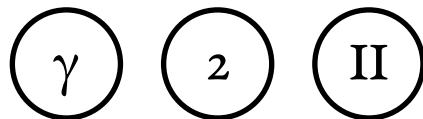


1: ABSENTATION

One of the members of a family absents himself from home.



2: INTERDICTION

An interdiction is addressed to the hero.

Paired with 3.



3: VIOLATION

The interdiction is violated.

Paired with 2.



4: RECONNAISSANCE

The villain makes an attempt at reconnaissance.

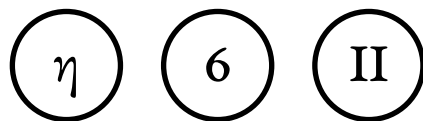
Paired with 5.



5: DELIVERY

The villain receives information about his victim.

Paired with 4.



6: TRICKERY

The villain attempts to deceive his victim in order to take possession of him or of his belongings.

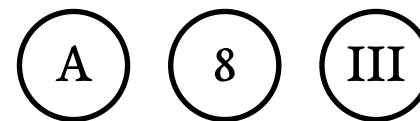
Paired with 7.



7: COMPLICITY

The victim submits to deception and thereby unwittingly helps his enemy.

Paired with 6.



8: VILLAINY or LACK

The villain causes harm or injury to a member of a family or one member of a family either lacks something or desires to have something.

Paired with 19.



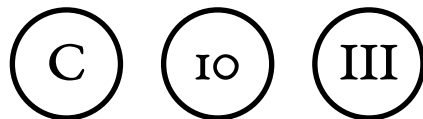


9: MEDIATION

Misfortune or lack is made known; the hero is approached with a request or command; he is allowed to go or he is dispatched.

Paired with 10.

The sphere of action of the dispatcher.



10: BEGINNING COUNTERACTION

The seeker agrees to or decides upon counteraction.

Paired with 9.

The sphere of action of the hero (seeker)
& false hero.

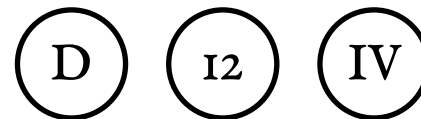


11: DEPARTURE

The hero leaves home.

The sphere of action of the hero
(seeker).

The sphere of action of the false hero.

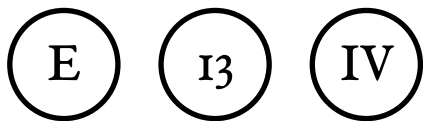


12: FIRST FUNCTION OF THE DONOR

The hero is tested, interrogated, attacked, etc., which prepares the way for his receiving either a magical agent or helper.

Paired with 13.

The sphere of action of the donor.



13: THE HERO'S REACTION

The hero reacts to the actions of the future donor.

Paired with 12.

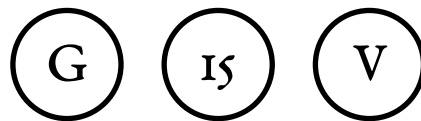
The sphere of action of the hero.



14: PROVISION OR RECEIPT OF A MAGICAL AGENT

The hero acquires the use of a magical agent.

The sphere of action of the donor.

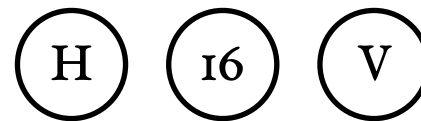


15: GUIDANCE

The hero is transferred, delivered, or led to the whereabouts of an object of search.

Also defined as: spatial transference between two kingdoms.

The sphere of action of the helper.



16: STRUGGLE

The hero and the villain join in direct combat.

Paired with 18.

The sphere of action of the villain.



J 17 V

17: BRANDING

The hero is branded.

The sphere of action of the princess.



I 18 V

18: VICTORY

The villain is defeated.

Paired with 16.



K 19 V

19: LIQUIDATION

The initial misfortune or lack is liquidated.

Paired with 8.

The sphere of action of the helper.



↓ 20 V

20: RETURN

The hero returns.



Pr 21 V

21: PURSUIT

The hero is pursued.

Paired with 22.

The sphere of action of the villain.



Rs 22 V

22: RESCUE

Rescue of the hero from pursuit.

Paired with 21.

The sphere of action of the helper.



O 23 VII

23: UNRECOGNISED ARRIVAL

The hero, unrecognised, arrives home
or in another country.



L 24 VII

24: UNFOUNDED CLAIMS

A false hero presents unfounded claims.

Paired with 28.

The sphere of action of the false hero.



M 25 VII

25: DIFFICULT TASK

A difficult task is proposed to the hero.

Paired with 26.

The sphere of action of the princess.



N 26 VII

26: SOLUTION

The task is resolved.

Paired with 25.

The sphere of action of the helper.



Q 27 VII

27: RECOGNITION

The hero is recognised.

The sphere of action of the princess.



Ex 28 VII

28: EXPOSURE

The false hero or villain is exposed.

Paired with 24.

The sphere of action of the princess.



T 29 VII

29: TRANSFIGURATION

The hero is given a new appearance.

The sphere of action of the helper.



U 30 VII

30: PUNISHMENT

The villain is punished.

The sphere of action of the princess.



W 31 VII

31: WEDDING

The hero is married and ascends the throne.

The sphere of action of the princess and the hero.



α ο I

ο: INITIAL SITUATION

Some context is given for the story, with the hero and the family being introduced.



PROPP
CARDS



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