

**STORY ENGINE SETTINGS: "The Quiet Man"**

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**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**

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**IMPACT CHARACTER**

*(Mary Kate)*  
 THROUGHLINE: **Situation**  
 CONCERN: **The Future**  
 ISSUE: **Choice vs. Delay**  
 PROBLEM: **Control**  
 SOLUTION: **Uncontrolled**  
 SYMPTOM: **Hinder**  
 RESPONSE: **Help**  
 UNIQUE ABILITY: **Openness**  
 CRITICAL FLAW: **Denial**  
 BENCHMARK: **The Past**  
 SIGNPOST 1: **The Present**  
 SIGNPOST 2: **How Things are Changing**  
 SIGNPOST 3: **The Future**  
 SIGNPOST 4: **The Past**

**OVERALL STORY**

*(A Yankee settling in an Irish town)*  
 THROUGHLINE: **Activity**  
 CONCERN: **Obtaining**  
 ISSUE: **Attitude vs. Approach**  
 PROBLEM: **Support**  
 SOLUTION: **Oppose**  
 SYMPTOM: **Hinder**  
 RESPONSE: **Help**  
 CATALYST: **Approach**  
 INHIBITOR: **Obligation**  
 BENCHMARK: **Understanding**  
 SIGNPOST 1: **Gathering Information**  
 SIGNPOST 2: **Understanding**  
 SIGNPOST 3: **Doing**  
 SIGNPOST 4: **Obtaining**

**MAIN VS. IMPACT STORY**

*(Fiery Romance)*  
 THROUGHLINE: **Manipulation**  
 CONCERN: **Changing One's Nature**  
 ISSUE: **Obligation vs. Rationalization**  
 PROBLEM: **Logic**  
 SOLUTION: **Feeling**  
 SYMPTOM: **Hinder**  
 RESPONSE: **Help**  
 CATALYST: **Rationalization**  
 INHIBITOR: **Attitude**  
 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 CHARACTER**

*(Sean)*  
 THROUGHLINE: **Fixed Attitude**  
 CONCERN: **Innermost Desires**  
 ISSUE: **Dream vs. Hope**  
 PROBLEM: **Support**  
 SOLUTION: **Oppose**  
 SYMPTOM: **Disbelief**  
 RESPONSE: **Faith**  
 UNIQUE ABILITY: **Closure**  
 CRITICAL FLAW: **Preconception**  
 BENCHMARK: **Memories**  
 SIGNPOST 1: **Memories**  
 SIGNPOST 2: **Impulsive Responses**  
 SIGNPOST 3: **Contemplation**  
 SIGNPOST 4: **Innermost Desires**

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**ADDITIONAL STORY POINTS**

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

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

VOCABULARY:

**Activity:** an activity or endeavor

**Approach:** one's methodology of doing or being

**Attitude:** demeanor or outlook

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

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

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

**Choice:** making a decision

**Closure:** bringing something to an end or to completion

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

**Contemplation:** present considerations

**Control:** directed, constrained

**Decision:** in the plot, decisions force actions

**Delay:** putting off until later

**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

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

**Doing:** engaging in a physical activity

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

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

**Feeling:** an emotional sense of how things are going

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

**Gathering Information:** gathering information or experience

**Good:** Sean ultimately succeeds in resolving his 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

**Logic:** a rational sense of how things are related

**Logical:** Sean 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

**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

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

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

**Situation:** a situation or environment

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

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

**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

**Uncontrolled:** directionless, unconstrained

**Understanding:** appreciating the meaning of something