

STORY ENGINE SETTINGS: "The Counterfeiters"

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: **Success**
 JUDGMENT: **Good**

OVERALL STORY

(Stalling the Counterfeiting)

THROUGHLINE: **Situation**
 CONCERN: **The Present**
 ISSUE: **Attempt vs. Work**
 PROBLEM: **Protection**
 SOLUTION: **Inaction**
 SYMPTOM: **Evaluation**
 RESPONSE: **Reevaluation**
 CATALYST: **Work**
 INHIBITOR: **Doubt**
 BENCHMARK: **The Past**
 SIGNPOST 1: **The Future**
 SIGNPOST 2: **The Past**
 SIGNPOST 3: **The Present**
 SIGNPOST 4: **How Things are Changing**

IMPACT CHARACTER

(Berger)

THROUGHLINE: **Activity**
 CONCERN: **Gathering Information**
 ISSUE: **Analysis vs. Strategy**
 PROBLEM: **Nonacceptance**
 SOLUTION: **Acceptance**
 SYMPTOM: **Evaluation**
 RESPONSE: **Reevaluation**
 UNIQUE ABILITY: **Prerequisites**
 CRITICAL FLAW: **Deficiency**
 BENCHMARK: **Understanding**
 SIGNPOST 1: **Understanding**
 SIGNPOST 2: **Doing**
 SIGNPOST 3: **Obtaining**
 SIGNPOST 4: **Gathering Information**

MAIN CHARACTER

(Sally (Solomon))

THROUGHLINE: **Manipulation**
 CONCERN: **Conceiving an Idea**
 ISSUE: **Expediency vs. Need**
 PROBLEM: **Protection**
 SOLUTION: **Inaction**
 SYMPTOM: **Reduction**
 RESPONSE: **Production**
 UNIQUE ABILITY: **Permission**
 CRITICAL FLAW: **Preconditions**
 BENCHMARK: **Developing a Plan**
 SIGNPOST 1: **Playing a Role**
 SIGNPOST 2: **Changing One's Nature**
 SIGNPOST 3: **Conceiving an Idea**
 SIGNPOST 4: **Developing a Plan**

MAIN VS. IMPACT STORY

(Pragmatist v. Idealist)

THROUGHLINE: **Fixed Attitude**
 CONCERN: **Contemplation**
 ISSUE: **Doubt vs. Investigation**
 PROBLEM: **Production**
 SOLUTION: **Reduction**
 SYMPTOM: **Evaluation**
 RESPONSE: **Reevaluation**
 CATALYST: **Investigation**
 INHIBITOR: **Attempt**
 BENCHMARK: **Memories**
 SIGNPOST 1: **Innermost Desires**
 SIGNPOST 2: **Impulsive Responses**
 SIGNPOST 3: **Contemplation**
 SIGNPOST 4: **Memories**

ADDITIONAL STORY POINTS

GOAL: **The Present**
 CONSEQUENCE: **Contemplation**
 COST: **Gathering Information**
 DIVIDEND: **Conceiving an Idea**

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

VOCABULARY:

Acceptance: a decision to allow, tolerate, or adapt, or not to oppose

Activity: an activity or endeavor

Analysis: evaluation of the situation and/or circumstances

Attempt: applying oneself to something not known to be within one's ability

Be-er: Sally (Solomon) prefers to work things out internally

Change: Sally (Solomon) changes his essential nature while attempting to solve the problem

Changing One's Nature: transforming one's nature

Conceiving an Idea: coming up with an idea

Contemplation: present considerations

Decision: in the plot, decisions force actions

Deficiency: appraisal of what is lacking

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

Doing: engaging in a physical activity

Doubt: questioning validity without investigating to be sure

Evaluation: an appraisal of a situation and/or circumstances

Expediency: most efficient course considering repercussions

Fixed Attitude: a fixed attitude or outlook

Gathering Information: gathering information or experience

Good: Sally (Solomon) ultimately succeeds in resolving his personal problems

How Things are Changing: the way things are going

Impulsive Responses: innate responses

Inaction: intentionally taking no action

Innermost Desires: basic drives and desires

Investigation: gathering evidence to resolve questions of validity

Logical: Sally (Solomon) uses inherently logical (linear) problem solving techniques

Manipulation: a manner of thinking or demeanor

Memories: recollections

Need: that which is required

Nonacceptance: a decision not to allow, tolerate, or adapt; a decision to oppose

Obtaining: achieving or possessing something

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

Permission: what is allowed

Playing a Role: temporarily adopting a lifestyle

Preconditions: restrictions imposed on an effort

Prerequisites: the essential preliminaries that must be met

Production: a process that determines potential

Protection: an effort to prevent interference with one's concerns

Reduction: a method of thought that determines probability

Reevaluation: a reappraisal of a situation or circumstances

Situation: a situation or environment

Start: regarding Sally (Solomon), the audience is waiting for something to begin

Steadfast: Sally (Solomon) ultimately retains his essential nature

Strategy: a plan to achieve one's purpose or a plan of response

Success: the original goal is achieved

The Future: what will happen or what will be

The Past: what has already happened

The Present: the current situation and circumstances

Understanding: appreciating the meaning of something

Work: applying oneself to something known to be within one's ability