

**STORY ENGINE SETTINGS: "The Thirteenth Floor"**

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**CHARACTER DYNAMICS:**

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

**PLOT DYNAMICS:**

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

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**MAIN CHARACTER**

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

**OVERALL STORY**

*(Who killed Hannon Fuller?)*  
THROUGHLINE: **Activity**  
CONCERN: **Understanding**  
ISSUE: **Senses vs. Interpretation**  
PROBLEM: **Aware**  
SOLUTION: **Self Aware**  
SYMPTOM: **Actuality**  
RESPONSE: **Perception**  
CATALYST: **Instinct**  
INHIBITOR: **Sense of Self**  
BENCHMARK: **Gathering Information**  
SIGNPOST 1: **Gathering Information**  
SIGNPOST 2: **Doing**  
SIGNPOST 3: **Obtaining**  
SIGNPOST 4: **Understanding**

**MAIN VS. IMPACT STORY**

*(Cyber Romance)*  
THROUGHLINE: **Manipulation**  
CONCERN: **Developing a Plan**  
ISSUE: **Situation vs. Circumstances**  
PROBLEM: **Order**  
SOLUTION: **Chaos**  
SYMPTOM: **Actuality**  
RESPONSE: **Perception**  
CATALYST: **State of Being**  
INHIBITOR: **Conditioning**  
BENCHMARK: **Conceiving an Idea**  
SIGNPOST 1: **Developing a Plan**  
SIGNPOST 2: **Playing a Role**  
SIGNPOST 3: **Changing One's Nature**  
SIGNPOST 4: **Conceiving an Idea**

**IMPACT CHARACTER**

*(Jane Fuller)*  
THROUGHLINE: **Fixed Attitude**  
CONCERN: **Memories**  
ISSUE: **Falsehood vs. Truth**  
PROBLEM: **Knowledge**  
SOLUTION: **Thought**  
SYMPTOM: **Actuality**  
RESPONSE: **Perception**  
UNIQUE ABILITY: **Truth**  
CRITICAL FLAW: **Destiny**  
BENCHMARK: **Contemplation**  
SIGNPOST 1: **Impulsive Responses**  
SIGNPOST 2: **Contemplation**  
SIGNPOST 3: **Innermost Desires**  
SIGNPOST 4: **Memories**

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**ADDITIONAL STORY POINTS**

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

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

VOCABULARY:

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

**Activity:** an activity or endeavor

**Actuality:** objective reality; the way things are

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

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

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

**Chaos:** random change or a lack of order

**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

**Destiny:** the future path an individual must take

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

**Do-er:** Douglas Hall looks for a physical solution to his problem

**Doing:** engaging in a physical activity

**Falsehood:** that which has been shown to be erroneous

**Fate:** a future situation that will befall an individual

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

**Gathering Information:** gathering information or experience

**Good:** Douglas Hall 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

**Interpretation:** determination of possible meaning

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

**Logical:** Douglas Hall 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

**Order:** a patterned arrangement

**Perception:** the way things seem to be

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

**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:** Douglas Hall ultimately retains his essential nature

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

**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

**Thought:** the process of consideration

**Truth:** that which is actually correct

**Understanding:** appreciating the meaning of something