- Dealing with race and slavery head on
- > Adventure and satire
- > Told from one character's POV
- One other reason!

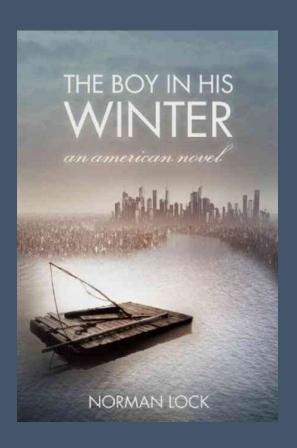


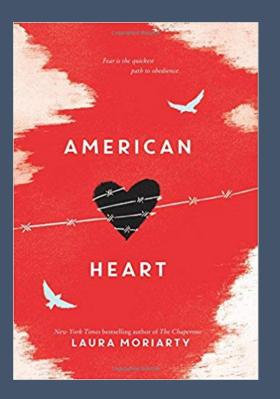


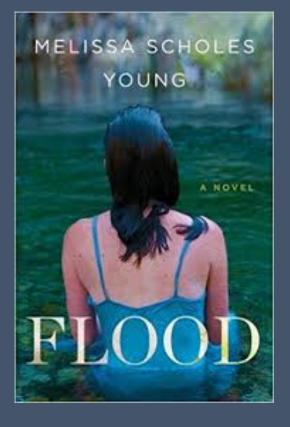




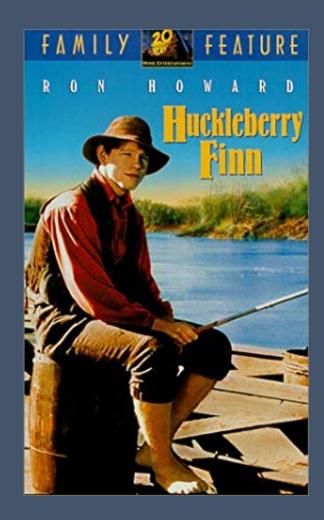


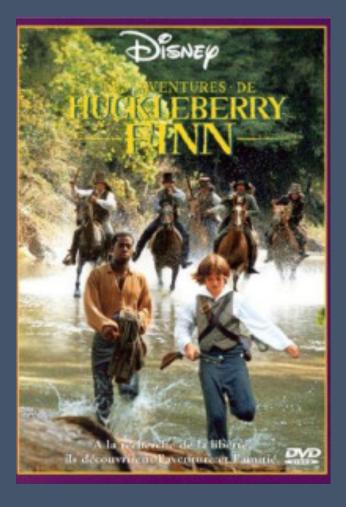


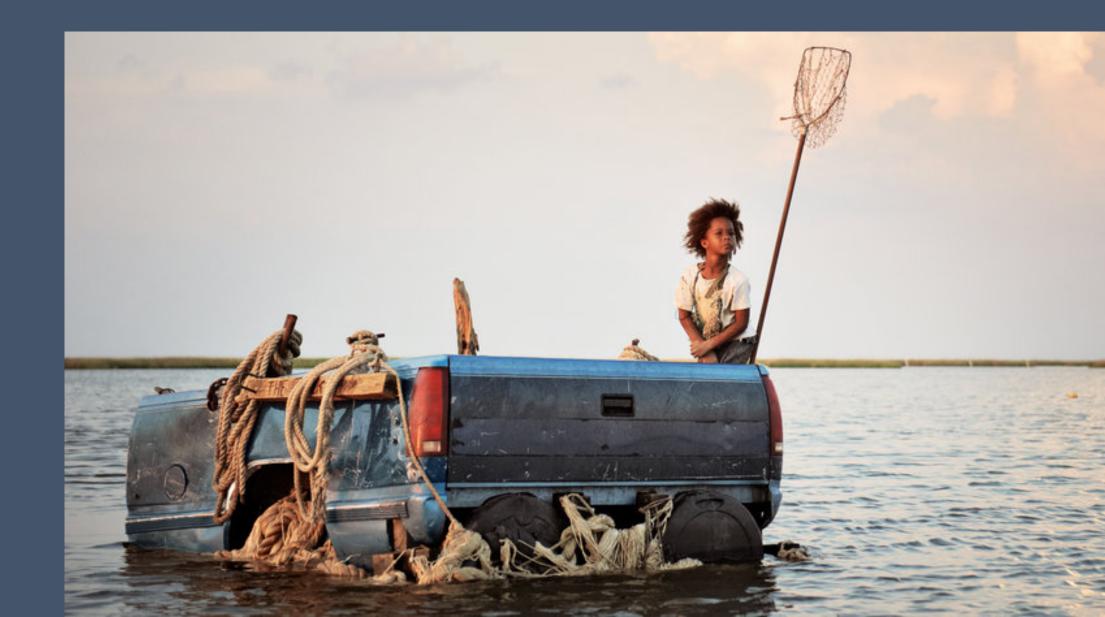


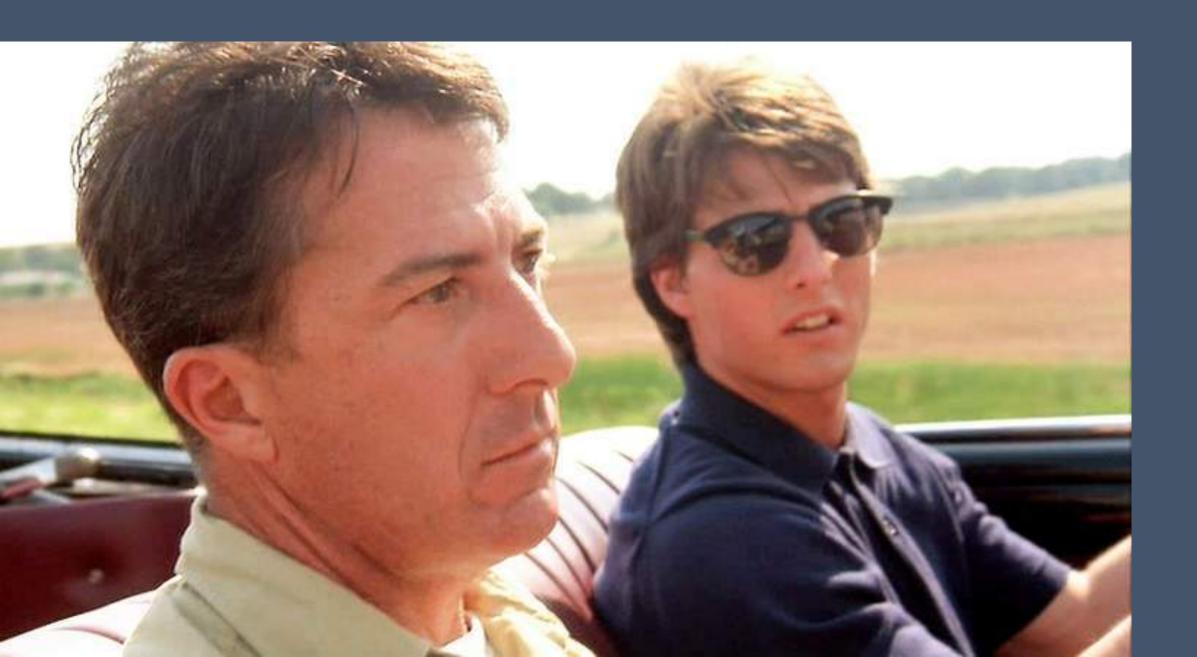






















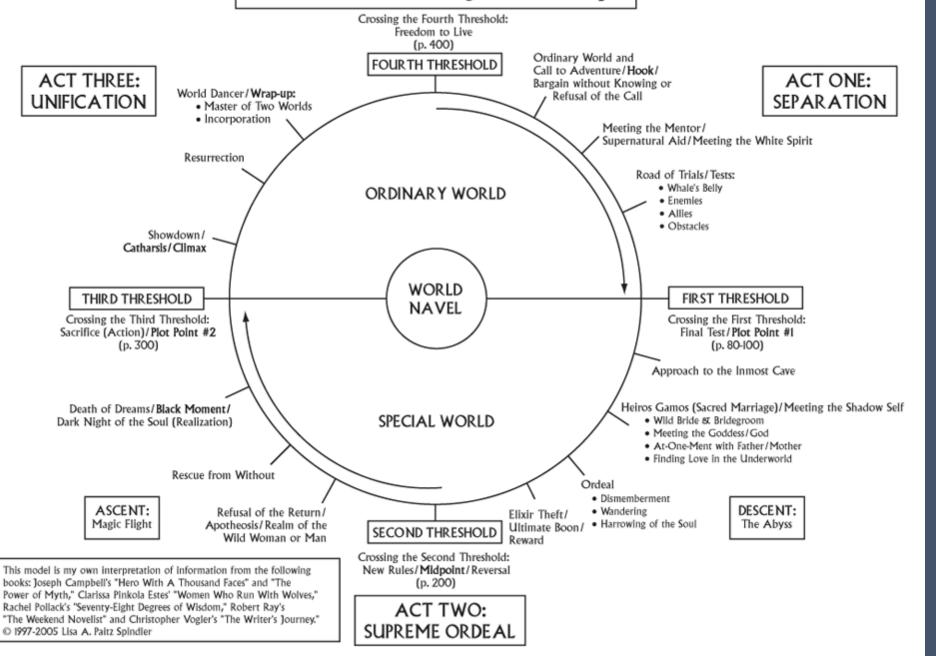




Huck Finn as a prototypical American myth

- Two misfit characters thrown together
- One reluctant participant
- On the run from the law (and others)
- Often travelling south or west
- Facing danger and even death
- Help along the way
- Coming to see your co-traveler as a full human being
- Transcendent moment / apotheosis
- Showdown / climax / ultimate test
- Returning home a new person

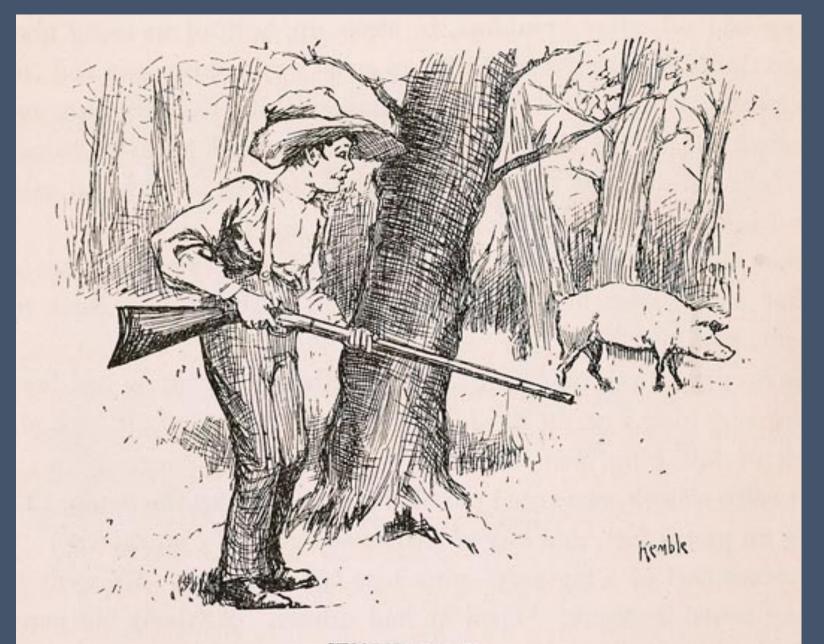
The Hero's Journey



How to recognize a myth

- Retold in different forms over and over again
- One character's journey
- Descent to the Underworld
- > The road of trials
- Daddy (or mommy) issues
- A theme of death and rebirth





SHOOTING THE PIG.

Elements of the Hero's Journey

ACT ONE

- 1. The Ordinary World
- 2. The Call of Adventure
- Refusal of the Call
- 4. Meeting the Mentor
- 5. Crossing First Threshold

ACT TWO

- 1. Tests, Allies, Enemies
- 2. Approach to Inmost Cave
- 3. Transcendence/apotheosis
- 4. The Ordeal
- 5. Reward (Seizing Sword)

ACT THREE

- 1. The Road Back
- 2. Dark Night of the Soul
- 3. Atonement with Father
- 4. Resurrection
- 5. Return with the Elixir

What makes a myth compelling from the start

- > Hero is compassionate, smart, funny
- Hero is "stuck" isn't growing
- > The relationship with the "mentor"
- > Bravery in undertaking dangerous journey in pursuit of a goal
- Single POV

What makes an ending emotionally cathartic and satisfying

- Hero confronts a dark part of himself
- Hero takes decisive action to right the wrongs
- The Obligatory Scene (Robert McKee) Hero has the promised confrontation with his enemy
- Inner journey and outer journey ("head" plot and "heart" plot) resolve at the same time
- > The enemy is vanquished, and the hero returns home reborn

Why the Huck Finn ending works... and doesn't

Internal journey

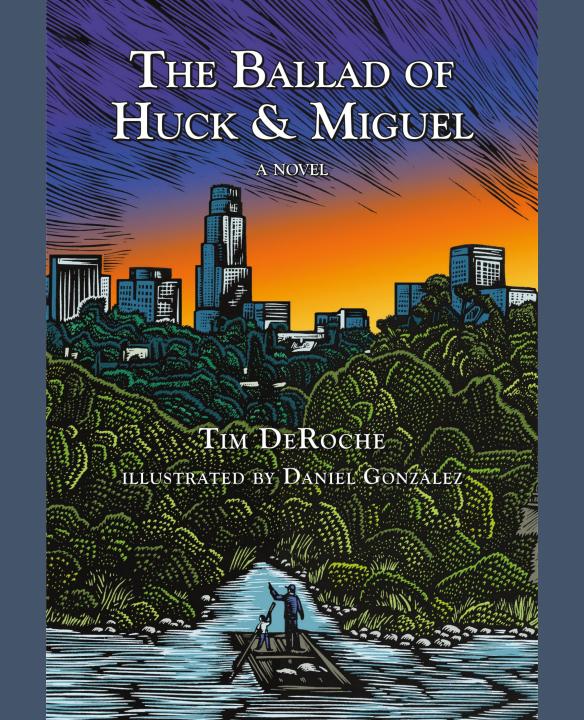
Huck has confronted (and conquered) the dark part of himself

 Huck has returned to where he began – torn between society and the Territory

External journey

➤ The wrong has been righted — Jim is free

He ain't a-comin' back no mo' – Pap has been vanquished



Updating Twain's myth for the modern-day

- Huck is the same unwashed kid son of the town drunk
- Huck and his father Pap travel west to California to seek their fortune
- Drug deal goes bad, and Huck is the hero
- Huck is fostered out to a lesbian couple in the Valley, where he befriends Miguel, who works in the stables
- Pap returns with violence, and Huck goes on the run with Miguel
- They escape via a storm drain which takes them to the LA River



















