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**WWW 7, Olsztyn 2011**

**Motto:**

"TV Tropes" will ruin your life



- “Nieformalna Wikipedia” popkultury
- Artykuły pisane przez użytkowników
  - książki
  - Filmy, seriale
  - komiksy
  - gry...
  - ... ale też: postacie historyczne, kraje, polityka
- “There is no such thing as notability”

- universal
- applied phlebology
- characterization
- characters
- characters as device
- dialogue
- motifs
- narrative devices
- paratext
- plots
- settings
- spectacle

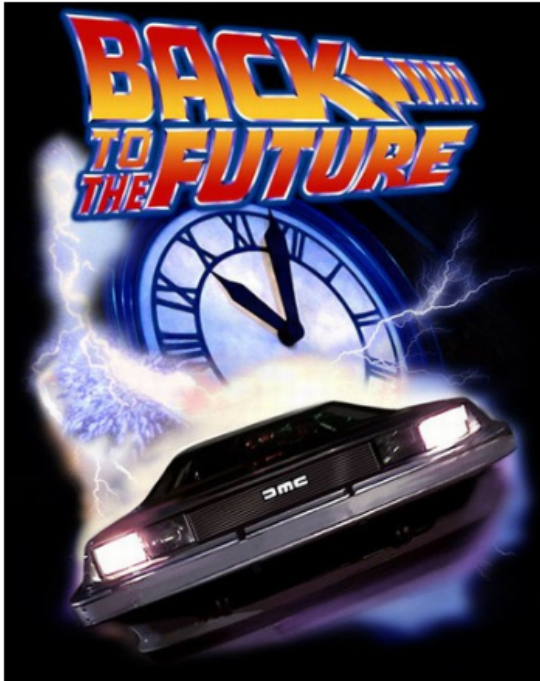
#### GENRE

- action adventure
- comedy
- commercials
- crime and punishment
- drama
- horror
- love
- news
- professional wrestling
- speculative fiction
- sports story
- war

#### MEDIA

- animation (western)

## Back to the Future



Taa-ta-ta-ta-ta-ta-taaaaa!

**Marty McFly:** Are you telling me you built a time machine... out of a DeLorean?!

**Doc Brown:** The way I see it, if you're gonna build a time machine into a car, why not do it with some style?

An extraordinarily successful 1980s trilogy of [Time Travel movies](#) starring [Michael J. Fox](#) and [Christopher Lloyd](#) (with an animated [Spin-Off series](#)) which has received several [homages](#). They combined [Fish out of Water](#) comedy with high-stakes drama, making deft use of threatened [Temporal Paradox](#).

In *Back to the Future*, [Marty McFly](#), a teenager from 1985, accidentally sends himself to 1955 in the time machine [Doc Brown](#) built out of a DeLorean. To return home, he needs [1.21 gigawatts of power](#). Conveniently, a bolt of lightning has at least that much power. After initial confusion, the 1955 [Doc Brown](#) agrees to help Marty, but they soon discover another complication. Marty has inadvertently [stopped his parents from marrying](#). Now, he has just one week to put history back on track before he and his siblings are erased from existence. He manages it, and in the process invents [rock'n'roll](#) and [skateboarding](#).

In *Back to the Future Part II*, [Doc Brown](#) takes Marty to 2015, a glittering wonderland of [flying cars](#) and [100% accurate weather forecasting](#), where Marty impersonates his son to keep him out of trouble. While Marty and the Doc are busy, an elderly [Biff Tannen](#) discovers the DeLorean, and uses it to go back to 1955 and give his youthful self a [sports almanac with results of major games up to the year 2000](#). When Marty and [Doc Brown](#) return to 1985, they find it transformed into a [dystopia](#), ruled by a [Corrupt Corporate Executive](#) — [Biff Tannen](#), who grew rich with the aid of the almanac. Now Marty has to return to the same 1955 school dance where he saved his parents' marriage, and [Set Right What Once Went Wrong](#), without being seen by his past self or his parents. At the end, Doc is sent back to 1885 when a [bolt of lightning](#), from the storm that sent Marty home in the first film, hits the DeLorean and accidentally catapults it back in time, stranding Marty in 1955...until he receives a letter by Western Union, from [Doc Brown](#), explaining his situation after the DeLorean disappeared.

In *Back To The Future Part III*, Marty and the 1955 [Doc](#) exhume the DeLorean, mothballed by the 1885 [Doc Brown](#) in a closed mine. To their horror, Marty discovers 1885's [Doc Brown's tombstone](#), learning that he was shot by [Buford 'Mad Dog' Tannen](#), [Biff's ancestor](#). Originally told to go to his proper time and let him be, Marty instead goes back to 1885 to rescue his friend, but the fuel line is damaged in the trip. Since the DeLorean can't time travel unless it's accelerated to 88mph, both Marty and the Doc are now trapped in 1885 (high-octane gasoline being hard to come by in those days). They only have a few days to find a way to go [back to the future](#), before [Doc Brown's appointment with death](#) - but things get complicated when [Doc Brown](#) accidentally saves and almost immediately falls in love with school teacher [Clara Clayton](#) who was supposed to have fallen into the ravine, going against his stance on not changing history.

All three films share many running gags; similar scenes occurring in each of the time periods. These films solidified the career of [Robert Zemeckis](#) who has gone on to make other classic films like *Who Framed Roger Rabbit*, *Forrest Gump*, *Contact* and the CG films *The Polar*

Klikamy w linki...

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## Time Travel

*Time travel is theoretically impossible, but I wouldn't want to give it up as a plot gimmick.*

— **Isaac Asimov**

(For related tropes, see [Time Travel Tropes](#))

A time travel story can simply use time travel as a vehicle to get the hero to the [Adventure Towns](#), or the [phlebotinum](#) involved can be a key plot driver. No matter what story type the hero is going to need a [Time Machine](#). Time Travel stories seem to fall into several categories:

1. **You Can't Fight Fate:** Characters go to the future! They must get back to their own time and prevent the future from going horribly horribly wrong. Sometimes, they can't, in which case it's [You Cannot Change The Future](#) or a [Stable Time Loop](#) (see below).
2. **Set Right What Once Went Wrong:** Characters go to the past! Again, this is usually to "fix" the future—that is, the characters' "present." Often this involves correcting a [Temporal Paradox](#). Remember, Hitler has [Time Travel Exemption](#).
  - **Make Wrong What Once Went Right:** Characters go to the past! But... not to fix the present or future. They want to change the events in some way, to favor themselves or their employer. Generally bad things ensue.
  - **Terminator Twosome:** Both of the above at once; a villain goes back to change the future in their favor, and a hero follows to put a stop to it.
3. **Stable Time Loop:** Characters go to the past! And in the past, they turn out to be responsible for the events that led to their "present." In other words, [You Already Changed The Past](#). This is similar to [You Can't Fight Fate](#), but in the present instead of the future.
  - Includes cases of the [Wayback Trip](#).
4. **Temporal Paradox:** Now it gets complicated...
  - Characters go to the past! In the past, they change history: If they do so by accident, it well may end the story with a [Twilight Zone Twist](#); alternately, it will set the *real* plot in motion by requiring the characters to [Set Right What Once Went Wrong](#).
  - On the other hand, they may have set out to change history intentionally, so that the events that create their future/present — and, thus, the conditions that prompted them to go back in time — never happened, basically the same set up as above, but without the initial "accident."
  - Characters go to the future! Upon returning to the past, they *are* able to fight fate and prevent the events of the future (seeing which prompted them to try to prevent the events of the future in the first place) from occurring.



He will be going to have been missed.

Klikamy dalej...

I'll just look at  
this one article on  
TV Tropes...



## Na przykład:

- You Fail Thermodynamics Forever
- Chronic Back Stabbing Disorder
- Music To Invade Poland To
- Pre-Mortem One Liner
- Gambit Pileup
- Ambiguously Jewish
- Proud To Be A Geek
- ...

## Ale też:

- Abraham Lincoln
- sądownictwo w USA
- UNIX
- wojna w Wietnamie
- testy IQ
- romantyzm vs oświecenie
- Random Number God
- ...



OKAY, WHO LINKED  
YOU TO TVTROPES?  
WHAT'S WITH THAT SITE?

! CAN'T... STOP...



IT'S LIKE RICKROLLING, BUT  
YOU'RE TRAPPED ALL DAY.