

**STORY ENGINE SETTINGS: "The Lion in Winter"**

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**CHARACTER DYNAMICS:**

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

**PLOT DYNAMICS:**

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

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**IMPACT CHARACTER**

*(Eleanor)*  
 THROUGHLINE: **Situation**  
 CONCERN: **The Past**  
 ISSUE: **Prediction vs. Interdiction**  
 PROBLEM: **Self Aware**  
 SOLUTION: **Aware**  
 SYMPTOM: **Speculation**  
 RESPONSE: **Projection**  
 UNIQUE ABILITY: **Interdiction**  
 CRITICAL FLAW: **Evidence**  
 BENCHMARK: **The Present**  
 SIGNPOST 1: **How Things are Changing**  
 SIGNPOST 2: **The Future**  
 SIGNPOST 3: **The Present**  
 SIGNPOST 4: **The Past**

**OVERALL STORY**

*(Vying for Heir)*  
 THROUGHLINE: **Manipulation**  
 CONCERN: **Developing a Plan**  
 ISSUE: **Sense of Self vs. State of Being**  
 PROBLEM: **Desire**  
 SOLUTION: **Ability**  
 SYMPTOM: **Speculation**  
 RESPONSE: **Projection**  
 CATALYST: **Circumstances**  
 INHIBITOR: **Senses**  
 BENCHMARK: **Conceiving an Idea**  
 SIGNPOST 1: **Changing One's Nature**  
 SIGNPOST 2: **Playing a Role**  
 SIGNPOST 3: **Conceiving an Idea**  
 SIGNPOST 4: **Developing a Plan**

**MAIN VS. IMPACT STORY**

*(Battling Married Couple)*  
 THROUGHLINE: **Activity**  
 CONCERN: **Understanding**  
 ISSUE: **Conditioning vs. Instinct**  
 PROBLEM: **Desire**  
 SOLUTION: **Ability**  
 SYMPTOM: **Thought**  
 RESPONSE: **Knowledge**  
 CATALYST: **Interpretation**  
 INHIBITOR: **Situation**  
 BENCHMARK: **Gathering Information**  
 SIGNPOST 1: **Obtaining**  
 SIGNPOST 2: **Gathering Information**  
 SIGNPOST 3: **Understanding**  
 SIGNPOST 4: **Doing**

**MAIN CHARACTER**

*(Henry)*  
 THROUGHLINE: **Fixed Attitude**  
 CONCERN: **Memories**  
 ISSUE: **Evidence vs. Suspicion**  
 PROBLEM: **Desire**  
 SOLUTION: **Ability**  
 SYMPTOM: **Self Aware**  
 RESPONSE: **Aware**  
 UNIQUE ABILITY: **Suspicion**  
 CRITICAL FLAW: **Prediction**  
 BENCHMARK: **Contemplation**  
 SIGNPOST 1: **Impulsive Responses**  
 SIGNPOST 2: **Memories**  
 SIGNPOST 3: **Innermost Desires**  
 SIGNPOST 4: **Contemplation**

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**ADDITIONAL STORY POINTS**

GOAL: **Developing a Plan**  
 CONSEQUENCE: **Understanding**  
 COST: **The Past**  
 DIVIDEND: **Memories**

REQUIREMENT: **Conceiving an Idea**  
 PREREQUISITE: **Gathering Information**  
 PRECONDITION: **The Present**  
 FOREWARNINGS: **Contemplation**

VOCABULARY:

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

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

**Activity:** an activity or endeavor

**Aware:** being conscious of things outside oneself

**Be-er:** Henry prefers to work things out internally

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

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

**Circumstances:** an emotional assessment of one's environment

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

**Conditioning:** responses based on experience or training

**Contemplation:** present considerations

**Desire:** the motivation toward something better

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

**Doing:** engaging in a physical activity

**Evidence:** information supporting a belief

**Failure:** the original goal is not achieved

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

**Gathering Information:** gathering information or experience

**Good:** Henry ultimately succeeds in resolving his personal problems

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

**Impulsive Responses:** innate responses

**Innermost Desires:** basic drives and desires

**Instinct:** intrinsic unconditioned responses

**Interdiction:** an effort to change a predetermined course

**Interpretation:** determination of possible meaning

**Knowledge:** that which one holds to be true

**Logical:** Henry uses inherently logical (linear) problem solving techniques

**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

**Prediction:** a predetermination of a future state of affairs

**Projection:** an extension of probability into the future

**Self Aware:** being conscious of one's own existence

**Sense of Self:** one's perception of oneself

**Senses:** sensory observations

**Situation:** a situation or environment

**Situation:** a logistic assessment of one's environment

**Speculation:** an extension of possibilities into the future

**State of Being:** one's true nature

**Steadfast:** Henry ultimately retains his essential nature

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

**Suspicion:** questioning or forming a belief based on new evidence

**The Future:** what will happen or what will be

**The Past:** what has already happened

**The Present:** the current situation and circumstances

**Thought:** the process of consideration

**Understanding:** appreciating the meaning of something