

**STORY ENGINE SETTINGS: "His Girl Friday"**

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**CHARACTER DYNAMICS:**

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

**PLOT DYNAMICS:**

DRIVER: **Action**  
 LIMIT: **Optionlock**  
 OUTCOME: **Success**  
 JUDGMENT: **Good**

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**OVERALL STORY**

*(Save the Convicted Murderer)*  
 THROUGHLINE: **Situation**  
 CONCERN: **The Future**  
 ISSUE: **Delay vs. Choice**  
 PROBLEM: **Oppose**  
 SOLUTION: **Support**  
 SYMPTOM: **Avoidance**  
 RESPONSE: **Pursuit**  
 CATALYST: **Choice**  
 INHIBITOR: **Hope**  
 BENCHMARK: **How Things are Changing**  
 SIGNPOST 1: **The Past**  
 SIGNPOST 2: **The Future**  
 SIGNPOST 3: **How Things are Changing**  
 SIGNPOST 4: **The Present**

**IMPACT CHARACTER**

*(Walter)*  
 THROUGHLINE: **Manipulation**  
 CONCERN: **Changing One's Nature**  
 ISSUE: **Obligation vs. Rationalization**  
 PROBLEM: **Disbelief**  
 SOLUTION: **Faith**  
 SYMPTOM: **Avoidance**  
 RESPONSE: **Pursuit**  
 UNIQUE ABILITY: **Responsibility**  
 CRITICAL FLAW: **Self Interest**  
 BENCHMARK: **Playing a Role**  
 SIGNPOST 1: **Playing a Role**  
 SIGNPOST 2: **Changing One's Nature**  
 SIGNPOST 3: **Conceiving an Idea**  
 SIGNPOST 4: **Developing a Plan**

**MAIN CHARACTER**

*(Hildy)*  
 THROUGHLINE: **Activity**  
 CONCERN: **Obtaining**  
 ISSUE: **Attitude vs. Approach**  
 PROBLEM: **Oppose**  
 SOLUTION: **Support**  
 SYMPTOM: **Hinder**  
 RESPONSE: **Help**  
 UNIQUE ABILITY: **Morality**  
 CRITICAL FLAW: **Commitment**  
 BENCHMARK: **Doing**  
 SIGNPOST 1: **Understanding**  
 SIGNPOST 2: **Doing**  
 SIGNPOST 3: **Obtaining**  
 SIGNPOST 4: **Gathering Information**

**MAIN VS. IMPACT STORY**

*(Sparing Journalists)*  
 THROUGHLINE: **Fixed Attitude**  
 CONCERN: **Innermost Desires**  
 ISSUE: **Hope vs. Dream**  
 PROBLEM: **Reconsider**  
 SOLUTION: **Consider**  
 SYMPTOM: **Avoidance**  
 RESPONSE: **Pursuit**  
 CATALYST: **Dream**  
 INHIBITOR: **Delay**  
 BENCHMARK: **Impulsive Responses**  
 SIGNPOST 1: **Memories**  
 SIGNPOST 2: **Impulsive Responses**  
 SIGNPOST 3: **Innermost Desires**  
 SIGNPOST 4: **Contemplation**

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**ADDITIONAL STORY POINTS**

GOAL: **The Future**  
 CONSEQUENCE: **Innermost Desires**  
 COST: **Changing One's Nature**  
 DIVIDEND: **Obtaining**

REQUIREMENT: **How Things are Changing**  
 PREREQUISITE: **Impulsive Responses**  
 PRECONDITION: **Playing a Role**  
 FOREWARNINGS: **Doing**

VOCABULARY:

**Action:** in terms of the Overall plot, actions force decisions

**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

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

**Changing One's Nature:** transforming one's nature

**Choice:** making a decision

**Commitment:** a decision to stick with something regardless of the consequences

**Conceiving an Idea:** coming up with an idea

**Consider:** weigh pros and cons

**Contemplation:** present considerations

**Delay:** putting off until later

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

**Disbelief:** the belief that something is untrue

**Do-er:** Hildy looks for a physical solution to her problem

**Doing:** engaging in a physical activity

**Dream:** a desired future that does not fall within reasonable expectations

**Faith:** accepting something as certain without proof

**Fixed Attitude:** a fixed attitude or outlook

**Gathering Information:** gathering information or experience

**Good:** Hildy ultimately succeeds in resolving her personal problems

**Help:** a direct assistance to another's effort

**Hinder:** undermining another's effort

**Hope:** a desired future that falls within reasonable expectations

**How Things are Changing:** the way things are going

**Impulsive Responses:** innate responses

**Innermost Desires:** basic drives and desires

**Intuitive:** Hildy uses intuitive problem solving techniques

**Manipulation:** a manner of thinking or demeanor

**Memories:** recollections

**Morality:** doing or being based on what is best for others

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

**Obtaining:** achieving or possessing something

**Oppose:** an indirect detraction from another's effort

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

**Playing a Role:** temporarily adopting a lifestyle

**Pursuit:** the drive to seek after

**Rationalization:** an alternative explanation used to mask the real reason

**Reconsider:** thinking through again

**Responsibility:** taking, accepting, or assuming control to the exclusion of others

**Self Interest:** doing or being based on what is best for oneself

**Situation:** a situation or environment

**Steadfast:** Hildy ultimately retains her essential nature

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

**Success:** the original goal is achieved

**Support:** indirect assistance given to another's efforts

**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