

STORY ENGINE SETTINGS: "The Cooler"

CHARACTER DYNAMICS:

MC RESOLVE: **Change**
 MC GROWTH: **Start**
 MC APPROACH: **Be-er**
 MC PROBLEM-SOLVING STYLE:
Logical
 IC RESOLVE: **Steadfast**

PLOT DYNAMICS:

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

OVERALL STORY

(Saving The Shangri-La)
 THROUGHLINE: **Situation**
 CONCERN: **The Future**
 ISSUE: **Preconception vs. Openness**
 PROBLEM: **Hinder**
 SOLUTION: **Help**
 SYMPTOM: **Control**
 RESPONSE: **Uncontrolled**
 CATALYST: **Openness**
 INHIBITOR: **Denial**
 BENCHMARK: **The Past**
 SIGNPOST 1: **The Future**
 SIGNPOST 2: **The Present**
 SIGNPOST 3: **The Past**
 SIGNPOST 4: **How Things are Changing**

MAIN CHARACTER

(Bernie)
 THROUGHLINE: **Manipulation**
 CONCERN: **Changing One's Nature**
 ISSUE: **Obligation vs. Rationalization**
 PROBLEM: **Hinder**
 SOLUTION: **Help**
 SYMPTOM: **Logic**
 RESPONSE: **Feeling**
 UNIQUE ABILITY: **Rationalization**
 CRITICAL FLAW: **Attitude**
 BENCHMARK: **Developing a Plan**
 SIGNPOST 1: **Changing One's Nature**
 SIGNPOST 2: **Developing a Plan**
 SIGNPOST 3: **Playing a Role**
 SIGNPOST 4: **Conceiving an Idea**

IMPACT CHARACTER

(Natalie)
 THROUGHLINE: **Activity**
 CONCERN: **Obtaining**
 ISSUE: **Attitude vs. Approach**
 PROBLEM: **Avoidance**
 SOLUTION: **Pursuit**
 SYMPTOM: **Control**
 RESPONSE: **Uncontrolled**
 UNIQUE ABILITY: **Approach**
 CRITICAL FLAW: **Obligation**
 BENCHMARK: **Understanding**
 SIGNPOST 1: **Understanding**
 SIGNPOST 2: **Gathering Information**
 SIGNPOST 3: **Doing**
 SIGNPOST 4: **Obtaining**

MAIN VS. IMPACT STORY

(Call Girl / Loser Love Story)
 THROUGHLINE: **Fixed Attitude**
 CONCERN: **Innermost Desires**
 ISSUE: **Denial vs. Closure**
 PROBLEM: **Hinder**
 SOLUTION: **Help**
 SYMPTOM: **Conscience**
 RESPONSE: **Temptation**
 CATALYST: **Closure**
 INHIBITOR: **Preconception**
 BENCHMARK: **Memories**
 SIGNPOST 1: **Memories**
 SIGNPOST 2: **Impulsive Responses**
 SIGNPOST 3: **Innermost Desires**
 SIGNPOST 4: **Contemplation**

ADDITIONAL STORY POINTS

GOAL: **The Future**
 CONSEQUENCE: **Innermost Desires**

REQUIREMENT: **The Past**
 PREREQUISITE: **Memories**

The Cooler

Story Engine Settings

COST: **Obtaining**
DIVIDEND: **Changing One's Nature**

PRECONDITION: **Understanding**
FOREWARNINGS: **Developing a Plan**

VOCABULARY:

Activity: an activity or endeavor

Approach: one's methodology of doing or being

Attitude: demeanor or outlook

Avoidance: stepping around, preventing or escaping from a problem

Be-er: Bernie prefers to work things out internally

Change: Bernie changes his essential nature while attempting to solve the problem

Changing One's Nature: transforming one's nature

Closure: bringing something to an end or to completion

Conceiving an Idea: coming up with an idea

Conscience: forgoing an immediate pleasure or benefit because of future consequences

Contemplation: present considerations

Control: directed, constrained

Decision: in the plot, decisions force actions

Denial: the refusal to admit to oneself or others that a previously held view is no longer true

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

Doing: engaging in a physical activity

Failure: the original goal is not achieved

Feeling: an emotional sense of how things are going

Fixed Attitude: a fixed attitude or outlook

Gathering Information: gathering information or experience

Good: Bernie ultimately succeeds in resolving his personal problems

Help: a direct assistance to another's effort

Hinder: undermining another's effort

How Things are Changing: the way things are going

Impulsive Responses: innate responses

Innermost Desires: basic drives and desires

Logic: a rational sense of how things are related

Logical: Bernie uses inherently logical (linear) problem solving techniques

Manipulation: a manner of thinking or demeanor

Memories: recollections

Obligation: accepting a task or situation in exchange for someone's earlier or potential favors

Obtaining: achieving or possessing something

Openness: willingness to reevaluate

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

Playing a Role: temporarily adopting a lifestyle

Preconception: adhering to a previous held view; unwillingness to reevaluate

Pursuit: the drive to seek after

Rationalization: an alternative explanation used to mask the real reason

Situation: a situation or environment

Start: regarding Bernie, the audience is waiting for something to begin

Steadfast: Bernie ultimately retains his essential nature

Temptation: the urge to embrace immediate benefits despite possible consequences

The Future: what will happen or what will be

The Past: what has already happened

The Present: the current situation and circumstances

Uncontrolled: directionless, unconstrained

Understanding: appreciating the meaning of something