

STORY ENGINE SETTINGS: "December 2007 Story Embroidery Exercise"

CHARACTER DYNAMICS:

MC RESOLVE: **Change**
 MC GROWTH: **Stop**
 MC APPROACH: **Be-er**
 MC PROBLEM-SOLVING STYLE: **Intuitive**
 IC RESOLVE: **Steadfast**

PLOT DYNAMICS:

DRIVER: **Decision**
 LIMIT: **Optionlock**
 OUTCOME: **Failure**
 JUDGMENT: **Good**

MAIN VS. IMPACT STORY

(Competition for the Throne)
 THROUGHLINE: **Situation**
 CONCERN: **How Things are Changing**
 ISSUE: **Security vs. Threat**
 PROBLEM: **Hunch**
 SOLUTION: **Theory**
 SYMPTOM: **Determination**
 RESPONSE: **Expectation**
 CATALYST: **Threat**
 INHIBITOR: **Confidence**
 BENCHMARK: **The Past**
 SIGNPOST 1: **The Past**
 SIGNPOST 2: **How Things are Changing**
 SIGNPOST 3: **The Future**
 SIGNPOST 4: **The Present**

IMPACT CHARACTER

(Rex)
 THROUGHLINE: **Activity**
 CONCERN: **Doing**
 ISSUE: **Enlightenment vs. Wisdom**
 PROBLEM: **Cause**
 SOLUTION: **Effect**
 SYMPTOM: **Test**
 RESPONSE: **Trust**
 UNIQUE ABILITY: **Experience**
 CRITICAL FLAW: **Ability**
 BENCHMARK: **Understanding**
 SIGNPOST 1: **Understanding**
 SIGNPOST 2: **Doing**
 SIGNPOST 3: **Obtaining**
 SIGNPOST 4: **Gathering Information**

MAIN CHARACTER

(Reina)
 THROUGHLINE: **Manipulation**
 CONCERN: **Playing a Role**
 ISSUE: **Thought vs. Knowledge**
 PROBLEM: **Hunch**
 SOLUTION: **Theory**
 SYMPTOM: **Unending**
 RESPONSE: **Ending**
 UNIQUE ABILITY: **Desire**
 CRITICAL FLAW: **Skill**
 BENCHMARK: **Developing a Plan**
 SIGNPOST 1: **Developing a Plan**
 SIGNPOST 2: **Playing a Role**
 SIGNPOST 3: **Changing One's Nature**
 SIGNPOST 4: **Conceiving an Idea**

OVERALL STORY

(Progress comes to Shangri-La)
 THROUGHLINE: **Fixed Attitude**
 CONCERN: **Impulsive Responses**
 ISSUE: **Confidence vs. Worry**
 PROBLEM: **Hunch**
 SOLUTION: **Theory**
 SYMPTOM: **Test**
 RESPONSE: **Trust**
 CATALYST: **Worry**
 INHIBITOR: **Security**
 BENCHMARK: **Memories**
 SIGNPOST 1: **Memories**
 SIGNPOST 2: **Innermost Desires**
 SIGNPOST 3: **Contemplation**
 SIGNPOST 4: **Impulsive Responses**

ADDITIONAL STORY POINTS

GOAL: **Impulsive Responses**
 CONSEQUENCE: **How Things are Changing**
 COST: **Doing**
 DIVIDEND: **Playing a Role**

REQUIREMENT: **Memories**
 PREREQUISITE: **The Past**
 PRECONDITION: **Understanding**
 FOREWARNINGS: **Developing a Plan**

VOCABULARY:

Ability: being suited to handle a task; the innate capacity to do or be

Activity: an activity or endeavor

Be-er: Reina prefers to work things out internally

Cause: the specific circumstances that lead to an effect

Change: Reina changes her essential nature while attempting to solve the problem

Changing One's Nature: transforming one's nature

Conceiving an Idea: coming up with an idea

Confidence: belief in the accuracy of expectations

Contemplation: present considerations

Decision: in the plot, decisions force actions

Desire: the motivation toward something better

Determination: a conclusion based on circumstantial evidence

Developing a Plan: visualizing how an existing idea might be implemented

Doing: engaging in a physical activity

Effect: the specific outcome forced by a cause

Ending: coming to a conclusion

Enlightenment: an understanding that transcends knowledge

Expectation: a conclusion as to the eventual effect of a particular cause

Experience: the gaining of familiarity

Failure: the original goal is not achieved

Fixed Attitude: a fixed attitude or outlook

Gathering Information: gathering information or experience

Good: Reina ultimately succeeds in resolving her personal problems

How Things are Changing: the way things are going

Hunch: an understanding based on insufficient circumstantial evidence

Impulsive Responses: innate responses

Innermost Desires: basic drives and desires

Intuitive: Reina uses intuitive problem solving techniques

Knowledge: that which one holds to be true

Manipulation: a manner of thinking or demeanor

Memories: recollections

Obtaining: achieving or possessing something

Optionlock: the story climax occurs because all options have been exhausted

Playing a Role: temporarily adopting a lifestyle

Security: an evaluation of one's defenses and protections

Situation: a situation or environment

Skill: aptitude or innate ability

Steadfast: Reina ultimately retains her essential nature

Stop: regarding Reina, the audience is waiting for something to end

Test: a trial to determine something's validity

The Future: what will happen or what will be

The Past: what has already happened

The Present: the current situation and circumstances

Theory: an unbroken chain of relationships leading from a premise to a conclusion

Thought: the process of consideration

Threat: an evaluation of potential negative forces

Trust: acceptance without proof

Understanding: appreciating the meaning of something

Unending: continuing without cessation

Wisdom: understanding how to apply Knowledge

Worry: concern for the future