

NARRATIVE INGREDIENTS

The first column in the following table sets out the 'narrative shopping list' of a typical Jamesian tale. In the columns next to it fill in the precise details of the corresponding elements in the screen versions of the stories. In this way you will be able to compare how the films reflect or depart from the narrative pattern.

	Ingredient	A Warning to the Curious	Whistle and I'll Come to You
1	A protagonist with a good reason for being in the story – possibly with set views or some sort of quest in mind, probably somewhat isolated.		
2	Status – can be comfortably well off. A traveller or academic on a holiday.		
3	A secondary character (perhaps more) – there to witness the spooky happenings or to be our narrator. Likely to be drawn into the central events in some way.		
4	An agent of change. This can be an accidental discovery or some fateful happening that starts our hero off on his journey to supernatural shock. In occult terms this is called an 'apport' – something that opens someone to the supernatural; sometimes the spur is the hero's own pride or curiosity.		
5	A succession of warnings or ghostly manifestations of growing intensity.		
6	Once 'haunted', the victim may seek some means of escape from his ghostly tormentor.		
7	The show down – a climax involving the most direct manifestation of the ghost, often in a place that should be a source of security to the protagonist.		

8	The experience is clearly a shattering one for the protagonists – leaving them badly shaken or worse.		
9	Once aroused the ghost is implacable. It is often quite indistinct and vaguely menacing. Sometimes it can manifest in different forms.		
10	Loose ends – on the whole James' tales do not end with a lengthy explanation of the haunting. We are often left as readers with the final horrors fresh and unexplained in our minds.		
11	Irony – James often remains quite detached about his heroes, sometimes even mocking them.		