

STORY ENGINE SETTINGS: "Fair Game"

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

(Where Are The WMDs?)
 THROUGHLINE: **Situation**
 CONCERN: **How Things are Changing**
 ISSUE: **Fact vs. Fantasy**
 PROBLEM: **Non-Accurate**
 SOLUTION: **Accurate**
 SYMPTOM: **Proven**
 RESPONSE: **Unproven**
 CATALYST: **Security**
 INHIBITOR: **Worry**
 BENCHMARK: **The Future**
 SIGNPOST 1: **The Future**
 SIGNPOST 2: **The Present**
 SIGNPOST 3: **The Past**
 SIGNPOST 4: **How Things are Changing**

IMPACT CHARACTER

(Joe)
 THROUGHLINE: **Activity**
 CONCERN: **Doing**
 ISSUE: **Skill vs. Experience**
 PROBLEM: **Hunch**
 SOLUTION: **Theory**
 SYMPTOM: **Proven**
 RESPONSE: **Unproven**
 UNIQUE ABILITY: **Skill**
 CRITICAL FLAW: **Desire**
 BENCHMARK: **Obtaining**
 SIGNPOST 1: **Understanding**
 SIGNPOST 2: **Gathering Information**
 SIGNPOST 3: **Doing**
 SIGNPOST 4: **Obtaining**

MAIN CHARACTER

(Valerie)
 THROUGHLINE: **Manipulation**
 CONCERN: **Playing a Role**
 ISSUE: **Ability vs. Desire**
 PROBLEM: **Non-Accurate**
 SOLUTION: **Accurate**
 SYMPTOM: **Effect**
 RESPONSE: **Cause**
 UNIQUE ABILITY: **Ability**
 CRITICAL FLAW: **Experience**
 BENCHMARK: **Changing One's Nature**
 SIGNPOST 1: **Changing One's Nature**
 SIGNPOST 2: **Developing a Plan**
 SIGNPOST 3: **Playing a Role**
 SIGNPOST 4: **Conceiving an Idea**

MAIN VS. IMPACT STORY

(Marriage Under Stress)
 THROUGHLINE: **Fixed Attitude**
 CONCERN: **Impulsive Responses**
 ISSUE: **Value vs. Worth**
 PROBLEM: **Non-Accurate**
 SOLUTION: **Accurate**
 SYMPTOM: **Result**
 RESPONSE: **Process**
 CATALYST: **Confidence**
 INHIBITOR: **Threat**
 BENCHMARK: **Innermost Desires**
 SIGNPOST 1: **Memories**
 SIGNPOST 2: **Impulsive Responses**
 SIGNPOST 3: **Innermost Desires**
 SIGNPOST 4: **Contemplation**

ADDITIONAL STORY POINTS

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

REQUIREMENT: **The Future**
 PREREQUISITE: **Innermost Desires**
 PRECONDITION: **Obtaining**
 FOREWARNINGS: **Changing One's Nature**

VOCABULARY:

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

Accurate: being within tolerances

Activity: an activity or endeavor

Be-er: Valerie prefers to work things out internally

Cause: the specific circumstances that lead to an effect

Change: Valerie 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

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

Experience: the gaining of familiarity

Fact: belief in something real

Failure: the original goal is not achieved

Fantasy: belief in something unreal

Fixed Attitude: a fixed attitude or outlook

Gathering Information: gathering information or experience

Good: Valerie 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

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

Manipulation: a manner of thinking or demeanor

Memories: recollections

Non-Accurate: not within tolerances

Obtaining: achieving or possessing something

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

Playing a Role: temporarily adopting a lifestyle

Process: an ongoing activity; the mechanism through which a cause leads to an effect

Proven: an assessment that something is correct by all relevant standards

Result: the product of a process; the ramifications of a specific effect

Security: an evaluation of one's defenses and protections

Situation: a situation or environment

Skill: aptitude or innate ability

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

Steadfast: Valerie ultimately retains her essential nature

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

Threat: an evaluation of potential negative forces

Understanding: appreciating the meaning of something

Unproven: a conjecture that has not been tested

Value: the objective usefulness of something in general

Worry: concern for the future

Worth: a rating of usefulness or desirability to oneself personally