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A Contextual Approach to Real Time, Interactive Narrative Generation

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A CONTEXTUAL APPROACH TO REAL TIME, INTERACTIVE NARRATIVE GENERATION

by

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ABSTRACT

Oral story telling has become a lost art of family histories because social media and technology have taken over the personal interactions that once passed on the important stories and facts from generation to generation. This dissertation presents and evaluates a method of generating a narrative with input from the listener without actually forcing him or her to become an actual character in the narrative. This system is called CAMPFIRE Story Telling System (STS) and employs a contextual approach to story generation. This system uses the Cooperating Context Method (CCM) to generate and tell dynamic stories in real time and can be modified by the listener. CCM was created to overcome the weaknesses found in other contextual approaches during story generation while still meeting the design criteria of 1) being able to plan out a story; 2) being able to create a narrative that is entertaining to the listener; and 3) being able to modify the story that could incorporate the listener's request in the story. The CCM process begins by creating a list of tasks by analyzing the current situation. A list of contexts is narrowed down through a series of algorithms into two lists: high priority and low priority lists. These lists are analyzed and a set of context best suited to handle the tasks are selected. The CAMPFIRE STS was rigorously assessed for its functionality, novelty, and user acceptance as well as the time needed to modify the knowledge base. These evaluations showed that the CAMPFIRE STS has the ability to create novel stories using the same knowledge base. A group of 38 test subjects used and evaluated CAMPFIRE STS with respect to its use for children, story entertainment, story creativity and the system's ease of use answering a extensive survey of 54 questions. The survey showed that CAMPFIRE STS can create stories appropriate for bedtime stories with

some minor modifications and that the generated stories are novel and entertaining stories, and that it was an easy system to use.

Dedicated to my family for their constant love and support.

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CHAPTER ONE: INTRODUCTION

For generations, parents have been telling their children and grandchildren bed time stories that have served several purposes, from calming the child down so that he/she could fall asleep more easily, to imparting personal family history to the child. Many of these stories contained moral and ethical values that the story tellers felt needed to be shared with the children. Some of these stories come from well-known storybooks while others may have been loosely based on personal incidents of history experienced by the storytellers' own parents or grandparents. This dissertation explores the question of automated story generation and interactive storytelling, and presents an architecture for dynamic storytelling that allows a listener to interact with the story to alter the plot in real time. Background discussion is warranted first.

1.1 Introduction to Storytelling

History has shown that stories have been used to convey many messages over time. These messages have served to pass different types of knowledge from one generation to the next or just to reassure or entertain a child. The knowledge conveyed has taken one or both of two forms. The first is an oral history of significant historical events so that an ancestor's sacrifice or feat of heroism is never forgotten. The second type of knowledge has been a moral code of conduct. One of the more popular examples of this moral code is Aesop's Fables, which teaches moral lessons through short stories. [*Aesop's Fables: together with the Life of Aesop*, 1897] The writers of Aesop's Fables trace their origin to ancient Greece. These fables have been translated into multiple languages over time, but

the stories themselves have not changed.   An example of the moral lessons within Aesop's Fables may be found in the "The Scorpion and the Frog."

A scorpion and a frog meet on the bank of a stream and the scorpion asks the frog to carry him across on its back. The frog asks, "How do I know you won't sting me?" The scorpion says, "Because if I do, I will die too."   The frog is satisfied, and they set out, but in midstream, the scorpion stings the frog. The frog feels the onset of paralysis and starts to sink, knowing they both will drown. Nevertheless, the frog has just enough time to gasp "Why?" Replies the scorpion: "Its my nature..."[*Aesop's Fables: together with the Life of Aesop*, 1897].

The moral of the fable is that one cannot change his own nature. An alternative moral from this fable is to never trust your enemy.

Another example of passing knowledge through use of stories may be found in the Native American Indian history.   Some of the stories told by the Native American Indians resemble Aesop's fables. The Native American Indian story that most closely mirrors Aesop's "The Scorpion and the Frog" is the "The Coyote and the Hen."

Once upon a time a hen was up in the branches of a tree, and a coyote came up to her: "I've brought some good news for you. Do you want to hear it?" asked the coyote. "Do you really have some good news?" the hen asked.   The

coyote answered: "It's about the two of us." Hear this, the coyote and the hen have made peace. Now we're going to be friends and you can come down from the tree. We'll hug each other as a sign of good will." The hen kept asking if it was true what the coyote was saying: "Where was the peace treaty approved, brother coyote?" The coyote answered: "Over there by the hunting grounds on the other side of the mountain. Hurry up and come down so that we can celebrate this moment of peace." The hen asked: "Over there on the other side of the mountain?" "May God witness that I am telling the truth. Come on down from the tree," insisted the coyote. "Maybe you are telling the truth, brother. I see that the dog is coming to celebrate the fiesta with us, because you and he are also going to make peace. I see him coming near, I hear him coming. He's coming fast and he's going to grab me, now that you and he have made peace. Do you hear, brother coyote, do you hear?" asked the hen. She was very happy and came down from the branches of the tree. The coyote accepted this explanation and ran away. As the hen said, the dog was coming, that's why he left. The hen didn't want to come down from the tree. She didn't fall in front of the coyote; if she had, he

would have eaten her. She realized he was just telling her

lies. [Mayan, 1996]

Both of these stories derive from very different cultures and yet contain the same moral of never trusting your enemy. The Middle Eastern and South Asian cultures also had their own set stories/fables created to convey a moral code [*Arabian Nights Entertainments Consisting of One Thousand Stories*, 1706]. The first published edition in the English language was in 1706, One Thousand and One Arabian Nights (as it is commonly known) is the story of a wife telling her husband (the ruler) a different story each night. Each night the story contains its own moral code, which is similar to the ones found in Aesop's Fables and the Native American Indian culture stories.

These works (Thousand and One Nights Arabian Nights, Aesop's Fables and Native American Indian culture) influenced various other writers to also create books of stories with moral codes. Jacob and Wilhelm Grimm, also known as the Brothers Grimm, who co-authored *Children's and Household Tales* or as it commonly known *Grimm's Fairy Tales* is influenced by stories containing moral codes or ethics [Grimm & Grimm, 1812a]. *Grimm's Fairy Tales* became so popular that many of these stories are still being read. Some of the best known stories from the Brothers Grimm are *Rapunzel*, *Cinderella*, *Hansel and Gretel*, *Sleeping Beauty*, and *Snow White*. These are just a few of the examples of stories found in *Grimm's Fairy Tales* [Grimm & Grimm, 1812a]. Another author whose work shows the influences of moral and ethical tales is Hans Christian Andersen. [Andersen & Boner, 1869] Andersen wrote several books of fairy tales. Some of his works include *The Little Mermaid*, *The Princess and the Pea*, and *The Ugly Duckling*.

A unique aspect of Thousand and One Nights Arabian Nights is that it could be viewed as a dynamic story in the sense that the wife changes the story within the story each night to appease her husband's desires. Since the Thousand and One Nights Arabian Nights is written, the husband's desires do not change and in this way the entire story has not changed from the time of its creation. All of these fairy tales / fables are still essentially the same story now as when they were first created, and have been consistently retold over time.

The tradition of telling oral stories still continues today with parents and grandparents telling bedtime stories to their children at night. Telling scary or ghost stories around a camp fire at night is another way the tradition of telling oral stories. Some of these ghost stories are a unique way of interpreting the local history of the area. Historical towns, like St. Augustine, FL and New Orleans, LA, have entertained tourists for decades through these "ghost tours."

<u>1.2 The Seven Basic Plots of Stories</u>

All stories fall within seven basic plots: **overcoming the monster, rags to riches, the quest, voyage and return, comedy, tragedy,** and **rebirth**. [Booker, 2004]

In the **overcoming the monster** plot*,* a hero is called upon to face an evil monster. This monster is terrorizing a local community and the community must call upon the hero to save them and their way of life. A well known example of this type of plot is *Beowulf*. ["Beowulf," 1000] Beowulf is the story of a hero who must battle the evil monster Grendel. After defeating the Grendel, Beowulf must also battle and defeat Grendel's mother to save the local community.

In the **rags to riches** plot, and in all of these types of stories our hero begins the story as a "nobody" who is living on the streets, and through a series of events becomes rich, happy and famous. In the story *David Copperfield*, the title character, David Copperfield, was forced onto the streets after his parents died. [Dickens, 1849] He eventually matured and married his true love, had five children and became wealthy and well-known in his town.

In the **quest** plot, the hero must seek a mysterious item that is either for his benefit or the benefit of others. A well known example is the *Lord of the Rings* trilogy. [Tolkien, 1954a, 1954b, 1954c] This story is about the hero, Frodo Baggins' journey to destroy the "ring of power" to prevent the use of its power for evil purposes.

The fourth plot type is the **voyage and return**. This is where the hero is transported to a lost world and wishes to return home. The journey is often perilous and filled with good and evil creatures. A well-known example is *Alice in Wonderland*. [Carroll, 1911] In this story, Alice chases a rabbit down a rabbit hole and in magically transported into a wonderland. Here she meets many different creatures that include the "Cheshire Cat" and the "Queen of Hearts", Alice eventually finds her way home after having many adventures.

The fifth plot, **comedy**, is not always seen as humorous but the characters always end up with their desires by the end of the story. A well-known story that may appropriately be labeled a comedy is *The Taming of the Shrew* by William Shakespeare. [Shakespeare, 1592] The characters in this plot, Petruchio and Kathrina are to be wed. At the

beginning of the story, Katherina begins as an unwilling bride but through a series of events becomes an obedient bride for Petruchio.

The sixth plot type, **tragedy***,* is where the hero does not acquire what he/she is seeking and subsequently dies. A well-known story of this genre is *Romeo and Juliet* also by Shakespeare. [Shakespeare, 1595] In this story, two young lovers are forced to be separated by their families, and although they both try to escape their families, they both end up dying in the end.

The final plot type, **rebirth***,* is about a hero who is pulled away from the ones he loves by a dark power. This hero is later reborn in the story and eventually finds happiness. A good example of this type of story is *Sleeping Beauty* by the Brothers Grimm. [Grimm & Grimm, 1812b] In this story a beautiful princess is put under an enchanted spell by an evil fairy. This princess is eventually revived by a handsome prince and they eventually live happily ever after.

1.3 Dynamic Storytelling

What if a story could be told that not only adapts to the listener's desires but still is able to convey a moral lesson as the wife in a Thousand and One Arabian Nights does for her husband? While the stories from books are designed to be interesting to most audiences, real-time, dynamic stories have the advantage of being able to change to suit the desires of the audience.

Authors have tried for many years to create written stories that had the ability to be changed to suit the audience. The first dynamic story was Queneau's Hundred Thousand Billion Poems. [Queneau, 1961] Queneau created 10 sonnets printed on cards with each

line on a separated strip. By writing the sonnets this way, it would allow the reader to combine different lines from the sonnets to create a new sonnet each time one was read. This meant that there were literally hundreds of different sonnets in one work.

Another example of allowing the audience to change the story is the Choose Your Own Adventure book series for children. [Packard, 1976]   In this series of adventures, the reader is given a list of actions from which to choose.   Each possible choice leads the reader to a different possible ending, allowing the reader to change the story as it is being read.

A problem with these types of narrative works is that all possible paths are pre-planned by the author.   However, a computer that creates the story for the audience, could conceivably permit possible storylines to be explored without pre-writing the story.   The major challenge to this concept is designing a method for the computer to create text that is clear and easy to understand yet still presents an interesting story. The research in this dissertation seeks to create a method through which variable, creative and interesting stories structures can be composed in real-time by the computer, without the need to pre-plan.

<u>1.4 Storytelling within Artificial Intelligence</u>

Storytelling is a growing field within artificial intelligence that demonstrates the potential creativity and the resourcefulness of the computer. The term storytelling can cover a broad range of systems, from a video game-like experience [Lee et al., 2005; Swartout et al., 2001] to systems that can be helpful tools for an author to create stories. [Göbel et al., 2008; Schneider et al., 2003]

Each storytelling system can be classified using a set of five questions. [Spierling et al., 2002] The first question is "from where are the stories going to come?" Is the system going to create the stories for the listener or is an author going to design a story with several parallels? For example, in Packard's Choose Your Own Adventure series, each story was designed to allow the reader to branch away from the original story, thus creating a "new" story in parallel to the original. [Packard, 1976] Another approach to create a story with parallels can be found in Meyer's Twilight series. [Meyer, 2005, 2008] Instead of the parallels taking place in the book, each book is the same story told from a different character's perspective. There are several computer systems that have been designed to only tell a story pre-created by an author. [Göbel et al., 2008; Kevin, 1996; Lee et al., 2005; Magerko & Laird, 2002; Meehan, 1977; Schneider et al., 2003; Silva et al., 2003; Spaniol et al., 2006; Spierling et al., 2002] The stories told by these computers systems are all pre-written by an author and cannot be changed by these systems.

The second question is "what type of stories are going to be created and told?" A character-based story focuses on the interaction between characters. [Angelo et al., 2005; Bayon et al., 2003; Cavazza & Charles, 2005; Cavazza et al., 2002; Magerko & Laird, 2002; Pérez y Pérez & Sharples, 2004; Swartout et al., 2001; Theune et al., 2004] Character-based stories generally are all about having exceptional characters in ordinary situations. For example, comic books are character-based stories. There is always an exceptional character, usually the hero like Batman or Superman, dealing with an ordinary situation with criminals and crime. This type of story allows the audience to interact with a story more than does a plot-based story. A plot-based story focuses upon

the plot and not the characters. It is this different set of actions that drives the story. Plot-based stories are about having ordinary characters in exceptional situations. Shakespeare's *Romeo and Juliet* and Baum's *The Wonderful Wizard of Oz* are both examples of plot-based stories. Both stories place ordinary characters, like Juliet, Romeo, and Dorothy, in exceptional situations.

The third question is "do you want the audience to be part of the story?" In some storytelling systems, the audience can be an actual character in the story. Thus, the decisions they make affect the other characters in the story and drastically change the outcome of the story. For example, in Packard's Choose Your Own Adventure series, the reader is able to make decisions for the main character. [Packard, 1976] Thus, the reader has some control over the actions that the main characters take.

The fourth question asks "is the story told in the first or third person?" If the audience becomes a character in the story, then the first person storytelling method is best because the story can be told from their character's perspective in the story. In a first person narrative, the narrator retells the story from the point of view of the one of main characters. For example, Swift's *Travels into Several Remote Nations of the World, in Four Parts by Lemuel Gulliver, First a Surgeon, and then a Captain of Several Ships* or, as its better known as *Gulliver's Travels*, is told from the point of view of Gulliver, who retells the various stories from his travels. In most of Sir Arthur Conan Doyle's Sherlock Holmes novels, Sherlock Holmes's good friend Dr. John Watson retells the adventures encountered while solving a case with Sherlock Holmes. By contrast, in a third person narrative, the narrator merely retells the story and plays no role within it. For example, most TV show and movies are told in the third person format. There have been some

cases in which a narrative can switch back and forth from a first person format to a third person format. However, this form of storytelling can become confusing if it is not clear to the reader or the listener. This alternating point of view is normally achieved through use of a series of letters written by different characters in the story. For example, Shelley's *Frankenstein* and Stevenson's *Treasure Island* both switch between a first person format to a third person format.

The fifth and final question is "how are the characters going to respond?" A character can be reactive and then respond to the actions of the other characters in the story. A character that is always reacting to the current situation gives the audience the appearance of an emotional response. The hero of the story, whether it is a comic book hero (Batman) or Jim Hawkins from Stevenson's *Treasure Island*, has to react to the situation in which they find themselves. The other option is for a character to be deliberative. This type of character plans out his / her actions and is not influenced by the situation in the story. This is how the villain in the some stories is portrayed as cold and scary. For example, the evil Lex Luthor from the Superman stories acts deliberatively in his plans for world domination.

The selection of children bedtime stories for the type of stories this storytelling system put forth in this dissertation by design provides the answers to some of the questions above. Bedtime stories are typically told in the third person using a character-based approach. These stories normally take place in a land that is far, far away, thus not allowing the kids not to be in the story. This would allow the characters to express basic emotions and allow the kids to interrupt the storyteller to change the story and the characters would be able to react to these changes. Having the story told in the third

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person also allows the kids to interact with the storyteller if they chose to participate. A story in the first person implies the kids must interact with the storyteller as they are an essential part of the story. If the kids do not interact with the storyteller, then the story would just stop in the middle. This would enable grandparents to have an impact in their grandchildren's lives by telling the most interesting bedtime stories every night.

From a review of the literature, several different concepts that should be included into any storytelling system are exposed. A system that allows the listener to interact with the story could benefit from a director agent. [Magerko & Laird, 2002; Spierling et al., 2002; Swartout et al., 2001] This director agent allows the listener to intervene as often as he/she likes but the continuity and cohesiveness of the story is constantly monitored. The next concept learned from a review of the literature is that emotional characters allow the listener to connect with the story. [Cavazza et al., 2002; Theune et al., 2004] A character that acts unemotional, like a robot, cannot make a positive connection with the listener. When an individual can connect to a character, they are more likely to participate more in the story process.

The way a character acts is not the only concept that affects how a listener perceives the story but the dialog also plays a large role. [Cavazza & Charles, 2005] If the character speaks with phrasing that is consistent with its own temperament style, then it will help the emotional connection become even more connected. If the dialog is not consistent and believable, then the characters are not believable.

The next concept learned from a review of the literature is that the presentation of the story matters. [Kevin, 1996; Lee et al., 2005; Magerko & Laird, 2002; Schneider et al.,

2003] An entertaining presentation needs to include voices that sound real and are able to convey the emotions of the character they represent.

The next concept learned from the literature is that the level of interaction with storytelling system that the listener has greatly affects the different stories that can be created; the greater the interaction the listener has, then the greater the difference in each of the stories created. [Bayon et al., 2003; Cavazza et al., 2002; Göbel et al., 2008; Magerko & Laird, 2002; Schneider et al., 2003; Silva et al., 2003; Spierling et al., 2002; Swartout et al., 2001]

The next concept involves how to create a storytelling system. In a character-based system, each character can be its own agent making their own choices in the story. The way an agent makes this choice could be accomplished in many ways. The first way is to use a hierarchical task network (HTN) to plan the agent's path throughout the story. A HTN method breaks a problem down into a set of tasks in order to design an activity. This method is used to break a task into subtasks. A common example used with HTN is creating a trip from one city (Orlando) to another (Atlanta). A HTN would look within its own methods to break down the task of traveling from Orlando to Atlanta. It may contain the methods for traveling by taxi and by traveling by air. A HTN would then take these tasks and apply other methods to them until a plan has been created to travel from Orlando to Atlanta. The HTN can enforce constraints on the problem. One constraint in the example would be that taxis are bad for long distances. In this example the HTN would stop the plan of using a taxi from Orlando to Atlanta if the distance was determined to be excessive. If a listener's action causes the goal to become unattainable, then the HTN can re-plan the agent's path to a secondary goal or to a new way of

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attaining the primary goal.   An agent can also use a rule-based system to make choices. This type of system uses forward and backward reasoning to allow the agent to make a plan to attain a desired goal.

A third choice for an agent is model based.   In this design, the agent would make its own decisions based upon a model that was preloaded into the agent at the beginning of the storytelling process. *Context-based reasoning* (CxBR) could be used for the model within each character. CxBR uses environmental cues to adapt the agent being controlled to the situation with the appropriate knowledge. This would allow the character / agent to model how a human would react by identifying the context of the situation and responding accordingly. [Gonzalez et al., 2008] For example, consider a model used to drive a car. There are various rules that a driver has to follow in the course of a road trip. CxBR allows the driver agent to only concern itself with a small set of rules by recognizing the current context. In a neighborhood setting, a driver needs to watch out for children crossing the road and not exceed 25 mph. One does not have to worry about passing other cars as you would find in a highway setting.   In this scenario, every character does not have to be an autonomous agent.   Some minor characters could have their parts scripted prior to the event.

These questions are designed to help focus an author on the creation of a story. One can examine any story and find the answers to all the questions. Each of the concept shapes the design of a computerized storytelling system as can be seen in the brief review of literature below.

1.5 Overview of Previous Work in Automated Storytelling

Storytelling has evolved over time from cave paintings made up oral stories to scrolls to books and to electric books (E-books). Since the development of the computer, storytelling has moved into the digital space and continued to evolve from simple systems that can only generate a single short fable to systems that respond to the listener's actions. [Meehan, 1977; Rowe et al., 2010] The very first computer to create a story is TALE-SPIN. [Meehan, 1977] TALE-SPIN used a pre-configured set of rules in order to have the characters act out one of Aesop's Fables. If the set of rules were changed in any way, rather it is adding a new rule, removing rule, or changing a rule, could prevent TALE-SPIN from creating the intended story. TALE-SPIN was only the first step in the evolution of computerized storytelling.

The next step in the evolution of computerized storytelling is ANI. [Kahn, 1979] ANI took computerized storytelling to the next level by using primitive graphics to tell Cinderella-based stories. Cinderella is represented by a star, the Stepmother is represented by a square, the Prince by a triangle, and the Fairy Godmother is a circle. ANI's generated story can be interpreted by the listener through the movements of the different shapes on the screen. This was a large step in computerized storytelling as no previous system had ever used graphics in any manner to tell a story.

Another step in the evolution of computerized storytelling was MINSTREL, created by Turner. [Turner, 1991] MINSTREL uses a modified case-based approach that allows the system to create stories in the domain of King Arthur and the Knights of the Round Table. This system was able to find creative solutions to plot problems using Transform-Recall-Adapt Methods (TRAM). This system was important enough that the entire

system was re-created 19 years later after all of the work was lost except for Turner's original published paper that described the system. [Tearse et al., 2010]

As computerized storytelling evolved, so did the medium and purpose of the systems. One of the natural progressions of computerized storytelling is directed toward children for entertainment and education. Machado and Paiva's system [Machado & Paiva, 1999] and KIDSTORY [Bayon et al., 2003] are both examples of different approaches of computerized storytelling systems designed to help children create and tell an interesting story in a classroom setting.

The entertainment side of storytelling has evolved to take on many different forms. It no longer just refers to a medium of written text but has moved into the movies, television, and video games. UNIVERSE is a computerized story generating system that is designed to create a synopsis of events, which could be turned into an episode for a soap opera. [Lebowitz, 1985] Soap Operas are interpersonal stories about the drama that occurs when people interact with each other over a time period, which typically means they have no clear ending. This allows the system to create stories that truly have no end. Video games provides a natural path to create an interactive computerized storytelling system. MOE is a variation of the text game "Deadline," named "Tea for Three." [Weyhrauch, 1997] MOE guides the user through a murder mystery using a text interface and introduces changes to the story in order to help the user solve the mystery. Five years after MOE, the game FAÇADE was released. [Mateas, 2002] FAÇADE focused upon interactive narratives, making the reader part of the story. The narrative in FAÇADE contains a total of three characters including the reader, and it is about the relationship between the characters. Every part of the story is pre-written by an author, including the

entire dialog between all the characters. This system can be compared to Packard's Choose Your Own Adventure series [Packard, 1976] with a difference in that the user is unaware of the decision points within the story. Rowe's CRYSTAL ISLAND is an interactive learning environment built within a video game engine in which students learn eighth-grade microbiology by completing several tasks in a given order. [Rowe et al., 2010] This system was designed to entertain and enlighten children through use of an intelligent tutoring systems and storytelling. All of these computerized storytelling systems plus others are discussed in detail with examples in Chapter 2.

With all the advances in computer technologies, we have diverged from the tradition of oral storytelling. The earlier computer-assisted narrative generation systems are about creating stories. As technology advanced, computer-assisted narrative generation became more focused upon the entertainment value for the listener. With that goal in mind, storytelling has moved away from the tradition of telling oral stories, toward providing a game environment that lets the listener participate as a character in the story.

<u>1.6 Organization of Dissertation</u>

Chapter 2 in this dissertation presents background information on the different natural language generation techniques. Also included is a survey of different methods used for the various components that have been used. Chapter 3 contains a discussion of the general problem that led to the creation of this framework. Chapter 4 describes the Cooperating Context Method (CCM), which is the focus of this research. Chapter 5 contains a discussion about the story generating and telling prototype know as CAMPFIRE Story Telling System (STS) which uses CCM to generate and tell dynamic stories in real time and can be modified by the listener. The tests that were preformed on

the CAMPFIRE STS and the results are discussed in chapter 6. This dissertation ends

with the summary, conclusions, and potential future work in chapter 7.

CHAPTER TWO: BACKGROUND

This chapter reviews previous works as well as the current state of the art of computer-assisted narrative generation and natural language generation. A narrative is defined by Merriam-Webster as "something that is narrated: story, account." [Merriam-Webster, 2011] For this definition, the item being narrated could be fiction or non-fiction. For the purpose of this work, the narrative used only refers to fiction.

Narrative generation began in 1977 with the creation of TALE-SPIN. [Meehan, 1977] Since that time, various systems have been created such as MINSTREL, STORYBOOK, and FAÇADE. [Callaway, 2000; Mateas, 2002; Turner, 1991] These systems fall within three different categories: *Author*, *Story*, and *World*. The first category includes systems that attempt to model the same process that an author performs when he creates a story (Author). The second category includes systems that attempt to model the linguistic representation of a story, and create stories based upon the model (Story). The third and final category includes systems that can create a world with some characters, and hope that a story emerges from all of the interactions (World).

In the following sections is a discussion of computerized storytelling systems, a discussion of creativity, and a discussion of natural language generation techniques. Each of the computerized storytelling systems discussed below provides an insight into different aspects of narrative generation. The discussion in Chapter 1 is expanded. The discussion of creativity answers the question of whether a computerized storytelling system could be considered creative. Some computerized storytelling systems generate their own text for the story. In order to better comprehend how these system perform this task, a discussion of natural language generation techniques is included. The following

shows the progression of computerized storytelling systems from the beginning to current systems.

2.1 Narrative Generation

A few years prior to TALE-SPIN, Colby began a project by working on the narrative grammar of Eskimo folktales. [Colby, 1973; Meehan, 1977]   In his work, Colby examined numerous Eskimo folktales to assist him in creating a partial narrative grammar that could be utilized as an outline to describe the folktales of the Eskimo population. Colby generated a partial narrative grammar with three primary categories (motivation, engagement, and resolution). Each primary category contains multiple *eidons*, which describe an outline of a plot. An *eidon* is a class of narrative action. Food-lacking, spouse-lacking, maturity-lacking, villainy, betrayal, and separation are all examples from the motivation category. Each of these examples has a set of rules describing its type of motivation. A rule found to describe food-lacking in Eskimo folktales is "Food becomes scarce because a taboo is violated or the animals are offended in some way." A story could be created by using a combination of the three primary categories: *motivation*, *engagement*, and *resolution*. For example, the simplest story would consist of an item from the motivation, an item from the engagement, and an item from the resolution. A basic story outline using these could contain the following:

> The protagonist is undesirable as a husband because of poor hunting ability, an ugly name, etc. The protagonist meets one or more helping figures with supernatural powers. The protagonist publicly ridicules his adversary by

magic, successfully shames him, and thus gains the better

of him. [Colby, 1973]

This work provides a partial grammar for creating Eskimo folktales. This is also the weakness of this work. First, Colby grammars are not complete and do not take into account all of Eskimo folktales. This leads to the second weakness of this work, which is the scope. Colby only looked into Eskimo folktales. This means some of the rules found in this work may not generalize in other areas.

A few years later Rumelhart published his notes on using a semantic structure for summarizing stories. [Rumelhart, 1975] Rumelhart deconstructed several simple stories to create eleven syntactic rules that could be used to break down any simple story into a usable primary source. A simple story most often begins with the setting but it is not always present. After the setting, an event occurs that changes the state of an object. For example, a balloon may pop, or someone passes away, there is a big storm, or something else occurs that is epic in scale. This change in the state of an object causes a reaction from the protagonist. This reaction has two parts: internal response and overt response. The internal response is an emotional response or a desire and could be implied. The overt response is the protagonist's physical response to the change of state event. Rumelhart took the eleven syntactic rules and used them to create more rules just for summarizing a story. All of these rules allow one to break down a story and summarize it.

Modern work on grammars has yielded a declarative model, which can be used to create a simple narrative. [Lang, 1999] This declarative model attempted to better recognize the

structure of stories by understanding the connection between syntactic and semantic knowledge within the story and it yielded some success. This model consists of a set of rules that are used to create the story. For example, the rule for starting a story is:

Story(Story(Setting, Ep_list)) → Setting(Setting, S_time),

Episodes(Ep_list, E_time), meets(S_time, E_time). [Lang,

1999]

This rule states that a story is a combination of a setting and an episode that begins at the same time. Lang used his declarative model to create JOSEPH. [Lang, 1999] In Lang's system, a request for a story is given to the grammar interpreter. The grammar interpreter interacts with the story grammar and passes on the information to a unit that converts this information into a natural language and generates the text of the story. The story grammars are made up of two components: a world model and temporal predicates. Temporal predicates are designed to enforce temporal constraints within the story to ensure everything occurs at the proper time. The world model creates abstract representations by using schemas and fills in the variables from a set of actions a character may perform. However, this system could only produce simple stories with a single protagonist.

The first system to create a narrative automatically is TALE-SPIN. [Meehan, 1977] The TALE-SPIN system generated narratives in the same genre of Aesop's Fables. Each story that was generated conveyed a moral truth. TALE-SPIN is a problem solving system at its core. A set of rules are loaded into the system with a goal, and the system tries to process the rules to meet the goal by creating a series of sub-goals. If the set of

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rules were changed in anyway, whether it be the order of the rules, adding a new rule, removing rule, or changing a rule, this could prevent TALE-SPIN from creating the intended story. The following is an example of one of the stories resulting from a lack of the right rule set:

> "One day Joe Bear was hungry. He asked his friend Irving
>
> Bird where some honey was. Irving told him there was a
>
> beehive in the oak tree. Joe threatened to hit Irving if he
>
> didn't tell him where some honey was." [Meehan, 1977]

In this example, Joe Bear lacked the knowledge that honey comes from beehives and assumed that Irving Bird did not tell him where the honey was located. This was the major problem with TALE-SPIN. It takes time to find the correct set of rules in order to create the desired story. The text of the story is generated using the different rules used to meet a goal or sub-goal. Each rule is converted to a sentence thus, creating a narrative. TALE-SPIN was the first computerized storytelling system, making it pioneering effort.

The work on story generation continued after TALE-SPIN with the release of ANI. [Kahn, 1979] ANI expanded upon the work of TALE-SPIN by taking a story description and creating an animated film of the story. ANI generates films in the Cinderella genre. Given the timeframe of this work, the animation of ANI is very simple.
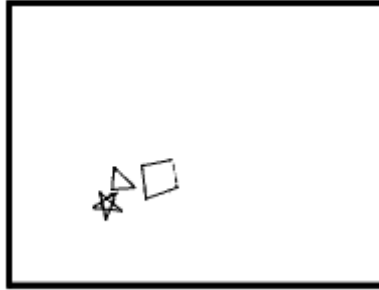
Figure 1: Sample output from ANI [Kahn, 1979]

An example of output of ANI can be seen in figure 1. In this example, Cinderella is represented by a star, the Stepmother is represented by a square, the Prince by a triangle, and the Fairy Godmother, who was not present in figure 1, is a circle. This example output from ANI is from an animation of the Stepmother trying to keep Cinderella from the Prince. In the animated films created by ANI, these shapes move around the screen symbolically acting out the story of Cinderella. No dialog between characters or dialog to describe the action is ever used during the film. The overall weakness of this work is that the story has to be interpreted by the listener. ANI may be trying to tell one story, while the listener may interpret a completely different story line.

UNIVERSE, as mentioned in Chapter 1, is another story generation system that creates plot outlines in the domain of interpersonal melodrama. [Lebowitz, 1985] Interpersonal melodrama stories are about the drama that occurs when people interact with each other over a period of time. This typically means they have no clear ending. For example, most soap operas are interpersonal melodramas. UNIVERSE does not actually generate stories but creates a synopsis of events that could be turned into an episode for a soap opera. An example of the output from UNIVERSE can be seen below. The actual output of UNIVERSE include the line with ">>>" at its beginning. In this sample output,

UNIVERSE was given two goals: to have Neil and Renee have a romantic relationship and to have something interesting happen to Neil and Liz's relationship. [Lebowitz, 1985] The system decides to use a forced marriage in order to generate an interesting event to occur to Neil and Liz's relationship.

```
*(tell '((((Churn Liz Neil)(together Renee Neil))))

working on goal – (Churn Liz Neil)
Several plans to choose from
  Forced-Marriage Lovers-Fight Job-Problem
-using Forced-Marriage

working on goal – (Do-Threaten Stephano Liz "forget it")
-using plan Threaten

>>> Stephano threatens Liz: "forget it"

working on goal – (Dump-Lover Liz Neil) – using plan
Break Up

>>> Liz tells Neil she doesn't love him

working on goal – (Worry-About Neil) – using plan
Be-Concerned
Possible candidates – Marlena Julie Doug Roman Don
Chris Kayla
Using Marlena for Worrier

>>> Marlena is worried about Neil

working on goal – (Together * Neil)
Several plan to choose from Seduction Drunken-Sneak-In
Sympathetic-Union Job-Together
Possible candidates – Daphne Renee
Using Renee for Seducer

>>> Renee seduces Neil

working on goal – (Eliminate Stephano)
Several plans to choose from Attempted-Murder Expose
-using plan Attempted-Murder
Using Alex for Killer
```

```
>>> Alex tries to kill Stephano

working on goal – (Do-Divorce Tony Liz)
Using plan Divorce

working on goal – (Together Liz Neil)
no acceptable plans
```

The plot outlines were created using a hierarchical story plan and all the characters are defined by a set of predefined traits. The system selects the characters that are best suited to the desired story plan and use their predefined traits to help develop the plot outline more clearly. The weakness of this system is the fact that it only creates a plot outline for a story and not the story itself.

MINSTREL took a different approach than TALE-SPIN to model the process of human authoring for story generation in the domain of King Arthur and the Knights of the Round Table. [Turner, 1991] MINSTREL uses a modified case-based approach that allows the system to find several creative solutions to plot problems (how to have Lancelot meet Guinevere in the forest). In a case-based reasoning scheme, a system solves the current problem by recalling a similar problem that it has previously solved and adapting the solution of the similar problem to fit the current problem. [Kolodner, 1987] MINSTREL uses a set of Transform-Recall-Adapt Methods (TRAM) to change the current problem into slightly different problems and simplify the adaptation of the solution. For example, if MINSTREL is trying to solve the plot problem of having a knight commit suicide with the knowledge of the following two scenes:

> A knight fights a troll with his sword, killing the troll and
>
> accidently injuring himself.

A lady of the court drank a potion to make herself ill.

[Turner, 1991]

The text below shows the how MINSTREL created three different possible solutions to the problem. [Turner, 1991]

```
========================================
                Minstrel Invention
========================================
Initial specification is # {Act 105}:
(A knight named John did something *period* John died
*period*)

RAS Cycle: # {Act 105}
Executing TRAM: Generalize-Constraint [1]
Generalizing Object on # {State 112}
Recalling # {Act 113}: # {Knight-Fight}

Minstrel invented this story:
(A knight named John fought himself by moving his sword
to himself in order to kill himself *period* John died
*period*)
[…]
 [TRAM Recursion: # {Act 111}]
   Executing TRAM: Similar-Outcomes [2]
   Recalling # {Act 136} NIL
   [TRAM Recursion # {Act 136}]
     Executing TRAM: Generalize-Constraint
     Recalling # {Act 138}: # {Princess-Potion}

Minstrel invented this story:
(A knight named John fought a dragon by moving his
sword to it  in order to kill himself *period* John died
*period*)
[…]
 [TRAM Recursion: # {Act 112}]
   Executing TRAM: Intention-Switch [3]
   Recalling # {Act 126} NIL
   [TRAM Recursion # {Act 126}]
     Executing TRAM: Similar-Outcome
     Recalling # {Act 128}: # { Knight-Fight}

Minstrel invented this story:
```

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(A knight named John drank the potion in order to kill
himself *period* John died *period*)
[…]

The first solution is based upon the fight with the troll but the system has used a TRAM to replace the troll with the same knight. The second solution is based upon the fight with the troll but the system has used a TRAM to replace the troll with a dragon. The third solution is based upon the lady drinking a potion but the system has used TRAMs to replace an illness with death. This is the power of TRAMs but it is also a weakness. Some of the outcomes make no sense. Take the first solution in the example above.

> A knight named John fought himself by moving his sword
>
> to himself in order to kill himself. John died. [Turner,
>
> 1991]

As it is written this solution makes no sense unless the text itself is changed. A person cannot fight himself but he can fall on his own sword, which would be more acceptable way of phrasing the action.

Not all story generation research was about creating a complete story generation system. One of the goals of the Oz project at Carnegie Mellon was to create interactive characters that seemed real for virtual reality, which was thought to be the next environment for "interactive cinema." [Bates, 1992] An alternate architecture, TOK, was created to support the interactive characters in a micro-world. In TOK, each agent has a list of emotions, behaviors, and features/moods that could affect how the agent acts. This allows the agent to perform an action for an emotional reason. In order to test the TOK architecture, a simulated cat "Lyotard" was created. A human "player" was allowed to

interact, with all interactions being text based, with the simulation to prove the realism of Lyotard. During this interaction, the Lyotard initially does not like the human until the human feeds him. This simulation allowed the Oz project to proceed with the goal of developing a new form of art and entertainment. The interaction with Lyotard was only a basic test for the TOK architecture that proved that the system works.

Five years later, MOE was created to guide an interactive drama to make it entertaining for a listener and to keep the drama on track with the author's goals. [Weyhrauch, 1997] The domain for MOE is a variation of the text game "Deadline," named "Tea for Three." In "Tea for Three," a user conducts a murder investigation in order to find a killer. MOE uses a set of recognizers to determine the moves the user has completed, which is stored as history. MOE also has its own list of possible moves it can make during the course of the drama. These moves vary from having a character become emotional to having another character drop dead. Each of MOE's moves are designed to give different amounts of help to the user from a small hint to the killer murdering again to cover his/hers tracks. To determine what type of move MOE should make, if any, a modified game-search tree is created. In a game-search tree, the system creates a list of possible moves to make at a time and for each move the system creates a list of possible user moves. An example of the interaction with MOE can be found in the text below.

USER> look

You are in the library. To the north is the balcony, to the south is the hallway.

USER> go on the balcony

The door is locked.

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> USER> unlock the balcony door with the red key
>
> the door is now unlocked.
>
> USER> go on the balcony
>
> You step out the doorway onto the balcony. You see
> muddy footprints on the surface of the balcony. There is a
> balcony railing, and you can see a lake in the distance.
>
> USER> examine the footprints
>
> There is nothing special about the footprints.
>
> USER> examine the railing
>
> You notice that on the outside surface of the railing, the
> paint has been scraped off.
>
> USER> go south
>
> You are now back in the library.

 This alternative process continues until the search finds the best outcome. MOE's game-search tree varies because in the interactive drama, the alternating process does not always take place. For example, MOE could decide to make two moves at the same time. This is reflected in the search tree by MOE making one move immediately followed by the second move.
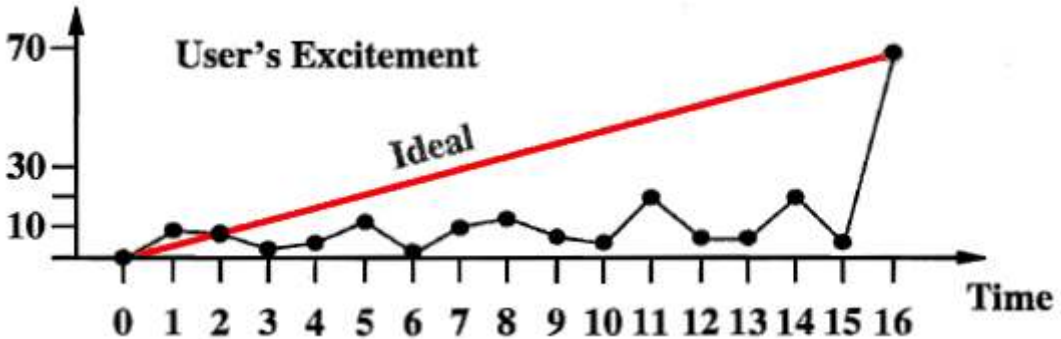
Figure 2: MOE's graph of excitement [Weyhrauch, 1997]

The way MOE makes a decision about which move to make is by plotting the moves the user has made and one possible move in the future to determine which future move gives the user the best experience. The process of plotting the moves ensures that the experience does not peak too quickly or does not remain at a plateau for too long a period by analyzing the user's actions and adapting the story. An example of this graph can be found in figure 2. This process gives the user the best overall experience in generating the story.

Bailey proposed a story generation system based upon a heuristic search. [Bailey, 1999] In Bailey's proposed system, a pool of story segments is randomly generated. A heuristic search is performed to select the story segment that best fits with the event of the current story. Once the new segment is added to the story, a new pool of story segments is generated and the whole process is repeated again until the story is finally finished. Two of the main variables used within the heuristic search are expectations and questions. Expectations are items that the reader can infer from his/her knowledge. Some expectations can be inferred from the story itself, which could be assumed to be true, while others are inferred from other expectations, which will have various levels of beliefs. Questions that the reader would ask reveal gaps within the story. If a question is produced about a section of the story, then something must be missing. The questions are divided into three groups: *missing*, *multiple*, and *unexpected*. Missing questions are the "What" and "Who" questions and fill in information that has not yet been revealed. Multiple questions are the "Which" questions and they help to narrow down to a single item from many. Unexpected questions are "How" and "Why" and these questions fill in information about events that the reader did not expect to occur. Another contribution

of Bailey's work was the categorization of story generation systems based upon how the story is generated. The first category is a system that attempts to model the same process that an author performs when he creates a story (Author). An example of this type of system is UNIVERSE. The second category is a system that attempts to model the linguistic representation of a story and creates stories based upon the model (Story). The grammars of Colby, Rumelart, and Lang are all examples of this category. [Colby, 1973; Lang, 1999; Rumelhart, 1975] The third and final category is a system that can create a world with some characters and hope that a story emerges from all of the interactions (World). An example of this type of system is TALE-SPIN. These categories describe all the approaches that are possible when building a story generation system.

Machado and Paiva, as mentioned in Chapter 1, created a system that allows a group of children to devise their own stories and record them as a film. [Machado & Paiva, 1999] The system begins by having the children select the cast of characters and the scenario for the story through the teacher/mentor or a mediator. An example of the story creation environment can be seen in Figure 3. Once the characters and the scenario have been selected, the system gives the children the option to take control over the characters, or for the story to be played out using prewritten scripts.

Figure 3: Story creation environment for Machado and Paiva's system [Machado & Paiva, 1999]

If the children choose to control the characters themselves, each child has a list of actions that the character can perform and must select one of the actions. Some actions can only be performed by an individual character and some actions are universal of all characters. If a child controlling a particular character causes that character to act inappropriately for too long, the system sends a message to the child suggesting another course of action. The story, as created by the children acting or through the use of scripts, is them saved as an animated film for viewing at a later time. This system is all about helping children create and tell their own story using the built-in characters. The weakness of this system is it cannot create a story on its own without a listener.

BRUTUS does not generate stories in only one domain but crosses domains in order to create stories with the theme of betrayal. [Bringsjord & Ferrucci, 2000] BRUTUS was built with four different types of knowledge: *general domain*, *linguistic*, *literary*, and *literary augmented grammars*. The general domain contains knowledge as it pertains to the different agents, events, and actions. The linguistic knowledge contains information about how to create proper grammatical structures. The literary knowledge contains elements related to the principles of storytelling and the literary augmented grammars contain knowledge about how to create literary grammatical structures. An example of a story created by BRUTUS can be seen below.

Dave Striver loved the university. He loved its ivy-covered clock towers, its ancient and sturdy brick, and its sun-splashed verdant greens and eager youth. He also loved the fact that the university is free of the stark unforgiving trials of the business world—only this isn't a fact: academia has its own tests, and some are as merciless as any in the marketplace. A prime example is the dissertation defense: to earn the Ph.D., to become a doctor, one must pass an oral examination on one's dissertation. This was a test Professor Edward Hart enjoyed giving.

Dave wanted desperately to be a doctor. But he needed the signatures of three people on the first page of his dissertation, the priceless inscriptions which, together, would certify that he had passed his defense. One of the signatures had to come from Professor Hart, and Hart had often said—to others and to himself—that he was honored to help Dave secure his well-earned dream.

Well before the defense, Striver gave Hart a penultimate copy of his thesis. Hart read it and told Dave that it was absolutely first-rate, and that he would gladly sign it at the defense. They even shook hands in Hart's book-lined office. Dave noticed that Hart's eyes were bright and trustful, and his bearing paternal.

At the defense, Dave thought that he eloquently summarized Chapter 3 of his dissertation. There were two questions, one from Professor Rodman and one from Dr.

Teer; Dave answered both, apparently to everyone's satisfaction. There were no further objections.

Professor Rodman signed. He slid the tome to Teer; she too signed, and then slid it in front of Hart. Hart didn't move.

"Ed?" Rodman said.

Hart still sat motionless. Dave felt slightly dizzy.

"Edward, are you going to sign?"

Later, Hart sat alone in his office, in his big leather chair, saddened by Dave's failure. He tried to think of ways he could help Dave achieve his dream.

BRUTUS uses a four step process to generate a story. First, the system uses the general domain knowledge to set the stage for the reader by describing the setting. Second, BRUTUS uses the "set stage" and the general domain knowledge to create a scenario. An example of a rule within the general domain knowledge can be seen below.

```
Rule Committee_Members_Behavior
  IF
    Candidate is some person and
    Thesis is the thesis of Candidate and
    the committee of the Candidate includes Member and
    Request_To_Sign is some request and
    Member is the requestee of Request_To_Sign and
    The requester of Request_To_Sign is the chairman of the
      committee and
    Thesis is the document of subject of Request_To_Sign
      and
    Status of Request_To_Sign is pending
  THEN
    do answer(Member, Request_To_Sign) and
    do sign(Member, Thesis)
```

This rule contains the basic knowledge that thesis committee members will be requested to sign a document that the student has passed his defense, which is a needed rule in the story. In the third step, the scenario is expanded using the story grammars. In the fourth step, the language for the story is generated using the linguistic and literary knowledge.

After all of these steps have been completed and the rules have been processed, a story has been created. BRUTUS creates better stories than TALE-SPIN but the underlining structure of both systems are similar. This means BRUTUS shares similar weaknesses, including finding the right set of rules in order to generate a story. BRUTUS did make major improvements on TALE-SPIN by including the rules on how to generate text. TALE-SPIN used the actual rules themselves in order to form the text of the story. BRUTUS has a set of rules on how to generate text allowing BRUTUS to create better stories.

KIDSTORY took an entirely different approach than the previously listed storytelling systems. [Bayon et al., 2003] Instead of creating a story, KIDSTORY is a set of tools that allows children to create and tell their own stories. In this system, children create a story using drawings and sounds they draw and make. An example of a child created story can be found in figure 4. Once the story is created, the child can retell the story using KidPad, a set of sensors laid out on the floor in a grid shape. The sensors on the floor tell the software where the children are located on the different areas of the pad. If the children are on the front and left part of the pad, then the displayed environment moves forward and left at the same time. KIDSTORY shows that given the right set of tools, anyone can create an intriguing story.

Figure 4: Student created story using KIDSTORY [Bayon et al., 2003]

MEXICA is what Bailey would classify as an author model story generation system. [Perez & Sharples, 2001] MEXICA uses a process of engagement and reflection in order to generate a story in the domain of ancient Mexican people. An example of a story written by MEXICA can be seen below.

> *Jaguar knight was an inhabitant of the great Tenochtitlan. Princess was an inhabitant of the great Tenochtitlan. From the first day they met, Princess felt a special affection for Jaguar knight.* Although at the beginning Princess did not want to admit it, Princess fell in love with Jaguar knight. Princess respected and admired Artist because Artist's heroic and intrepid behavior during the last Flowery-war. For long time Jaguar knight and Princess had been flirting. Now, openly they accepted the mutual attraction they felt for each other. Jaguar knight was an ambitious person and wanted to be rich and powerful. So, Jaguar knight kidnapped Artist and went to Chapultepec forest. Jaguar knight's plan was to ask for an important amount of cacauatl (cacao beans) and quetzalli (quetzal) feathers to liberate Artist. *Princess had ambivalent thoughts towards*

> *Jaguar knight. On one hand princess had strong feelings towards Jaguar knight but on the other hand Princess abominated what Jaguar knight did. Suddenly, the day turned into night and after seconds the sun shone again. Princess was scared. The Shaman explained to Princess that Tonatiuh (the divinity representing the sun) was demanding Princess to rescue Artist and punish the criminal. Otherwise Princess's family would die. Early in the Morning Princess went to Chapultepec forest.* Princess thoroughly observed Jaguar knight. Then, Princess took a dagger, jumped towards Jaguar knight and attacked Jaguar knight. *Jaguar knight was shocked by Princess's actions and for some seconds Jaguar knight did not know what to do.* Suddenly, Princess and Jaguar knight were involved in a violent fight. In a fast movement, Jaguar knight wounded Princess. An intense haemorrhage arose which weakened Princess. Jaguar knight felt panic and ran away. Thus, while Tlahuizcalpantecuhtli (the god who affected people's fate with his lance) observed, Princess cut the rope which bound Artist. Finally, Artist was free again! *Princess was emotionally affected and was not sure if what Princess did was right. Princess was really confused.* The injuries that Princess received were very serious. So, while praying to Mictlantecuhtli (the lord of the land of the dead) Princess died.

The underlined text in italics was produced in the reflection process while the rest of the text was produced in the engagement process. The system begins by having the listener give a list of different story events and a set of stories. The story events and a set of stories are used to create a large database of rhetorical knowledge and schemas. Once the database has been created, MEXICA uses a process of engagement and reflection in order to generate the story. During the engagement process, MEXICA first creates an individual story world around each of the characters in the story. Then the system uses a 3-step search process to create stories in each of the story worlds. This search process is done by first looking for an exact story structure to match the setting and previous events. If no exact match can be found, MEXICA then searches for a close match. If no close matches can be found, the system modifies the order of events in the story until a

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matching story structure can be found. This search process is similar to the one used by MINSTREL, a case-based reasoning system. [Turner, 1991] During the reflection process, MEXICA makes sure the story makes sense. For example, if a wizard healed the knight, then the knight must be hurt first. This helps the system break any impasses within the story. Also during the reflection process, MEXICA evaluates the story for creativity and interest for the reader. The creativity and interest of the story is determined by comparing the story content and dramatic tension to those of previous stories. This is how MEXICA uses a process of engagement and reflection in order to generate stories.

$$\forall (VIC, T1, VIL) \, e \, (T1, kidnapped \, (VIC, VIL) \rightarrow$$
$$\exists T2 \, h \, (T2, \neg (kidnapped \, (VIC, VIL))) \wedge h \, (T2 > T1))$$

Figure 5: Example of a rule found within LOGTELL. [Angelo et al., 2005]
(When someone is kidnapped, a hero will try to save them)

LOGTELL uses predicate calculus with forward and backward reasoning to generate stories. [Angelo et al., 2005] LOGTELL is separated into two parts: story creation and storytelling. All the knowledge is stored as logical rules within the system. An example of a rule found within LOGTELL can be seen in figure 5. This rule states that "when someone is kidnapped, a hero will try to save them." During the story creation process, a sequence of events is generated by setting the goals and using forward and backward reasoning to plan a way to achieve the goal. Once a scene has been created, LOGTELL presents the predicate calculus and rules to the listener for approval or modification of the scene. A listener must have basic knowledge of predicate calculus to change the scene and have the desired outcome. After a story has been generated, the listener can view the story as film through use of OpenGL. A drama manager is used to translate the symbolic

events represented by the predicate calculus into events portrayed by the different characters. The weakness of this system is a common weakness among most rule-based systems, finding the right set of rules in order to generate the intended story.

STORYBOOK has a different focus during the story generation process. [Callaway, 2000] Instead of focusing on the how to generate a narrative, STORYBOOK concentrates on how to take a story structure and create a natural language output in the story domain of Little Red Riding Hood. The story structure is created through the use of finite state narrative planner.
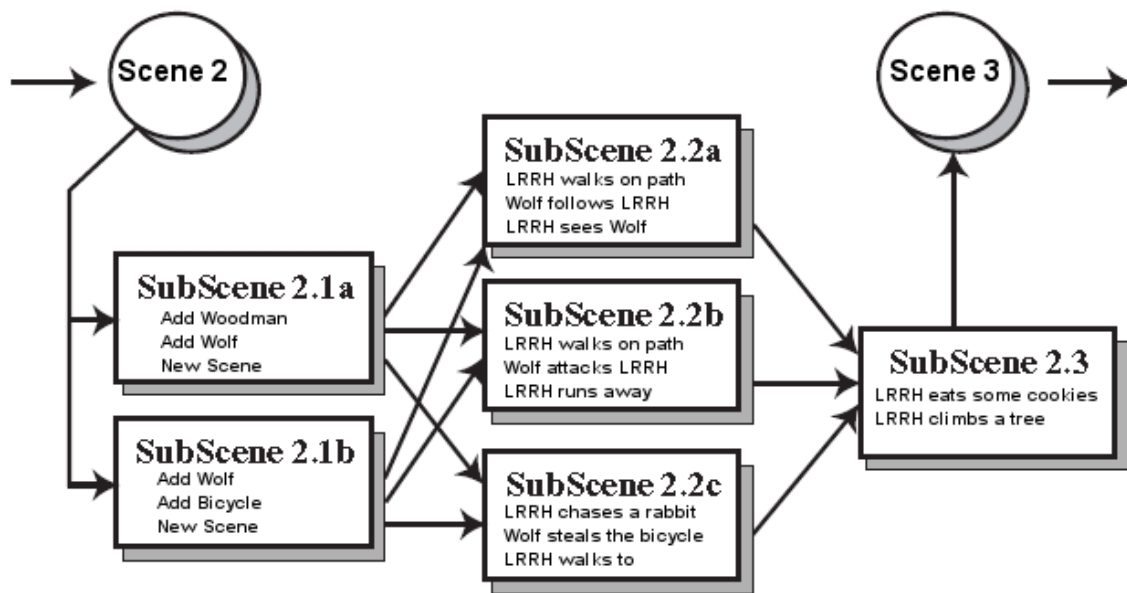
Figure 6: Example of finite state narrative planner found in STORYBOOK [Callaway, 2000]

The finite state narrative planner was created by hand to ensure all of the scenes would be consistent. For example, a character could not steal another character's bicycle if the bicycle had not been introduced to the scene already. Each of the seven states of the finite state narrative planner corresponds to a scene in the narrative. An example of a

finite state narrative planner can be seen in Figure 6. The output of the finite state narrative planner is a story of actions written in simple sentences. For example using the planner in figure 6, one scene may create the following output:

> Little Red Riding Hood walks on the path. A wolf attacks Little Red Riding Hood. Little Red Riding Hood runs away. Little Red Riding Hood climbs a tree and eats cookies. [Callaway, 2000]

The scene output was created by moving from sub-scene 2.1a to sub-scene 2.2b to sub-scene 2.3. Once the finite state narrative planner has generated a story, it is fed into a narrative organizer. The first task that the narrative organizer performs is to properly divide the story into different paragraphs. There are a number of reasons to make a new paragraph. For example, someone is talking (dialogue), the topic changes, the scene changes, or the paragraph became too large. The next task of the narrative organizer is fixing the grammatical errors. All of the sentences are correct by themselves, however, when combined, items like pronouns, definite and indefinite nouns phrases, it may not be grammatically correct. For example, in the sample above, one does not keep repeating "Little Red Riding Hood". The phrase is replaced with pronouns like "she" or "her". The last task of the narrative organizer is to change nouns and verbs that are used repeatedly through the story. In the English language, there are many words (nouns and verbs) that refer to the same thing. For example, a house might be a cottage or cabin and a walk could be an amble or a stroll. After the narrative organizer is done with its tasks, the narrative is passed to the sentence planner. The sentence planner takes the narrative and creates deep structure linguistic representations. These representations are then

converted to into complex sentences eliminating the simple story structure above. After the sentence planner has finished, the narrative is passed to a revision component. An example of a story created by STORYBOOK is below.

Once upon a time, there was a woodman and his wife who lived in a pretty cottage on the borders of a great forest. They had one little daughter, a sweet child, who was a favorite with everyone. She was the joy of her mother's heart, and to please her, the good woman made her a little scarlet cloak and hood. She looked so pretty in it that everyone called her Little Red Riding Hood. One day her mother told Little Red Riding Hood she meant to send her to her grandmother to take her some fresh butter and new-laid eggs and a nice cake. Her grandmother was a very old lady, who lived in the heart of a neighboring wood. She was delighted at being sent on this errand, for she liked to do kind things. It was a very long time since she had seen her grandmother, and so she had almost forgotten what the old lady looked like. The sun was shining brightly, but it was not too warm under the shade of the old trees. Little Red Riding Hood went on her way singing and gathering great bunches of wild flowers. She wanted to give them to her grandmother. She sang so sweetly that a dove flew down from a tree and followed her. Now, it happened that a

wolf, a very cruel, greedy creature also heard Little Red Riding Hood as she passed, and he longed to eat her for his breakfast. But he knew Hugh, the woodman, was at work very near with his great dog. He was afraid Hugh and the dog might hear Little Red Riding Hood and she might cry out if he frightened her. He was afraid they might kill him. So the wolf followed Little Red Riding Hood a little way and came up to her very gently. He said, "Good day, Little Red Riding Hood, where are you going?"

"To see my grandmother," said the child. "To take her a present from mother of eggs and butter and cake."

"Where does your grandmother live?" asked the wolf.

"Quite in the middle of the wood," Little Red Riding Hood replied.

"Oh! I think I know the house. Good-bye, Little Red Riding Hood." And he ran off as fast as he could go. Little Red Riding Hood was not in a hurry, because there were many things in the wood to amuse her. She ran after the white and yellow butterflies that danced before her and sometimes, caught one. But she always let it go again, for she never liked to hurt any creature. And then there were the merry, cunning little squirrels to watch. They were

cracking nuts on the branches of the old trees. Every now and then, a rabbit would hurry away through the tall ferns. A great bee came buzzing near Little Red Riding Hood, and she would stop to watch it gathering honey from the flowers and the wild thyme. So she went on very slowly. By-and-by she saw Hugh, the woodman.

"Where are you going, Little Red Riding Hood," said the woodman, "all alone?"

"I am going to my grandmama's," said the child. "Good-bye. I must make haste now for it is becoming late."

While Little Red Riding Hood was playing in the wood, the great wolf galloped on as fast as he could to the old lady's house. Grandmother lived all by herself, and once or twice a day a neighbor's child came to tidy it and to get her food. Now, grandmother was very feeble and she was often obliged to keep her bed. It happened that she was in bed the day she went to see grandmother. When he reached the cottage door, the wolf tapped.

"Who is there?" asked the old lady.

"Little Red Riding Hood, granny," said the wolf, trying to speak like her.

"Come in, my dear," said the old lady, who was a little deaf. "Pull the string and the latch will come up."

The wolf did as grandmother told him and went in. And you may think how frightened poor grandmother was when she saw him instead of Little Red Riding Hood. Now, the wolf was quite hungry after his run and he soon ate the poor old lady up. Indeed she was not enough for his breakfast, and so he thought he would like to eat sweet Little Red Riding Hood also. Therefore the wolf dressed himself in her night-cap, got into bed and he waited for the child to knock at the door. By-and-by Little Red Riding Hood reached her grandmother's house and tapped at the door.

"Come in," said the wolf, in a squeaking voice. "Pull the string and the latch will come up."

Little Red Riding Hood thought her grandmother must have a cold, as she spoke so hoarsely. But she went in at once, and there lay her granny in bed, as she thought.

"If you please, granny, mother has sent me with some butter and eggs."

When she saw the wolf, Little Red Riding Hood felt frightened. She had nearly forgotten her grandmother, but she did not think she had been so ugly.

"Grandmother, what a great nose you have," Little Red Riding Hood said.

"All the better to smell with, my dear," said the wolf.

"And, grandmother, what large ears you have."

"All the better to hear with, my dear."

"Ah! Grandmother, and what large eyes you have."

"All the better to see with, my dear," the wolf said, showing his teeth, for he longed to eat the child up.

"Oh, grandmother, and what great teeth you have!" said Little Red Riding Hood.

"All the better to eat you up with," growled the wolf. He jumped out of bed, rushed at her and would have eaten her up. But just at that minute the door flew open and a great dog tore him down. The wolf and the dog were still fighting when Hugh, the woodman, came in and they were still fighting when he killed the wicked wolf with his axe. Little Red Riding Hood threw her arms round the woodman Hugh's neck, kissed him and thanked him again and again.

"Oh, you good, kind Hugh," she said. "How did you know the wolf was here, in time to save me?"

"Well, after you had passed, I remembered that he had been seen about the wood lately," said Hugh. "I thought I would just come after you and I thought I would see if you were safe. When we came near your grandmother's house, Trim sniffed and he ran to the door and he whined. He pushed it open, as you had not shut it closed, and he rushed in. I followed him and between us we have killed the wolf."

Then Hugh took the child home and her mother and father could not thank him enough for saving their Little Red Riding Hood. She was immediately clasped in delighted mother's arms. [Callaway, 2000]

This component allows STORYBOOK to review all the decisions made to the narrative and fix any errors that might have appeared in the story. The weakness of this work is the fact that all of the possible stories created by the finite state narrative planner have to be prewritten by an author. The finite state narrative planner example in figure 6 can only produce six possible scenes and each scene is not very different. The major events of the Little Red Riding Hood story never change but these events are key in producing a Little Red Riding Hood story.

Figure 7: Screen capture from FAÇADE [Mateas, 2002]

FAÇADE focused on interactive narratives, making the reader a part of the story. [Mateas, 2002] FAÇADE's narrative is dependent upon the reader's actions within the story. A screen capture from FAÇADE can be seen in Figure 7. The narrative contains a total of three characters including the reader, and it is about the relationship between the characters. Every part of the story is pre-written by an author, including the entire dialog between all the characters. The reader can cause certain actions to be performed by saying the triggering phrase. Each possible action/script is selected by the system to raise the entertainment value for the reader. Each action/script is assigned an entertainment value by the author. If a higher entertainment value is possible, the system selects that action/script. This action/script will lead the reader to one of seven pre-written endings of the story. As mentioned in Chapter 1, this system can be compared to Packard's Choose Your Own Adventure series with a difference in that the user is unaware of the decision points within the story. During one of Packard's Choose Your Own Adventure stories, the reader encounters several point during the story in which they must make a

decision that change the course of the story but every possible story is prewritten. FAÇADE functions the same way. During the course of the FAÇADE's story, the user's actions dictate the course of the prewritten story. This is an inherent weakness of this system. If the user chooses not to interact with the system, FAÇADE cannot make the necessary decisions on the course of the story, and prevents the system from creating the story.

Niehaus & Young wanted to create narratives in which the reader inferred details of a story without the reader deliberately being told that they were contributing to the details of the story. [Niehaus & Young, 2010] Niehaus & Young were concerned about two types of inferences: causal and intentional. Causal inferences are needed to explain changes within the story world that were left unsaid. For example, if we were told "John was eating ice cream" followed by "John sadly wiped ice cream off his pants," then the reader makes the causal inference that John must have spilled his ice cream on his pants. Intentional inferences are when the reader is able to make a prediction about a future action of a character. For example, if we were told "John has a huge debt and no way to pay it" followed by "John entered the bank with a gun," there is a potential story in that.

The reader makes the inference that John intends to rob the bank in order to pay off his debt. Niehaus & Young's algorithm requires a rough plan, or a planning library, and the inference of goals to be provided by a domain author to begin. The planning library is a list that contains templates of events for the domain and the inference goals are the inferences the domain author wants the reader to make during the story. Once the needed information has been provided, the algorithm will create a story structure, which will then allow most readers to make the required inferences.
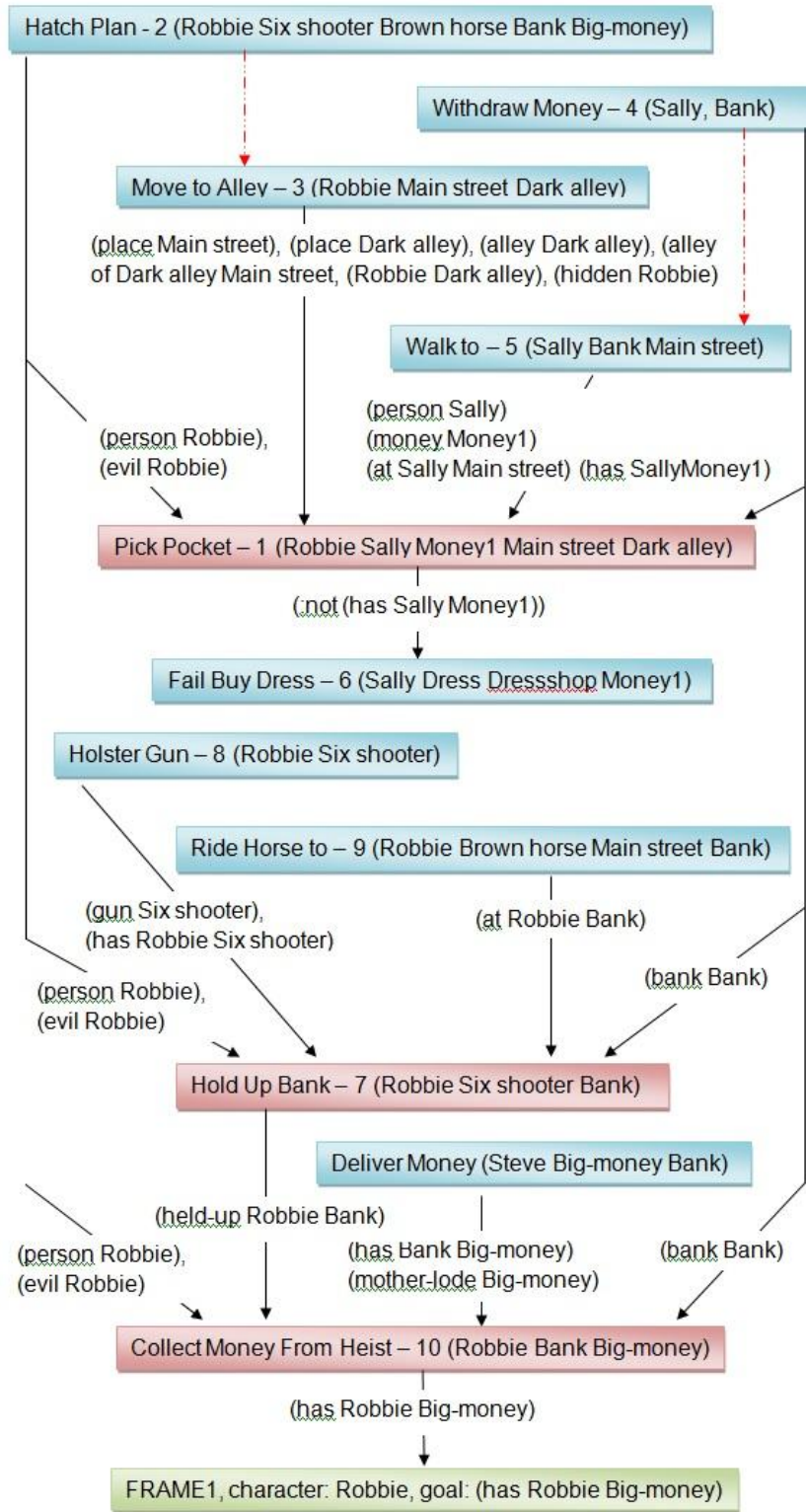
Figure 8: Discourse plan created by Niehaus' system [Niehaus & Young, 2010]

An example of the story structure created by Niehaus & Young's algorithm can be seen in Figure 8. The weakness of this work is that this algorithm does not create a story but creates a plan of a story.

Rowe et al proposed a framework for adapting a process for intelligent tutoring systems toward interactive story-based learning. [Rowe et al., 2010] They characterized some intelligent tutoring systems as functioning with two loops. The outer loop is responsible for the overall learning experience and the inner loop handles hints and feedback during the learning process. This proposed framework is based upon a narration-centered learning environment, CRYSTAL ISLAND, is an interactive learning environment in which students learn eighth-grade microbiology by completing several tasks in a given order. Rowe's goal is to turn CRYSTAL ISLAND into an interactive narrative that allows the students to learn in the environment without having to complete the tasks in the given order. Rowe's framework allows the system to adjust the plot, the way the information is presented, and the ability to tailor the information for the user. The adjustments to the plot range from modifying a single character trait to changing a whole sequence of events. The adjustments to the story vary from simple adjustments in the ability, to adding foreshadowing or flashbacks to the story. The overall goal of the system is the same as an intelligent tutoring system-supporting the student and fixing misconceptions. For example, if a student is struggling with a concept, the system could offer an in-game reward to help him/her with the concept. The weakness of this system is not an uncommon one in interactive storytelling systems: the requirement that a user must interact with the system for a story to be created. If the user does not interact with

CRYSTAL ISLAND, then nothing happens in the story because the system becomes unable to make decisions.

MINSTREL REMIXED is a modern reconstruction of Turner's story generation system MINSTREL. [Tearse et al., 2010] All of the materials related to MINSTREL were lost except for Turner's original dissertation. Tearse et al recreated Turner's original system as closely as possible, and where feasible, made what he believed to be improvements. From above, MINSTREL uses a modified case-based approach that allows the system to find several creative solutions to plot. TRAMs are used to change the current problem into slightly different problems and simplify the adaptation of the solution. A TRAM is used to modify knowledge within the system to adapt it to the current problem. In the original system, each TRAM was applied randomly until a solution was found. This process is very inefficient according to Tearse because the system may not find the closest possible match.
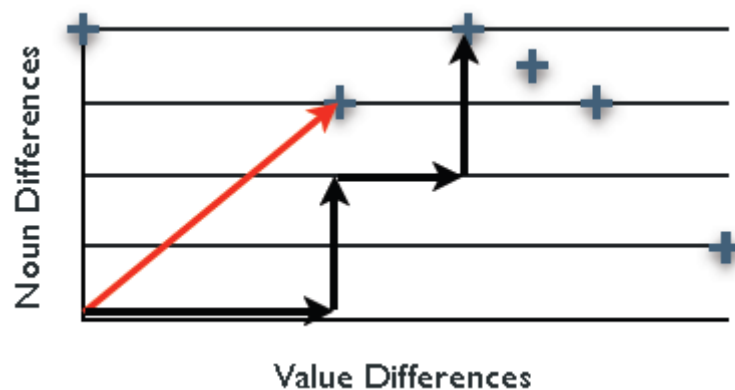
Figure 9: TRAM matching comparison [Tearse et al., 2010]

In MINSTREL REMIXED, Tearse uses a graph distance algorithm, and penalizes the number of TRAMs used to find the closest possible match. MINSTREL REMIXED was

tested using the examples found within Turner's dissertation as a means to compare the two systems and was found to perform very similarly, even suffering the same flaws. It was discovered that the original method for selecting TRAMs allowed MINSTREL to be more creative than MINSTREL REMIXED. In figure 9, the red line represents the TRAM that MINSTREL REMIXED would have used to solve the problem. MINSTREL REMIXED will always choose the nearest TRAM. The original MINSTREL randomly chooses TRAMs, represented by the black line in Figure 9. This means the original MINSTREL will find solutions that MINSTREL REMIXED will not find.

RIU combined an interactive narrative generation process and the text generation process. [Ontanon & Zhu, 2010] The stories created in the RIU system revolve around a single character, Ales. The main story is pre-written by the author. Ales has lost his memory but he recovers some of it during the course of the story. An example of an interaction in RIU follows. Ales' memories are in italics and the reader's decisions are bolded. During this interaction, RIU prompts the listener for an action. This is seen by "(IGNORE PLAY FEED) > play." In this prompt, RIU is giving the listener the options: for Ales to ignore the cat, for Ales to play with the cat, or for Ales feed the cat. The option in bold is the one that the listener chose.

One day, Ales was walking in an alley. When he saw a cat in front of him.

Ales used to play with a bird when he was young. Ales was very fond of it. But the bird died, leaving ALES really sad.

Ales hesitated for a second about what to do with the cat.

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(IGNORE PLAY FEED) > **play**

Ales did not want to PLAY because he did not want CAT

to be DEAD or ALES to be SAD

(FEED IGNORE) > **ignore**

Ales just kept walking. The cat walked away. [Ontanon &

Zhu, 2010]

In this example, Ales encounters a cat in an alley. He then remembers about a bird he used to play with as a boy and how he felt when the bird died in a similar situation and circumstances. RIU presents the reader with three possible options and the reader chooses to play with the cat. At this point, Ales refuses to play with the cat because he does not want the cat to die. All of Ales' possible memories are composed as a collection of different scenes. A scene is composed of two different parts: a Computer understandable description (CuD) and a Human understandable description (HuD). The CuD is a graph that represents all of the characters, objects, and emotions within the scene. It is this graph that is used to find similar scenes. The HuD contains a set of sentences that describe the scene and a graph that shows how to dynamically put together the sentences to form a narrative of the scene. The HuD and CuD are not independent of each other. There is a mapping between the nodes within the CuD graph and the sentences of the HuD. This allows RIU to adjust the sentences to fit into the current story. In the example above, RIU correlates the bird from his past to the cat in the present and chooses not to play with the cat. The weakness of RIU is the requirement

that a listener must take over a role of a character within the story for the system to create a story.
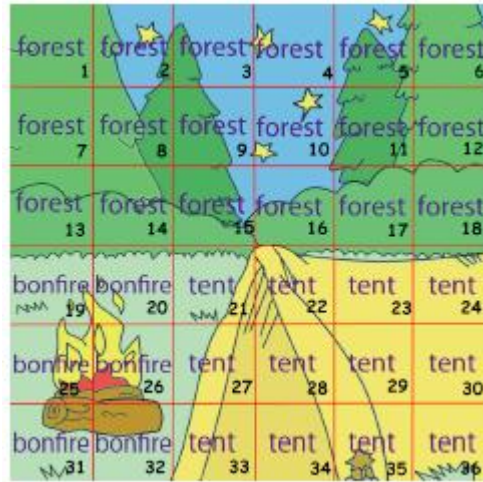
Figure 10: Example of grids in PICTURE BOOKS 2 [Ang et al., 2011]

PICTURE BOOKS 2 generates simple narratives from a set of three pictures. [Ang et al., 2011] The pictures act as the beginning, climax, and ending of the story. PICTURE BOOKS 2 reasons about the appearance and disappearance of objects and characters over the course of the pictures and generates a simple narrative to explain the appearances and disappearances. Each picture is highly restricted in its contents. For example, all three pictures must have the same background and contain only one character. The system is unable to handle any changes in the backgrounds. There are only four possible backgrounds for the story: camp, street, park and classroom and four possible characters: dog, pig, hippo and a rabbit. Each picture also can contain up to four of the sixteen objects; a marshmallow, comb, brush, flashlight, and stamp are just a few examples. The pictures are divided into a numbered, six-by-six grid allowing the system to track the location of all the objects in the pictures. An example of a picture with the grid overlaid

can be seen in figure 10. A simple story representation is created using all three pictures by noting the locations and transitions between each picture. For example, in the first picture all characters and objects have a transition of appearance because they were not in the previous picture. The movement transition is used when an object or character changes grid locations from one picture to another. A disappear transition is used when an object or character was in a previous picture but not in the current one and a null transition is used if an object or character does not move from one picture to another. PICTURE BOOKS 2 uses the transitions along with picture backgrounds to form the basic story outline. A set of character goals are created using a network of binary semantic relationships to find relationships for all of the events in the story outline. The list of character goals is sent to a separate module that converts all of the goals into sentences creating the narrative.

Gilroy et al. (2013) took interactive narrative generation in a fascinating direction. In this unnamed system, an electroencephalogram (EEG) is attached to the listener who is also placed within a functional magnetic resonance imaging (fMRI). [Gilroy et al., 2013] The listener is shown a story about a junior female doctor on a screen within the fMRI. As the story unfolds, the listener's EEG and fMRI signals are read and processed by the story telling system. This system uses the neurofeedback in order to modify the story. If a character is liked, then the system tries to provide a happy ending for that character. The weakness of this system is that a listener is required to be in an fMRI machine with an EEG attached. This severely limits who can use the system. Most listeners are not willing to use both machines just to enjoy a story.

StoryYeti is Drama Manager that uses the user's preferences in an attempt to maximize the user's enjoyment. [Yu & Riedl, 2015] A complete story including all possible variations are pre-built and stored within a multi-option branching story graph. This allows StoryYeti to function like Packard's "Choose your own adventure" book series. At predetermined points in the story, StoryYeti must make decisions on which path through the graph it will take. These decisions are made based upon the user's previous preference over the story so far and how StoryYeti ranks the remaining parts of the story. The weakness of StoryYeti is that the system does not generate a story. It only presents a story that is pre-built by the developer.

Impulse is a logical representation for stories that incorporates time and a character's beliefs. [Eger et al., 2015] A predicate logic is used to represent the knowledge within the system. Only 2 forms of knowledge is allowed within Impulse: facts and rules. Facts are single predicates with nothing else attached and rules consist of a single implication. This allows Impulse to use a more efficient method of forward chaining to create more knowledge. An actual implementation Impulse is still being developed. The weakness of Impulse is that it is used to represent a story and not generate one. This means the story must be created and converted into the logical representation for Impulse to use. Another system must be used to generate a story.

The computerized storytelling systems above provide insights into different aspects of narrative story generation. All of the above computerized systems storytelling systems fit within Bailey's categorization of story generation systems based upon how the story is generated (Author, Story, and World). Because of the evolution of computerized storytelling systems, all the systems can be grouped based upon the interactions with the

listener. [Bailey, 1999] The simplest division of the computerized storytelling systems is based on the idea the system will adjust to the listeners' desires during the creation of the story. An inherent weakness of computerized storytelling systems that cannot adjust to a listeners' desires during the creation, can only produce a limited or single story and most of these stories must be prewritten by an author. [Angelo et al., 2005; Bringsjord & Ferrucci, 2000; Kahn, 1979; Meehan, 1977] The computerized storytelling systems that can adapt listener's desires all require the listener to interact with the system in order to generate a story. [Ang et al., 2011; Bayon et al., 2003; Machado & Paiva, 1999; Mateas, 2002; Rowe et al., 2010; Weyhrauch, 1997; Zhu & Ontañón, 2010]

After a computerized storytelling system has been created, the work is only partially completed. The remaining problem is how to evaluate the system beyond the simple functionality of the systems. A common measurement for evaluating computerized storytelling systems is creativity and novelty but how does one define and determine if a computerized storytelling system is creative? The following discussion identifies common themes of machine creativity.

<u>2.2 Narrative Creativity</u>

Pease proposed several different measurements for evaluating machine creativity. [Pease et al., 2001] These measurements were derived by exploring how humans view creativity. For example, a person's idea may appear to be creative at first. When prior knowledge of the person is examined, their "creative" idea may be discovered to not be as creative as first thought. Subtracting the output from the input expresses Pease's first measurement of creativity. If there are any differences between the input and output, then the result could be seen as being creative. If there are items in the output that are not

in the input, then the computerized storytelling system must have created those items and thus be called a creative system. An item is creative if it is novel and of quality. One novelty measurement looks at transformations versus exploration. What is more novel; simply changing the rules of a game or performing an unusual but legal action? The unusual but legal move is typically considered to be the more novel option. An important aspect of Pease's proposed measurements are how a human responds to the created item. Surprise is a relevant response for novelty. Most people are surprised by novel results. The emotional response one feels towards a story, a character, or an object falls within one of the quality measurements. A worthless item usually invokes indifference on the part of the reader/participant. An item that is judged as having quality will produce either a positive or negative emotional response. The second quality measurement is a straightforward measurement: does the item meet the requirements? If an item does not solve the problem that is presented, then it is not considered to be of quality.

Pereira et al examined several criteria for assessing the computational creativity by comparing three different creative systems. [Pereira et al., 2005] These systems were not used to evaluate the creativity of a narrative generation system. The creativity criteria are similar to those used by Pease. Pereira determined that an item could be seen as being creative based upon the predictability and value of the item. The predictability criteria encompasses the novelty of the item, surprise, and how unconventional the item appeared to be. These all appear to be the same concept but are measured differently. The value criteria are comprised of determining if the item has a purpose and/or is useful. The first system evaluated is WASP. WASP uses a set of Spanish classical sonnets and provides the vocabulary to generate a sonnet. The second system evaluated is DIVAGO, which

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uses a semantic network to blend different concepts. For example, if the system is given the term "horse bird", DIVAGO could create a Pegasus or any other version of a "horse bird" that one could imagine. The third system evaluated is DUPOND. It takes a sentence as an input and produces a different sentence that keeps the same meaning. These three systems show that the creativity criteria can be applied to diverse systems and still function appropriately.

The EVALUATOR automatically evaluates the creativity of a narrative generation system. [Pérez y Pérez et al., 2011] The creativity of a narrative generation system is determined by how novel the narrative is when compared to the knowledge of the system before the story was created. In order to test the EVALUATOR, a simple narrative generation system was created, which uses a set of previous stories and a dictionary of story actions to create a narrative. The EVALUATOR is dependent upon this model of narrative generation to evaluate the system. The EVALUATOR looks at the sequence of events, the story-structure, repetitive patterns, and an evaluation of new story structures to determine the novelty of the story. The sequence of events is evaluated by splitting the new story into set of action pairs. For example: The new story actions pairs are compared to those of the previous stories. A separation distance is calculated based upon this comparison. The story-structure is evaluated by mapping the level of tension in the story throughout, and is compared to the tension level of the previous stories. The climaxes of the stories are aligned in order to factor out the differences in the length of the stories. Repetitive patterns are models found by classifying all the actions in the stories and comparing the categories with the most related actions in the previous stories. If a small percentage of the previous stories share the same classification with new

characters, then the story is considered novel. New story structures are evaluated by comparing all the newly created story structures to each other and determining how much they differ from one another.

In spite of the above, there is an absence of a consistent way of evaluating a computerized storytelling system, throughout all of the computerized storytelling systems. The measurement of creativity is important one as it provides a lofty goal that most computerized storytelling systems do not achieve. Therefore, is useful in comparing multiple computerized storytelling systems.

A paper written by Peinado et al. (2011), that was intended to determine a story's novelty numerically by determining the literal distance between two different stories was used to determine the novelty of the stories being discussed in this paper. [Pérez y Pérez et al., 2011] It was proposed to look at four general items in a story to see if they changes and if so, how that change looked. These four items are: the events, the characters, the props and scenarios within each story.

The first item of the novelty score was the event factor. This factor was divided into two major components – main events and secondary events. The items were categorized as new, changed the order, replaced with similar items or replaced with different items. Each category was given a pre-determined weighted score.

The second item was the character factor. This item was divided into main characters and secondary characters. The character factor was also given a pre-determined weighted score based on standardized definitions as stated by Peinado, et al.(2010).

The third item was props and scenarios. These items were only given two scores. These scores were based on the items being new and changed in the environment. These scores were also weighted as defined by Peinado, et al. (2011).

A total score for each section was calculated with the weighted system as defined by Peinado, et al. (2011), to obtain the linear difference between the two different stories. This linear difference also demonstrated the novelty between different stories. The equation used for this calculation can be seen in Equation (1) below.

$$StoryNovelty = w_1 \times EventsNovelty + w_2 \times CharactersNovelty + w_3 \times PropsNovelty + w_4 \times ScenariosNovelty \qquad (1)$$

2.2.1 Summary

In summary, the above discussion identifies common themes of machine creativity that includes novelty. A common concept throughout the literature is how to define creativity and novelty. Creativity is commonly defined as the computerized storytelling system's corpus (input) subtracted from the results (output). Novelty may be defined the same way. If there are items in the output that are not in the input, then the computerized storytelling system must have created those items and thus be called a creative/novel system.

2.3 Text Generation

Text generation, also called natural language generation, is a branch of natural language processing that addresses how a machine would create text automatically [Bateman, 2002]. A basic architecture for the generation of natural language was created over time. A natural language generation architecture typically consist of three modules that are designed for *text organization*, *sentence structure*, and *generation of text* [Bateman, 2002;

Reiter, 1996]. The natural language generation architecture can take many forms. A common form is the pipeline structure in which the data follow from one module into another, thereby creating the final text output. The text organization module selects the content to be communicated to the listener and plans the sentence structure. Several different algorithms have been applied to accomplish this task. Reiter et al used a rule-based system to select the content and sentence structure in his system to generate technical documentation [Reiter et al., 1995]. Hovy was able to use planning techniques for content selection and sentence structure in his system [Hovy, 1988]. A common practice is to "hard code" the content selection if the sentence structure does not change much [Reiter, 1996]. The "hard code" method, however, does lack flexibility. Many of the words that are used in the English language are homophones: this means that there are multiple meanings for a word. For example: "the car brake stopped the car from rolling but I break an egg to make scrambled eggs for breakfast." Most individuals are able to understand the meaning of a sentence because of the context of the other words surrounding the homophones. The second module modifies the sentence structure chosen in the first module and decides if the information should be split into separate sentences or kept as one long sentence. This affects the selection of pronouns and discourse makers in the text output. It becomes repetitive to use a person's name over and over when a pronoun would suffice. In the third module, the text output is generated and the sentences are checked for grammatical errors. These three modules form the typical natural language generation architecture.

The template text generation method is the simplest to create if there are a minimal number of sentences that will need to be generated [Reiter, 1996]. A template is a

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sentence with place holders in the order that they are needed so that information may be filled in at a later time. An example of the template text generation method is the mail merge option found in most word processors. The structure of each sentence is the same every time with only the key details changing. Take the template "the temperature is %temp degrees at %loc". The %temp and %loc are placeholders for the temperature and location. The template fills in the needed data without checking for errors [Bateman, 2002]. This could lead to phrases that do not make sense like "the temperature is 80 degrees in the United States". These types of errors are why most researchers consider the template text generation method not to be a proper syntactic processing method [Reiter, 1996]. The architecture of these systems does not follow the typical natural language generation architecture.

Rhetorical structure theory (RST) was first published in 1988 and was meant as a way to describe the relationships within a text [Mann & Thompson, 1988]. It has since been also applied to natural language generation [Mann & Thompson, 1988]. The main principle behind RST involving coherent text is that texts are made up of smaller phrases that are linked together through a relationship [Mann, 2005]. The independent clause of the text is referred to as the *nuclei/nucleus*, and the dependent clause of the text is called the *satellite*. The satellite provides extra information about the nucleus. The smaller phrases can be described though a set of schemas. A schema defines the structure arrangements of a small phrase of text [Mann & Thompson, 1988]. In the natural language generation task, the schemas are used to create the smaller phrases, which are arranged based upon the different relationships. This relationship consists of four parts [Mann, 2005; Mann & Thompson, 1988]. The first and second parts define the

constraints on the nucleus and the constraints on the satellite. The third part of the relationship defines the constraints on the combination of the nucleus and satellite and the fourth part defines the effect of the relationship on the text. In the original paper, Mann & Thomson identified 25 different relationships [Mann & Thompson, 1988]. Since that time, the number of defined relationships has been increasing. An example of a relationship defined in the original paper is "evidence". The constraint on the nucleus is that the reader does not believe X. The constraint on the satellite is that the reader believes Y. The constraint on the combination of the nucleus and satellite is that the reader understanding Y will increase their belief of X and the effect is the reader increases their belief of X. The schemas and relationships are the components of RST.

Another common method used for natural language generation is case-based reasoning (CBR) [Pérez y Pérez & Sharples, 2004; Reiter et al., 1995; Silva et al., 2003]. This method of text generation has as the goal of learning the semantic mapping to text output through use of a corpus [Fan & Kendall, 2005]. CBR allows the system to retrieve similar cases, reuse the results from the selected case, and retain the results [Aamodt & Plaza, 1994]. When performing a natural language generation task, the process is similar to the pipeline structure process. The difficulty lies within the process of comparing sections of the corpus with the target domain. Many techniques have been used for this purpose, including looking for symbols, planning, and network of nodes and weights [Zhu & Ontañón, 2010].

2.4 Common Trends within Narrative Generation

As seen above, computerized storytelling systems evolved over time from simple systems that can only generate a single short fable to systems that responds to the listener's

actions. [Meehan, 1977; Rowe et al., 2010] Most of the current state of the art systems make the reader part of the story by placing him/her within a computer generated 3D world or completely stopping the story in order to wait on the reader to make a decision within the story. Both the 3D computer generated world and wait-on-user-response systems stop generating the story if the reader stops interacting or responding to the computerized storytelling systems because these systems have no information upon which to make decisions. The earlier computerized storytelling systems did not respond to input from the reader but were reliable in creating a story when properly configured. The next step in the evolution of computerized storytelling systems must be to achieve a middle ground between the interactive storytelling systems and the earlier storytelling systems. This next step in the evolution of computerized storytelling systems would be able to change the story based upon the input from the reader but also not become bogged down if the reader chooses not to provide input to the system.

Another common tend of the computerized storytelling systems evolution is the separation of components within these types of systems. The first component of modern computerized storytelling systems creates the story and stores it as a structure. The second component takes the story structures and converts them into something that is readable to a human using a natural language generation technique. Some of the above systems like CRYSTAL ISLAND [Rowe et al., 2010] do not have a need for a story in text format and therefore, do not have the second component. Other systems like STORYBOOK [Callaway, 2000] used a simple system to create story structures and focused on converting the story structures into text. This shows that every computerized

storytelling systems needs a way to create story structures but does not need to use a natural language generation techniques.

2.5 Common Approaches

There are four common approaches to story structure generation found in the systems that were reviewed in Chapter 2: rule-based, case-based, finite state, and listener-triggered scripts. Each approach will be briefly discussed before presenting the main work of this dissertation.

2.5.1 Rule-Based Architectures

The earlier systems such as TALE-SPIN as well as a few of the newer ones like BRUTUS utilize a rule-based architecture. These systems have two main components: a set of rules and a problem solver. The first component is the set of rules. The rules, sometimes referred to as plans, contain all of the different actions and knowledge within the story. Every action in the story is stored in its own rule and each story generation system uses its own set of rules. For example, in TALE-SPIN's simple stories, each of the plans involved doing a physical action in the story world, like a character moving locations, or a character an item to giving a second character. [Meehan, 1977] The rules within BRUTUS are designed like a large IF/THEN statement. [Bringsjord & Ferrucci, 2000] If all of the conditions are met, then do the following actions. An example of an IF/THEN rule product can be seen below.

Rule Blackjack Winner
IF
        Player is some person and
        Dealer is some person and
        Dealer's score is less than Player's score and
        Player's score is less than twenty-two

```
THEN
        Player is winner
        DO Pay(Player, BET)
```

The story telling system LOGTELL employs predicate calculus for its rules. Lang's storytelling system includes rules for not only how the story begins but also for all the different facets of the story. [Lang, 1999] Each set of rules can only generate one story at a time and the rules must be changed if the story is to be different. Finding the right set of rules may be a difficult process. If the rule set contains any extra rules, this could lead the system down a path that is unsolvable and would prevent the creation of the story. The second component of a rule-based architecture is a problem solver. The problem solver is given a goal to complete, usually an important part of the story, and uses the set of rules to create sub goals until all of the goals have been met. Many different models/types of problem solvers have been utilized throughout the various story structure generation systems. Some systems work backwards starting with the final goal of the story and then utilize the set of rules to find a way to the story's beginning. Other problem solvers start at the story's beginning and using the set of rules, creates a variety of paths until one meets the goal of the story. Both methods will find a path from the story's beginning to the final goal. It is just a matter of where the story begins. Some systems employ both methods to find the path from the story's beginning to the final goal.

One of the main advantages of the rule-based architecture is the ability to produce story structures from a set of pre-defined rules. However, finding the right set of rules can be difficult. If the rule set has any extra knowledge, then the problem solver may not find the intended path for the story. Another problem is that each set of rules will only

produce one story. A new set of rules will have to be used in order to create a different story. The listener has no influence on the story at all. Thus, it is hard for the listener to make any changes to the story, and may end up with the same story every time, as the system produces a story based on these same predefined rules.

2.5.2 Case-Based Architectures

Only two of the systems discussed in detail above employ a case-based architecture. [Tearse et al., 2010; Turner, 1991] The advantage of the case-based architecture is the ability to find creative solutions to problems within the story. [Riedl, 2010] For example, how can two characters get together in the story so that they may fall in love with each other? The case-based problem solver has two main components: a database of scenes and a set of Transform-Recall-Adapt Methods (TRAMs). The first component, the database of events, contains several one sentence scenes. An example of two scenes that could be utilized follows.

- A cowboy goes off to fight the bandit in order to save the farmer's daughter.

- A bandit robs a bank in order to get money.

These scenes provide the basis for the possible solutions to problems that may be created within the story that one is wishing to tell.

The second component is the set of TRAMs. A TRAM allows the system to make small changes within the scenes, slowly changing them until one solves the current problem. For example, a TRAM could take the second scene and change "bank" to "person." This small change would allow the system to find a solution for having the bandit rob another

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person. By using a second TRAM, the scene could be further modified to find a solution for having the bandit kidnap the other character instead of robbing him by replacing "robs" with "kidnap." The set of TRAMs can transform a small number of scenes and find a large number of solutions that can add a great deal of variety. By doing this, it allows the system to create a different story structure from the same knowledge base and provides a large variation in the assortment of stories that can be told. It is simply a matter of whether or not the system applies the TRAMs randomly or in the same order each time.

One of the main advantages of the case-based architecture is the ability to find creative solutions for problems within the story with little interactive input. Depending upon the implantation of the TRAMs, the same set of TRAMs and a database of scenes could produce several variations of the same story. Within the given set of scenes, several possible solutions exist for the given problem, all with varying outcomes. These outcomes can change the entire course of the story. However, these creative solutions may have nothing to do with what the listener is expecting to hear with what is happening within the story. During the production of the story structures, the listener has no ability to influence how the TRAMs are applied to the scenes. The listener could attempt to modify the scenes or TRAMs before the story is generated but there is no way for them to know what the results would be or how they would influence the outcome of the story.

2.5.3 Finite State Machine Architecture

Creating a system that utilizes a finite state machine architecture is similar to the writing on Packard's "Chose Your Own Adventure" books. [Packard, 1976] Packard wrote the story and all of the possible variations of the story ahead of the reader reading the book.

The finite state machine architecture employs the same process. The only component of this architecture is the finite state machine.

Figure 11: High Level view of Finite State Machine

Within the finite state machine everything that could happen in the story is already defined prior to reading the story. A high level view of a finite state machine architecture can be seen in Figure 11.

Each scene of the high level view contains all of the possible actions for that scene in the order that the author intended. An example of this can be seen in Figure 12. Each sub-scene contains the prewritten story structures. The finite state machine architecture begins at the initial state and moves through the entire finite state machine, randomly selecting the path to take at each sub-scene. A sub-scene is a group of actions. At each sub-scene, the story structures are copied into the current story. This gives the listener the completed story when the finite state machine reaches the final state.
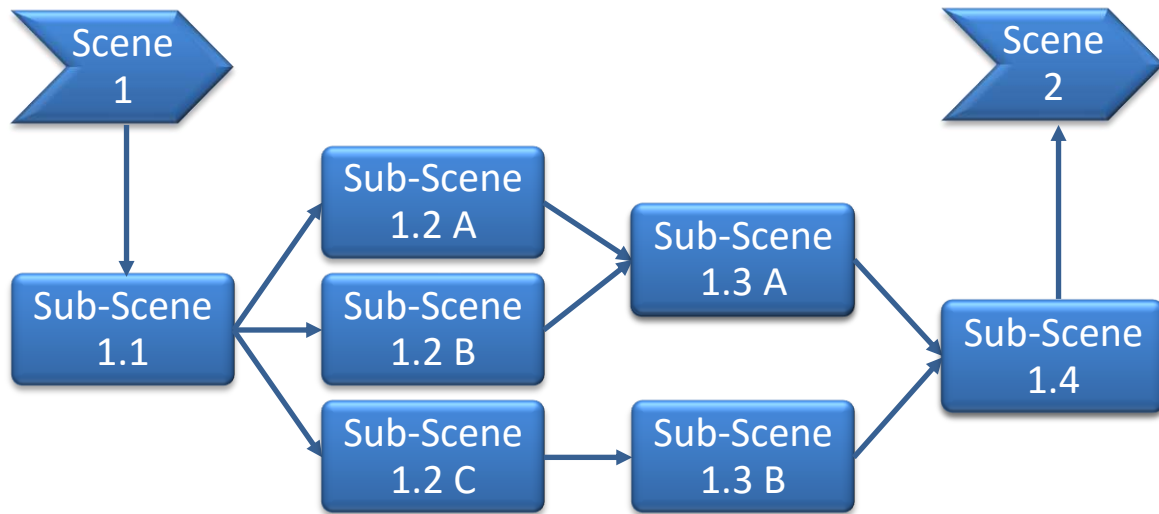
Figure 12: Detailed View of Finite State Machine

One of the main advantages of the finite state machine architecture is the completeness of the story structures generated by the systems. This is because the completed story and all possible variations have been prewritten by the author. A single finite state machine can produce several stories if the author so pre-written them. The listener has no influence over any of the events that occur within the story or even which paths the system takes through the finite state machine. The listener could create their own finite state machine for the system to use, but that would defeat the purpose of a system to automatically generate story structures.

2.5.4 Listener Triggered Scripts

The listener triggered scripts architecture creates a virtual world around the listener and responds to the listeners' actions in this virtual environment through use of pre-programmed scripts. The listener becomes a character within the story and in most instances, the listener takes over the role of the main character. Based upon the 'in story'

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decisions made by the listener, a pre-programmed script is triggered causing something to take place within the virtual world. There are two different types of systems that employ the listener triggered scripts architecture reviewed in Chapter 2: text-based and graphics-based.

Text-based systems have no visuals that the listener can see as they only use text to describe to the listener what is happening and where he is presently located within the story line. [Robertson & Young, 2015] An example of a few interactions within a text-based system follows. The user's input is on the same line the ">" symbol.

> You are in a forest. There is a river to the south. A path
>
> leads to the west.
>
> > go west
>
> A golden gate blocks your path.
>
> > open gate
>
> It is locked.

A text-based system forces the reader to use his/her imaginations while engaged in the interaction. MOE employs this type of text interaction to help the user solve a murder mystery. [Weyhrauch, 1997]

Because computer graphics have evolved so rapidly and are now able to display visuals as well as audio, it stood to reason that graphic-based systems would not be far behind. The visuals help the reader envision what the author intended the user to see. [Fendt & Young, 2014; Hodhod et al., 2014; Lakkaraju et al., 2014; ONeill & Riedl, 2014;

Robertson & Young, 2015] For example, the system may be describing a couple in an apartment with a white sofa.

Figure 13: Screenshot from FAÇADE [Mateas, 2002]

Because there are so many variables in that statement including things like the size of the apartment, the color of the walls and carpet, the size and placement of the sofa, where the people are located in the room, the reader may not have the idea that the author actually intended until it can be visually displayed, as can be seen in Figure 13. The reader may have envisioned an entirely different scene.   In these systems, the reader performs an action in the environment and the system responds using the triggered script. FAÇADE is an example of a graphical-based system in two dimensions. [Mateas, 2002]

Over a period of time, the graphical interface has expanded into the third dimension. This allows the reader to see the story and the story world from the eyes of the character they are controlling. An example of a system in three dimensions can be seen in Figure

14. Graphic-based systems in three dimensions can respond to the reader's actions within the environment.

Figure 14: Example of a Graphic-Based System in Three Dimensions ["Half-Life 2: Lost Coast," 2005]

One of the main advantages of the listener triggered scripts architectures is that the imagined world is always responding to the listener's actions within the environment. This is also a major weakness of this architecture because if a system is always responding to the listener, what happens when the listener stops providing input for the system to respond to? These systems are not reliable in the generation of a full story because a system cannot respond if the user is not constantly involved in the story.

2.6 Summary

This chapter reviewed the past attempts as well as the current state of the art of computer assisted narrative generation along with providing insights into creativity and natural

language generation techniques. The computerized storytelling systems above provide insights into different aspects of narrative story generation. A major component of a framework for creating interactive, real-time stories relies heavily on the ability to generate a story structures in real-time that can be changed. As seen above, computerized storytelling systems that are self reliant, with no input from the listener during the creation, can only produce a limited or single story and most of these stories are prewritten by an author. [Angelo et al., 2005; Bringsjord & Ferrucci, 2000; Kahn, 1979; Meehan, 1977] These computerized storytelling systems cannot adapt to the listener's desires without an author's input in prewriting the needed story. The rule-based computerized storytelling systems have the ability to produce a vast number of different stories. [Angelo et al., 2005; Bringsjord & Ferrucci, 2000; Meehan, 1977] However, for these computerized storytelling systems to produce a large number of different stories, a new set of rules needs to be created for each story. This can be a long and difficult process and if the set of rules is not accurate in any way, and they need to be adjusted somehow it could prevent the system from creating the intended story. These adjustments could be simple, such as changing the order of the rules, adding a new rule, removing rule, or modifying a rule. Naturally, only a few systems could be considered creative using the definition found in the discussion of creativity. [Tearse et al., 2010; Turner, 1991] Making this a goal is indeed a worthy pursuit.

CHAPTER THREE: PROBLEM DEFINITION

In this chapter, a concise statement of the problem addressed by this research is presented. The first section addresses the larger problem of creating real time stories. The second section focuses on the specific problems that occur when a computerized storytelling system becomes interactive and dynamic. The subsequent sections present the hypothesis and the contributions to the research community made by this dissertation.

3.1 General Problem

There are many reasons to create stories that are interactive and dynamic. Interactive, real time stories have many uses that can affect many aspects of our lives, from learning to training to entertainment. Prior to the internet, television and even the printing press, stories were often used to pass on knowledge to future generations by allowing them to learn from these stories. [*Aesop's Fables: together with the Life of Aesop*, 1897] These stories also have the added benefit of keeping us entertained. However, not all stories were able to pass on knowledge or entertain all readers because not everyone is entertained by the same events. However, if the story could be changed based upon input from the listener during the story, then a story could be made entertaining to most people. All of the interactive storytelling systems in the previous chapters require the listener to interact with the system in order to create a story. The listener takes the role of a character in the story, and in most cases he/she represents the main character. This constant interaction could prevent the listener from enjoying the story if they are always having to provide the hero's actions and not paying attention to the story itself. This has led to the storytelling systems to be more for entertainment than for passing on historical or personal based stories and the art of oral storytelling has vanished because of

advancing technology. Hence, the general problem in this dissertation is to contribute to the state of the art by creating interactive story structures without the listener portraying a character in the story that restores the art of oral storytelling for the listener.

3.2 Specific Problem

The general problem described in the above section yields two specific problems to be addressed on by this dissertation:

- Formulating an approach that can generate and allow changes to the story based upon the input from the listener during the telling of the story

- Overcoming the limitations of interactive computerized storytelling systems by not forcing the listener to play a role within the story

This list describes two issues that affect computerized storytelling. The first specific problem addresses the need to adapt a story to fit the preferences of the current listener. This allows a single story concept to become entertaining to everybody because it permits each listener to insert their own personal preferences upon the story if they want. Thus, the listener may make the story more interesting and amusing by personalizing the story.

The second specific problem addresses the implementation of the first specific problem. Most interactive computerized storytelling systems must have the listener become a character within the story itself. This allows the listener to make changes to the story based upon their actions but also forces them to keep interacting in order to assist the system in creating a story. In a certain types of stories, like bedtime stories, the goal is to relax the listener – who is typically a child - and enable them to go to sleep. Therefore, this constant interaction is counterproductive as it does not allow the child to rest as they are constantly trying to add more things to the story.

3.3 Hypothesis

A framework can be created using a contextual approach to generate an interactive, near-real time stories that are entertaining and interesting without the listener taking the role of a character in the story.

3.4 Contributions

The research described above differs from other work on computerized storytelling systems because it addresses the issue of interactivity without forcing the listener to participate as a character in the story. The specific contributions are as follows:

- An underlining algorithm that takes advantages of contextual reasoning to manage different types of reasoning operations at the same time. This algorithm is called Cooperating Context Method (CCM) and is described in chapter 4.

- A prototype computerized storytelling system that creates stories with or without a listener's input.

- Publishable results and data evaluating interactive computerized storytelling systems.

CHAPTER FOUR: APPROACH – THE COOPERATING CONTEXT METHOD

This chapter describes the conceptual approach taken to the story structure generation system that forms the basis of this dissertation. One of the main goals of the work presented in this dissertation is the generation of stories without depending on user participation in the portrayal as a character in the story, but still incorporating their request to modify the story. This chapter provides a justification for why a contextual approach was chosen, followed by discussions of different context-based models and why these systems were not deemed appropriate to use for this story generation approach. The Cooperating Context Method (CCM) is a novel approach introduced here that addresses the limitations of other existing context models. It is presented and discussed here in detail.

4.1 Context Defined

Context has been identified as an important component in many aspects of human intelligence according to [Sternberg & Grigorenko, 2004]. According to Sternberg and Grigorenko, context enables man to learn – not just in the here and now, but also taking information that has been learned in similar situations and utilizing it as a base of information to solve new problems and dilemmas in the future. As an example, a conversation that involves surfing has multiple meanings. If one is discussing surfing while at the beach, it is suggested that one is using a surfboard to ride the waves. However, if one is sitting at a computer, the term surfing would strongly suggest that one was browsing the internet.

Context has historically been used across multiple computing domains such as in natural language processing (NLP) [Guha, 1992], vision [Forman et al., 1984], and databases [Goh et al., 1994]. However, there is a lack of consensus on the definition of the term. Within the computing world, context has been defined in a variety of forms: a partially known collection of assumptions that may be infinite [McCarthy, 1993], a set of beliefs and/or preferences [Cahour & Karsenty, 1993], and a collection of context schemas [Turner, 1998]. Others have also used context in their work. [Fox et al., 1983; Guha, 1992; McCarthy, 1993; McDermott, 1982]

Knowing the context of a situation allows an agent to discard information that does not provide a solution to a current problem. In recent years, there have been a host of new approaches that use context to model human intelligence. For example, Turner created Context Mediated Behaviors (CMB) [Turner, 1998]; Brezillon created Contextual Graphs (CxG) [Brézillon, 2005] and Gonzalez & Ahlers created Context-based Reasoning (CxBR) [Gonzalez & Ahlers, 1998]. The research on context has been increasing evidenced by the number of publications on context that are presented at the worldwide Context conferences held every two years.

One of the reasons the contextual approach was investigated for this project was that the final goal was to develop an approach that would allow one to more closely mimic the human thought process in oral story telling. A contextual method was chosen as the approach to create a story generation system that could appropriately generate a story outline, generate the story that corresponded with the outline, and respond to a listener who wishes to change the story being told while maintaining this new story coherent.

4.2 Contextual Approach

Examining the goal of creating a system that can generate and tell stories that can be modified by a listener led to breaking down the approach into detailed design criteria and determining what needed to be emphasized to make this system appropriate for use in story generation and telling.

There are three design criteria in the process of designing a system that could produce a story generation and telling model. The three criteria are: 1) being able to plan out a story; 2) being able to create a narrative for to that story that is entertaining to the listener; and 3) being able to modify the story that could incorporate the listener's request in to the story. These criteria are discussed in the sections below.

4.2.1 Ability to Plan out a Story

Story tellers agree that an outline of the story is important to storytelling, as it allows the story teller to plan out what will to take place throughout the story. [Booker, 2004] This story outline allows the story teller to incorporate themes and to create a consistent theme throughout the story that is entertaining.

A contextual approach meets this criterion based upon many factors related to how an oral storyteller decides on the choices that must be made during the planning of the story.

1) Humans use our prior experiences to make decisions. Since each individual helps to regulate their environment through their activities, they are responsible in producing the experiences that form each of us. [Diamond, 1988; Kolb & Whishaw, 1998] This affects the type of experiences that we emphasize in our daily life.

2) Every person is an active agent in their environment by the actions and reactions produced by that individual. [Piaget, 1977] This indicates that humans use contexts to actively make decisions.

3) We select behaviors that we would like to see and promote in others. [Bandura, 1977] For example, humans promote prosocial behaviors by selecting those behaviors in a story to promote them in others. Through the use of context we can reproduce behaviors that we value and want our children to learn. We do this by demonstrating those behaviors in the proper context.

Based upon the work of these researchers, it is apparent that humans use context to make decisions in their lives. Therefore, to use a contextual approach to plan out a story is a logical extension of this idea.

4.2.2 Ability to Create a Narrative

Another criterion is the ability to create a narrative that is entertaining to a listener. This is an important design criterion because the story generation system must be able to create a series of events that is entertaining to a listener.   The generated story must be coherent so that if an action occurs, it is deemed possible by prior events, so that the entire story will make sense. For example, if the hero is on a ship sailing to an island, the story should not be able to jump to the hero walking to the island through the forest. The hero must disembark from the ship before he can walk on the island.

A contextual approach meets this criterion related to how an oral storyteller creates and tells a story.

1) As humans, we select words from conversations and writings that are familiar based upon the context of the learning associated with the word. [Treisman, 1964] For example, take the word "evolve", which means change. This word is generally associated with evolution or genetic programming, as it does carry that connotation. However, it can be used to express a change in landscape. As you landscape a yard, you generally change the appearance and as the plants grow and develop, the appearance continues to progress and evolve into mature plants which will change the look of the landscape.

2) The use of context works to help us comprehend not only what is being said but what the meaning behind what is being said. [Gernsbacher, 1993] We process the words based upon the context associated with that word. For example, the word "ice" has a variety of meanings but most individuals associate it the word with frozen water. However, adding the context of a jewel thief, the understanding of word may now switch to "diamonds".

After reviewing the works of these researchers, the contextual approach provides an effective method of generating stories. The contextual approach will be able to take advantage of the method that individuals use in language to communicate with others.

4.2.3 Modifying the Current Story to Incorporate a Listener's Request

The ability to modify the current story to incorporate the listener's request is the third criterion. This request is presumably based on the current story being told. Recognizing that the request can have repercussions on the rest of the story is important for the system, in order to account for it in the modification of the story line. As an example, we

can consider the listener who in the story wants to start a fire to prevent wild animals from coming into the camp, and ensuring that the request does not lead to an unexpected outcome of the entire forest burning down and everyone dying from an uncontrolled fire.

A contextual approach meets this criterion related to how an oral storyteller decides how to incorporate a listener's request and modify the story.

1) Studies have shown that individuals make decisions when solving problems by drawing upon past experiences to help us decide on solutions for our current issues. [Pennycook & Thompson, 2012; Pratt et al., 2011] This research demonstrates that we use context in order to provide better solutions for current problems and issues.

2) As individuals, we use context to observe behaviors of others, and when the observed behavior does not meet our contextual view, it is ignored as it does not agree with the context that we have of that situation. [Bandura & Walters, 1959; Bullock & Merrill, 1980; Elkin & Westley, 1955; Mischel, 1968] This affects story telling as the actions of each character must react in a believable manner; otherwise, the story is rejected as implausible.

After reviewing the works of these researchers, a contextual approach appears to be the best choice to mimic how a human modifies a story. The contextual approach will be able to take advantage of how a person reasons and will develop a story that is entertaining and believable.

4.2.4 Systems That Use a Contextual Approach

These criteria are essential when designing a story generating system that can mimic a person generating and telling a story. The contextual approach was chosen because it

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does meet these criteria based on the research cited. The contextual approach can take advantage of the mimicking of people and their use of context in problem solving scenarios. Some current story telling systems could be said to use context within the design of their system. For example, Façade and CRYSTAL ISAND both place the listener within the story portraying a character. [Mateas, 2002; Rowe et al., 2010] These systems respond to what the listener does within the story. By using the listeners' actions, it can be said that these two story generating systems are using context to respond.

Contextual approaches have been used outside of storytelling for other reasons. One of these systems was created to simulate a person answering questions about a particular topic of interest. An example of this is the Orlando Science Center Turing Test Exhibit. [Hollister et al., 2013; V. C. Hung, 2010] A contextual knowledge approach is used to interpret a visitor's questions and respond appropriately. The question and answer system in the Orlando Science Center exhibit was originally based on Hung's CONCUR process which is context-based. [Hung & Gonzalez, 2013]

Another example of using context is the CSS Design Process, which details and provides a way to design a context sensitive system. [Vieira et al., 2014] This system is simply used as a guide for researchers and businesses on building context sensitive applications for businesses in both public and private sectors. It is also designed to help teach the design of a context building system.

Another area that has used the contextual approach is in a workplace source code recommendation system. [Antunes et al., 2014] Companies have data bases of source

code used throughout many different projects. By using a context-based search and recommendation, they can help identify the most relevant code to be re-used in the current project.

Another example is the Context-Assisted Test Case Reduction (CATCR). [Batarseh, 2014] CATCR uses contextual inputs to reduce the testing time and effort that is required to properly evaluate a system using the software engineering system life cycle. This is achieved by reducing the number of test cases that will provide ideal coverage with no redundancy.

Contextual reasoning has been employed in the health care systems as well. [Schmidtke et al., 2014] It is important to have up-to-date information on the patient as well as medications that the patient may need based on past experiences with the disorder and the drugs used to treat it successfully. E-Health Systems benefit from having the ability to quickly reference and utilize patient records as well as research information. Ensuring that a patient is receiving the correct medication at the appropriate time is vital to the health of the individual.

Johnson & Gonzalez created Contextually-Based Observational Learning of Teamwork System (COLTS) [Johnson & Gonzalez, 2014] to allow multiple agents to learn team behaviors through observation. Each agent uses a contextual approach for learning behaviors. For example, the authors used a simulated fire fighting bucket brigade to learn to put out a fire through observational learning.

Based on the ability of the contextual approach to meet the needs of the above criteria, the contextual approach to story generation and telling was selected as the best method to

general approach to utilize in generating and telling stories. Next task is to determine exactly how to use context in this work. Three common contextual approaches that are candidates are discussed in the following pages.

4.3 Context Based Systems

Three common contextual models are discussed in detail in this section, with examples as to how they generally function and how they could potentially be used in story generation. An analysis of their respective strengths and weaknesses for story generation is also discussed. These three methods are: Context-Mediated Behaviors (CMB), Contextual Graphs (CXG), and Context-Based Reasoning (CxBR).

4.3.1 Context Mediated Behaviors (CMB)

A context in CMB is defined as a contextual schema (c-schema) and contains two different types of knowledge: *descriptive* and *prescriptive*. Descriptive knowledge describes to the system what the context or c-schema actually does. The descriptive knowledge contains salient features that are expected items in the current situation as well as items that must be present (must see). For example, in the scenario of a vehicle driving down a dirt road and the c-schemas representing that view is selected, an unidentified item on the road may be identified as a pothole. The system can make the assumption that it is a pothole, as this is expected in that current world view (context).

The prescriptive context knowledge tells the system how to behave in a given context. This knowledge is separated into two different types of behavioral knowledge: *goal directed* and *standing orders*. Goal directed knowledge is about what the goals are, and

how to achieve them. The goals have different priorities, depending on how they are assigned by the programmer and the likelihood of achieving that particular goal.

The standing orders are actually background behaviors that help achieve stability in the system by issuing specific basic commands to help achieve the goals of the context.

There are three aspects to handling events in CMB: *detecting the event, evaluating the importance of the event* and *if /how to respond.* Detecting a simple event can be easy, while more complex events must be broken down into smaller events. Evaluating the importance of the event is context dependent. Some events are considered non-eventful and would not be acted upon, while others may be more significant and require some intervention. An example may be hearing thunder during an approaching storm. If one is inside a building, the thunder would not require one to act; however, if one were outside, seeking shelter from the coming storm would be appropriate.
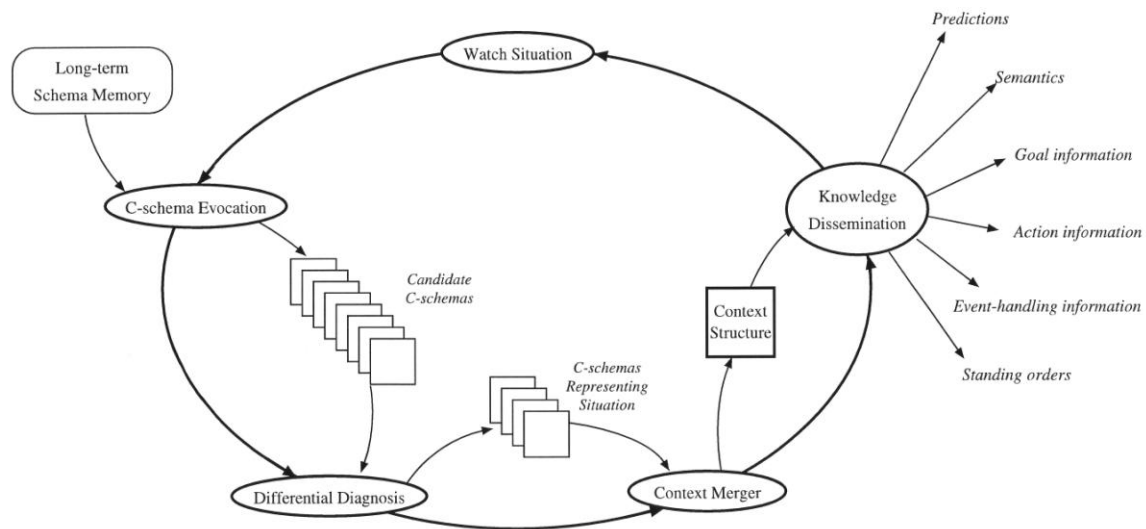
Figure 15: The Context Mediated Behaviors Process [Turner, 2014]

The final aspect is if/how to respond. In the previous instance – should one respond to an upcoming storm by trying to move into a building? That may depend on several factors that could include how close a building was and whether or not the building was, a safe place to shelter from the storm.

The overall CMB process is seen in Figure 15. [Turner, 2014] The first step is to analyze the situation to determine what needs to be accomplished. Once the system determines what needs to be accomplished, all the contexts (c-schemas) stored in the system are analyzed to determine which can assist with the current situation. Once all the c-schemas have been analyzed, one or more may be selected to apply their knowledge. These are then merged into one context in the working memory. The merging process can be performed several ways, but in the best scenario, no action is required because there are no conflicts within the knowledge. At other times, each context has conflicting knowledge that must be resolved internally through different methods of determining which knowledge is the correct one to use. One method of handling this conflict is to discard both pieces of conflicting information. Another method attempts to find a half-way point between the conflicting data. This new context with merged knowledge is then directly applied to the new situation. This new context is stored for possible recall and use later. After the new knowledge has been applied to the situation, the CMB system continues to analyze the situation and monitors for further problems. When the current situation demands that a new decision be made, the system begins the process again by re-evaluating the system and selecting the appropriate context or contexts again until the situation is resolved.

The classic example of driving a car is used to clarify how the CMB system functions. In this example, a car leaves a house in a neighborhood and drives through the suburbs to a highway. While in the neighborhood and then also on the highway, a child jumps in front of the car, causing the driver to have to violently manipulate the car to avoid hitting the child.

The CMB process begins by analyzing where the car is located. After analysis, an appropriate context design may be to drive slowly. When the child leaps in front of the car in the neighborhood, CMB is forced to reanalyze the situation and select different contexts. In this situation, the slow-speed context along with a person-avoidance context may be selected, merged and applied to the situation. After the vehicle has maneuvered past the child, the situation is again analyzed and the slow-speed context may be selected once again. As the vehicle makes its way to the highway, the situation is again reanalyzed and the appropriate contexts are applied, such as the high-speed context. Then, while driving on the highway, another child jumps out unexpectedly, causing the situation to be reanalyzed. CMB will select the person avoidance context along with the high-speed context in an attempt to merge the two contexts together and then applies that knowledge to the agent driving the car.

4.3.1.1 Strengths and Weaknesses of CMB

When applied to the generation and telling of stories, CMB offers some strengths as well as weaknesses. A major strength of the CMB process is how it searches for the appropriate contexts. All c-schemas are worth considering. Another strength to consider in the CMB system is the ability to handle minor differences within the current situation by utilizing minor changes. This is accomplished by using the combination of contexts.

However, there are two weaknesses that make the CMB system inappropriate as a story generation and telling system.

1) Valuable time is taken to search all the c-schemas, leading to inefficiency.

This weakness could conceivably make the CMB system ineffective for story generation because the CMB would be searching through all of the contexts available in that particular story but may not be relevant to the story being created. This problem is exacerbated when the listener makes a request to change the story, as the CMB system would again take a long time to change the story.

2) How contexts are defined.

Within CMB each c-schema defines what must be seen currently and what is expected to be seen by the system in its current world view. The system's current world view is defined by what the system can currently see and/or knows. In order for a c-schema to be selected, the items listed in the must see of the c-schema are required to be present in its current world view. Within the story telling task, in order to provide variations in the story multiple c-schema may be designed to cover the same part of the story. All of these c-schemas would become active all at one time causing an inconsistent story. For example, given the story of a village being saved from a monster by a hero, the hero must arrive at the town prior to saving the town. The hero can either be summoned to the village or wander into the village. Both of these scenarios would be represented by their own c-schema and will have identical "must-see" in the world view as the cover the same part of the story. This would mean that CMB would select both of these c-schemas and attempt to generate a story. Since both of these scenarios cannot be true at the same time,

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this would be considered a failure because the story created would be inconsistent. This indicates that to properly generate a story, there should only be only one of the scenarios above should be defined. This means that the same story will be generated with each run. Without any variations within the story, any listener input would be pointless, as there is nothing that can be changed.

<div align="center">4.3.2 Contextual Graphs (CxG)</div>

Contextual Graphs (CxG) was another potential contextual approach considered in this dissertation. The CxG system is like a decision tree with four built-in different contextual elements to analyze the situation, and contextual knowledge to respond accordingly. The decisions are made throughout the process by moving from the left to right, responding to questions and taking actions accordingly. A sample contextual graph may be seen in Figure 16. [Hollister et al., 2013]

The CxG contains four different components: *contextual nodes, action nodes, activity nodes,* and a *gap.* A CxG analyzes the situation using the contextual nodes, represented by a circle {1, 2, and 13} in Figure 16. The contextual node poses a question that the system or user must answer to determine the correct path forward. These questions can require a simple yes or no, or may demand more complex responses. For example, Fan et al. [2011] embedded extensive responses that may have helped researchers diagnose the presence of the avian flu in a patient. [Fan et al., 2011] The graph can be arranged so that there may be several contextual elements in a row to accomplish a complete analysis of the situation. This is the most important elements in a CxG. The second most important element in the CxG is the action node*,* represented by a square {3, 4, 7, 8, 10, 11, 12, 14, 15, 16, 17, 18, and 19} in Figure 16.
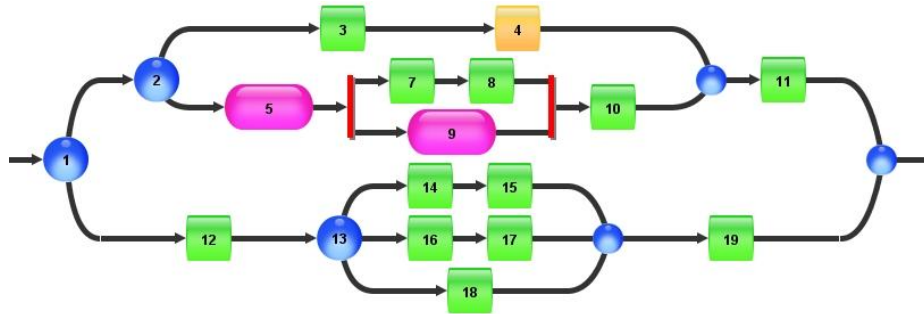
Figure 16: An Example of a Contextual Graph [Hollister et al., 2013]

Action nodes contain the knowledge of what to do in the current situation to address the issue, or to acquire additional information. The interesting design of the contextual graph allows its creator to put together a step-by-step process as to what is needed to address the situation. Action nodes can be placed anywhere in the graph, even before the contextual nodes. This could represent a step that needs to be taken prior to asking a question.

The activity node, represented by the oval shape, {5, and 9} provides the CxG with an interesting feature: a CxG within a CxG. This allows the developer to have a scalable design by allowing complex tasks to be represented by a single node.

The gap is represented by the line that occurs before node 5 but after nodes 7 and 9 in Figure 16. This gap signifies that the system does not have to make a decision but must execute all paths defined within the gap. The order of execution of the paths is up to the system/user running the contextual graph. This allows some flexibility in the execution of the CxG.

CxG has some fundamental differences from CMB, as CxG requires a decision tree to analyze the current situation to determine the appropriate context. In CxG, the context is defined as each individual contextual node in the contextual graph. Moving from contextual node to contextual node is a refinement of the context. That is, as more detailed questions are asked by the CxG, the context becomes more specifically defined. This fundamental difference dictates that CxG alters the context very rapidly as compared to CMB. Another fundamental difference is how the systems' controls actually move between contexts. A third fundamental difference is the type of information required in a context. Within the CMB, a context contains a variety of information, such as the prescriptive knowledge that is explicitly defined. However, in CxG, the only information that needs to be defined is what type of element is being sampled and its contents, for example, if it is an action node or a contextual element, the action required is different.
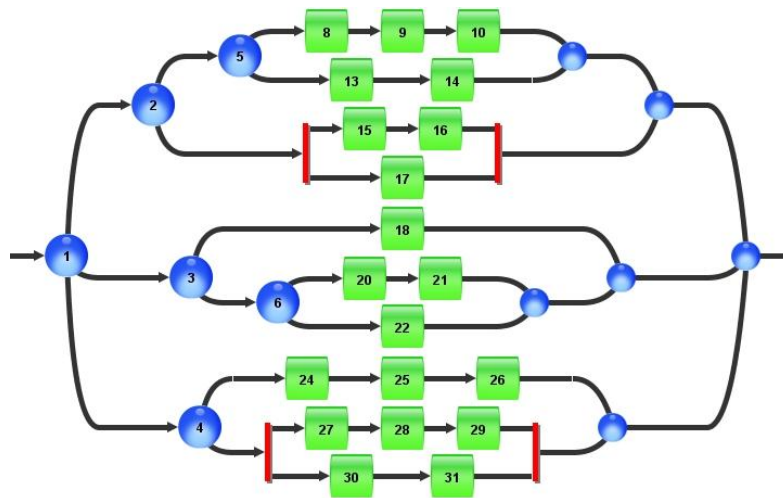
Figure 17: An Example of a Contextual Graph for Driving a Car

The classic example of driving a car is used to better understand how the CxG system functions again. The same example used in the CMB system is replicated here to provide

a more meaningful comparison. A CxG developed for the car driving example can be seen in Figure 17.

When the car begins driving in the neighborhood, the CxG analyzes the situation using the contextual node #1 at the beginning of the graph to determine the correct path within the CxG to be taken. Once the CxG analyzes the situation, a slow-speed driving action (node #18) may be utilized which may be an activity node. Upon completing the analysis, the CxG may be called over and over again until the current situation changes. Such a change in the current situation occurs when a child steps in front of the car. This causes a new path to be taken through the contextual graph, which enables a new course of action (nodes #24, #25, #26) to be put in place before the child is hurt. Of course, this would require a contextual node placed to constantly check to see if a child was in the road. After the vehicle has successfully avoided the child, the slow-speed driving (node #18) along the path would be selected and the vehicle would proceed on the drive until the vehicle enters the highway. Once the highway mode (nodes #8, #9, #10) is achieved, and another child enters the highway, the CxG agent is able to avoid hitting the child by analyzing the situation and taking evasive maneuvers (nodes #24, #25, #26).

4.3.2.1 Story Generation Example Using CxG

Utilizing a generic hero/monster encounter, the CxG model will be employed in the generation of this genre of story. It must be noted that the author did not actually build a story generation system in CxG, so the proposed story is only well-intentioned approximations of how CxG would concoct a story of that genre. This short story will involve a hero/monster encounter with a hero encountering a town in distress. To rescue the town, the hero must vanquish the evil monster.
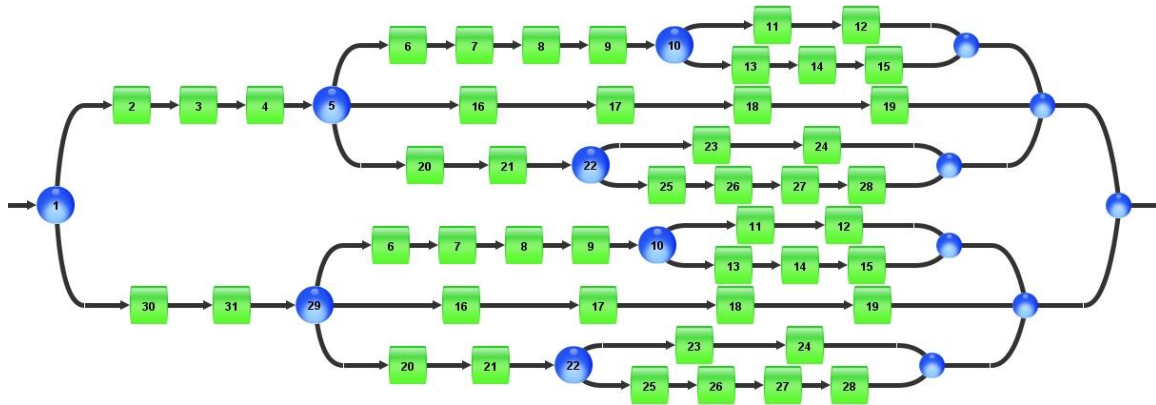
Figure 18: Example of a CxG to Generate a Hero/Monster Story

In this example, the listener will make all the decisions in the decision tree as we generate a part of the hero/monster story. Starting with node 1: the listener is asked how does the hero get to the village? The listener is given 2 options: wander into the village or be called to the village. Selecting the wandering-into-the-village option, CxG moves to nodes 30 and 31. These nodes contain the text of the story about the hero on an adventure, who becomes lost and wanders into a village. In this village, the hero notices something strange and inquires about it from a local villager. The hero then seeks to see the chief of the village to see how he may help with the problem. This is when the listener reaches node 29 within the CxG. Here the listener must make a decision as to how the situation will be handled by the hero. The options are: to run away (node 6), to outsmart the monster (node 16), or to fight the monster face-to-face (node 20).

The listener makes the decision to defeat the monster by outsmarting it and executes nodes 16-19. Here the system generates the story of how the hero discovers a weakness in the monster and uses that weakness to set a trap. The trap is successful and the village is saved. This will be the end of the story as the CxG reaches the final node.

4.3.2.2 Strengths and Weaknesses of CxG

When applied to the generation and telling of stories, there are strengths and weaknesses associated with the CxG. A major strength of this CxG process is the robustness of handling the same situation many different times. This is an advantage because no matter what occurs, the CxG model will always generate a story.

However, there are four distinct weaknesses with the CxG applied to story generation and telling.

1) The large size of the graph needed to contain a story

The graph containing an entire story could easily have thousands of nodes that would need to be created and carefully maintained. For example, the Orlando Science Center Exhibit utilizing an Avatar Contextual Graph contains well over 1,000 nodes for a five minute long exhibit. [Hollister et al., 2013]

2) CxG's were created for the purpose of decision support

This could lead the hero to duplicate his actions throughout the story multiple times, and lead to a story that is not very entertaining for the listener. There would be a constant repetition of continuously checking for abnormal elements such as a child jumping in front of the car which would produce irritation in the listener by always having to answer a repetitive question.

3) The entire story must be pre-written and pre-defined

The CxG uses the same text when the same path is chosen so there is no variation in the story. Having the listener make decisions at a contextual node enables the system to

essentially mimic Packard's Choose Your Own Adventures series for children, as this is how the books are designed to be read. [Packard, 1976]

    4)   Limited number of stories that could be generated

In Figure 20, there are only 10 different stories that can be generated based on the possible choices that can be made. Once the listener has listened to them, they will become repetitive and perhaps boring.

4.3.3 Context-Based Reasoning (CxBR)

Context-Based Reasoning (CxBR) continuously seeks to identify the context in which an agent finds itself throughout the execution of a mission so that it knows how to act properly at all times. It utilizes environmental cues to transition between different contexts through pre-defined transition criteria. There are two major components in a CxBR model: the *contexts* and the *transition rules*. The contexts contain the knowledge about how to act when in a specific situation. These contexts can be organized in a hierarchy determined by the creator of the system. However, only one context may be *active* (in control of the agent) at a given time. The top level contexts are known as *major contexts* and cover the broadest situations. Other types of contexts are known as *sub-contexts* and provide a way to specialize areas of knowledge that are more manageable in size. A *sub-context* can have its own *sub-context* with even more specialized information.

The *transition points* are the most important aspect of CxBR and are what distinguishes this system from all of the other systems discussed. They define how to move between contexts. When in a particular context, the system only looks at the transition rules

relevant for that particular context. The developer has given extra knowledge through the transition rules of what contexts should be analyzed in the next sequence in a particular context. This is a distributed control method as opposed to the centrally controlled method seen in CMB.

For example, consider our example of driving a car. There are various rules that a driver has to follow in the course of a road trip from a house to a highway, while avoiding children jumping in front of vehicles. CxBR allows the driver agent to only concern itself with a small set of rules by recognizing the current situation and consequentially, the context that prescribes its actions. In a neighborhood setting, a driver needs to watch out for children crossing the road and not exceed 25 mph. However, one does not have to worry about passing other cars as one would in a highway setting. Figure 19 is an example of a transition among contexts within a CxBR model of a driving agent.
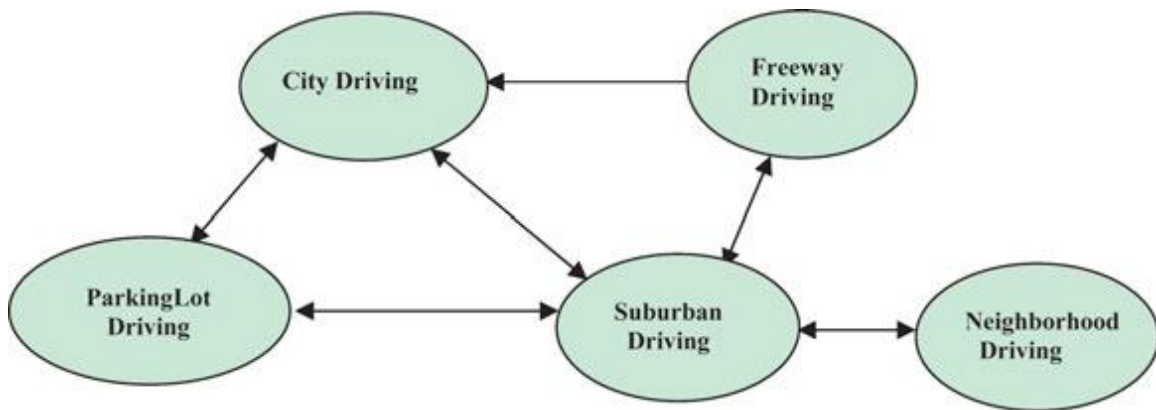
Figure 19: Context Map of Context-Based Model of Automobile Driving Mission
[Gonzalez et al., 2008]

Given the example of a car leaving a house and getting on a highway, the agent in Figure 19 would begin in a neighborhood driving context. As the agent leaves the neighborhood, it would move into the suburban driving context. As defined in Figure 18,

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suburban driving may not equate to neighborhood driving.   If a child ran out into the street, the appropriate sub-context within the current context will be activated. If properly defined, it will cause the agent to quickly stop the car to avoid hitting the child. As our car gets on the highway entrance ramp, this tells the agent to transition into the freeway-driving context. On the highway, if there was another child that jumped in front of the car, the CxBR system may not be able to avoid striking the child as this may not have been an action that the author had pre-planned to have occurred, and there may not be a sub-context that could avoid striking a child on a highway setting. This could be because a child in the middle of the road would not be expected in a highway setting and thereby involve a surprise to the driver. This in some ways mirrors real life. Furthermore, actions to avoid hitting a child on a highway (if such were to be expected) would be different than those used to avoid hitting a child in a neighborhood setting.

4.3.3.1 Story Generation Example Using CxBR

The CxBR method contains a version of the model within every character. This individual version drives the action of each character. This simply indicates that every character is controlled by the model, and allows every character to act independently and react with the story. A story can be generated based upon the actions that each character performs, thus our hero can decide to go to the town and fight the monster.

Utilizing a generic hero/monster encounter, the CxBR model will be employed in the generation of this story genre. This short story will involve a hero/monster confrontation that involves a hero who encounters a town in trouble. To rescue the town, the hero must conquer the wicked monster. Please note that the author did not actually build a story

generation system in CxBR, so the proposed story is only a well-intentioned estimate of how CxBR would construct a story of this genre.

All the characters would be placed in a virtual environment in which they could interact what each other. This virtual environment could be in a 2-dimensional or 3-dimensional setting using a game engine such as the Unity game engine. ["Unity - Game Engine," 2016]   Once the characters are placed in the setting in this virtual world, the system would begin and allow each character to make their own decisions as to how and what actions to take. The main character's actions could be directly translated into the text of the story. The text could become repetitive and boring because the same type of text will be produced. For example, the hero moves left, the hero moves left, etc. It is not until the hero encounters something different that the text of the story will change. When the hero encounters a different character, there would be no dialog as the CxBR has no intrinsic method of producing text. (The other methods discussed also lack this ability.) Only the actions taken by the main character would be recorded. To simply say that the hero faced a monster and defeated it would make a very uneventful and boring, story as there are no details of the action for the slaying of the monster.

There is a possibility that the story generated will not contain any interactions with other characters. Each character makes its own decision within the virtual environment. There is no way to "force" an interaction between two characters and without the interactions, nothing exciting will occur in the story.

Again this model does not have any method available for taking listener input and working with it to change the story.   A potential method for taking listener requests

would be to allow the listener to have complete control over a character in the story. The listener would provide all the decisions that the character would have to make throughout the entire story. Story generation using this method of utilizing the listener to participate in the generation of stories is specifically avoided in this dissertation.

4.3.3.2 Strengths and Weaknesses of CxBR

When CxBR is applied to story generation and telling, the contextual knowledge that exists in the predefined transition rules is a strength because it provides a way to handle known changes as the story unfolds.

There are four weaknesses that make the CxBR system inappropriate as a story generation and telling system.

1) Has to define similar contexts in multiple locations within the model

Similar contexts must be placed across the model in order to anticipate and cover all possible scenarios that could occur. This ensures that no unanticipated behaviors are performed when an unexpected event is encountered.

2) The predefined transition rules

No competition is held among the potentially applicable contexts to determine which to activate in that setting. If CxBR encounters similar situations, it will move towards familiar solutions.

3) Story from multiple perspectives

CxBR generates stories in the first person perspective. However, stories are not usually told from first person perspective. While this may work in stories such as Beowulf, not all stories use this style. ["Beowulf," 1000] The reader is often made aware of details from the perspective of the main character by a narrator. For example, the Lord of the Rings Trilogy tells the story from multiple perspectives. [Tolkien, 1954a, 1954b, 1954c] The story does not strictly cover just the travels of Frodo Baggins and Samwise Gamgee but extensively covers the travels of three other main characters: Gimli the dwarf, Legolas the elf and Aragorn the human as they battle an army of Orcs. This type of storytelling is not allowed with the CxBR model.

4) Redundant Stories

During the second time of generating the story, each character will transition to the same contexts as they did the first time around, because of the predefined transition rules. These rules are defined by the developer of the model and they tell the model how to transition between the contexts.

4.3.4 Weaknesses of Current Context-Based Models for Story Generation

The weaknesses in the above sections can lead to three fatal flaws in the generation and telling of stories. These weaknesses are discussed in the following subsections. Some strengths are also discussed.

4.3.4.1 Potentially Redundant Stories Being Produced

A common weakness of the these systems discussed above results in potentially repetitive stories being produced by each of the models based on the sequencing of the contexts and how the contexts are defined. This is a result of the pre-set contexts to manage situations

that can arise during the story generation.   All three of the above systems share this weakness. Each of these methods analyses the current situation and responds with contextual knowledge that has been pre-defined by the creator of the system. This means that there is an inherent limit to the function of the system that requires that the knowledge base be defined a prior.

4.3.4.2 How they each define context

Another weakness common to all these contextual approaches is how they each define context. In CMB, the context describes how the external view of the world should appear to the system before a particular context can be chosen. This includes items that are expected to be there and those that must be there. CMB utilizes the expected knowledge of the outside world to classify and make assumptions about unknown items which could lead to a misclassification of an item. This in turn could lead to misidentification of objects that could cause the story produced to not have the positive outcome that would be entertaining for the listener.

The CxG view on context is the current location within the contextual graph. This may lead to a fundamental flaw for storytelling, because the creator would need to understand and be able to anticipate all possible combinations of items, locations and main characters in order produce a story that not only makes sense but is logical in the story sequence.

In the CxBR model, only one context can be active at any given time. Multiple characters could misread the current context causing them to activate different contexts. Since the transitions between the different contexts are predefined, there is no variability in how an agent can handle similar situations.

4.3.4.3 Justification for a New Contextual Approach

Looking at the strengths and weaknesses of these systems, it is evident that by combining the strengths of CxBR and CMB that the weaknesses could be overcome and a more efficient context model for the generation and telling of stories could be created. The overall strength of the CxBR system is the contextual knowledge of what contexts to review in order to generate entertaining stories.

The strength of the CMB is how the search process is managed. All contexts are considered, which allows the system to handle all variations of scenarios that may not have been considered in the CxBR model. However, considering and reviewing all contexts, may slow down the system as is the case in the CMB model. In the CxG model, the weaknesses of the system may not be easily overcome in story generation.

By utilizing the contextual knowledge from the CxBR model, to the search process of CMB, a new method could be designed that would eliminate over-searching and still maintain flexibility within the search process. This new method must be able to meet the design criteria of 1) being able to plan out a story; 2) being able to create a narrative for to that story that is entertaining to the listener; and 3) being able to modify the story that could incorporate the listener's request in to the story. This indicates that the system must be flexible enough to handle different situations and tasks without succumbing to the weaknesses discussed above. Santayana in his 1905 book [Santayana, 1905], alluded to the fact that one must analyze the past in order to look forward. This is what this new method called the *Cooperating Context Method* (CCM) does for contextual story generation and telling.

4.4 The Cooperating Context Method (CCM)

The *Cooperating Context Method* (CCM) was formulated for the purpose of creating and telling stories because there were no adequate existing contextual approaches suitable for interactive story generation. This new model is used within CAMPFIRE STS, which will be discussed in Chapter 5. CAMPFIRE STS can intelligently build quest stories that are entertaining and creative with or without input from the listener.

4.4.1 Conceptual Differences Between the Contextual Approaches and the CCM Model

The CCM model was designed to utilize central processing as seen in CMB and the transition knowledge from CxBR models to create a system that has a rapid response time and that is efficient and well-organized. A major difference between the three already discussed contextual model approaches and CCM is the way each model views context. The three existing models view of context (as discussed above) elucidates the problems associated with their use in story generation. The major dilemmas of these models include items not defined that could lead to misinterpretation, and models that only allow one context to be active at a time. Within the CCM model, a context is defined as a set of tasks to be accomplished. This model was developed to mimic human behavior and thought processes. This is supported by research into how individuals utilize context and contextual learning in memory. [Parker et al., 2013]

Another major distinction between the CCM model and the other contextual approaches discussed is the use of recursive behaviors. CMB and CxBR have no means of producing recursive behaviors. Within CxG the activity node does allow a contextual graph to have some recursive behavior, but this was never the intended use of an activity node. Rather, it was added to allow a contextual graph to be scalable. CCM allows recursive behaviors.

Although within the storytelling task, only one iteration is required in order to generate a new story, with different settings that is merged during a requested change. Other projects may implement this recursive behavior due to their need.

4.4.2 Definition of Terms that are used within the CCM Model

This section contains a list of terms used throughout the description of CCM. Each term is defined and its functions are described. If the term is an item created by the CCM, how that item is created is also discussed in this section.

Active Context List (ACL): The ACL is a list of contexts that are currently in the process of being executed. This list is created during the search stage of the CCM.

Context List (CL): The CL is a list of all of the contexts in the CCM application. This list is created by the developer when the system is started and does not change. The context list is stored within the model and not the knowledge base.

Contextually Irrelevant List (CIL): The CIL is created and maintained within the overall CCM process. It contains a list of contexts that have been deemed inappropriate for the next cycle of execution. The developer has deemed these contexts to be extraneous to the solution of the current situation based upon the contexts that are currently active. This list is created at the end of a cycle using the contextual knowledge contained within the contexts that are presently being executed.

Contextually Relevant List (CRL): The CRL is created and maintained within the overall CCM process. It contains a list of contexts that have been deemed appropriate for the next cycle of execution as it should be examined more closely as a solution to the current situation based upon the contexts that are currently active. This list is created at

the end of a cycle using the contextual knowledge contained within the contexts that are presently being executed.

Cycle: A cycle refers to one loop of the CCM process. This loop contains a complete search and execution stage.

Deep Search: Utilizes the initial search results to create a list of contexts that are best suited for the current situation

Future Active List (FAL): The FAL contains a list of contexts that will be executed during the next execution stage of CCM. This list is created during the deep search within the CCM. The difference between the FAL and ACL is that the ACL list has already been executed. The contexts within the FAL have not been executed as of yet and is the result of the deep search.

High Priority List (HPL): The HPL contains a list of contexts that are known to be able to help with the current task list and are currently listed in the CRL. This list is created during the initial search.

Initial Search: Refines the search context list into the high priority (HPL) and low priority lists (LPL).

Knowledge Base: The knowledge base contains information used throughout the story. All the characters, monsters, and locations are stored within the knowledge base. The CL is not stored within the knowledge base.

Low Priority List (LPL): The LPL is a list of contexts known to be able to help with the current known task list and are not presently listed in the CRL. This list is created during the initial search.

Search Context List (SCL): The SCL is created during the initial search. This list contains the contexts to be searched during the current execution cycle. It may or may not contain all the contexts that are contained in the CL. This list is created by taking the CL and removing those that are on the CIL.

Task List (TL): The TL is a list of tasks of what the CCM determines is necessary regarding a solution in the current situation. It is created when the CCM analyzes the current situation.

4.4.3 Contents of a Context in the CCM Model

A premise in the contextual approach is that humans make decisions based upon a small subset of their knowledge. Within CCM, this subset of knowledge is further broken down into a set of contexts that are best suited to handle the current situation. When the current situation changes, one or more contexts can be combined to handle the new situation.

A single context within CCM contains three pieces of knowledge: *descriptive, prescriptive* and *contextual*. The descriptive knowledge describes the context to the system, the prescriptive knowledge performs the action of the context, and the contextual knowledge contains knowledge about relationships to other contexts. Each portion of knowledge is described in detail in the following sections.

4.4.3.1 Descriptive Knowledge

The descriptive knowledge describes to the system what knowledge is contained within the context. Each context contains a list of tasks that it can solve. There are two other functions within this knowledge that help describe the context to the system. The first function receives a list of tasks that was generated by analyzing the current situation and returns a Boolean true if any of the context's tasks appears on this received list. The second function also receives a list of tasks but returns a numerical score on how well the context is able solve the task given this task list. The numerical score is calculated independently within each context. This calculation may be a simple fixed number or may be as complex as needed to describe the context to the system. Most of the contexts within the CCM prototype use a scoring method that adds points for the items that the contexts can solve and subtracts points for extraneous tasks - aka tasks that it cannot solve. A scoring function from a context can be seen in Figure 20. In this function, a task list that is generated by analyzing the current situation is compared to the task list within the context. The score begins at zero. For each matching task, three points are added to the score and a point is subtracted for each task that does not match.

```
public override int RuleRank(List<TASKS> T, STORYSETTINGS StorySettings)
{
    int rank = 0;
    foreach (TASKS t1 in T)
    {
        foreach (TASKS t2 in Tasks)
            if (t1 == t2)
                rank += 3;
            else
                rank--;
    }
    return rank;
}
```

Figure 20: A Scoring Function for a Context

4.4.3.2 Prescriptive Knowledge

The prescriptive knowledge within the context allows the agent to perform whatever actions the context prescribes for the agent. For example, the knowledge of how to select a monster that will best fit the story by analyzing each monster in the knowledge base. Another example of prescriptive knowledge is the action of how to generate the text of the story at a specific location in the story. This knowledge is relevant to the task(s) that the context is designed to accomplish. The action performed by the context could include a recursive call to the CCM process allowing the context to perceive a different variation of the current situation. The recursive call is used to incorporate a listener's request into the story by calling the CCM process to generate a completely new story within a single context. Within a story generation and telling task, this system can modify the story settings and generate a completely new and different story.

4.4.3.3 Contextual Knowledge

The third piece of knowledge is the contextual knowledge. This knowledge contains information about relationships to other contexts. There are two types of contextual knowledge: *contextually relevant* and *contextually irrelevant.* This knowledge is stored within each context in two separate lists. One list is for the contextually relevant and the other list is for the contextually irrelevant. These lists are created by the developer during the creation of the context. During the CCM process, this knowledge is used to create the CRL and CIL. These lists allows the CCM to evaluate all the contexts during the next cycle, except for the ones that have been deemed irrelevant by the developer, while others have been given higher priority. The contextual knowledge allows the CCM model to

evaluate more rapidly by focusing on contexts that are deemed to have a higher likelihood of success than those deemed more likely to fail.

4.4.4 The CCM Process during One Cycle

This CCM cycle begins with the system analyzing the current situation to create a list of tasks that need to be accomplished. Figure 21 illustrates the CCM cycle.
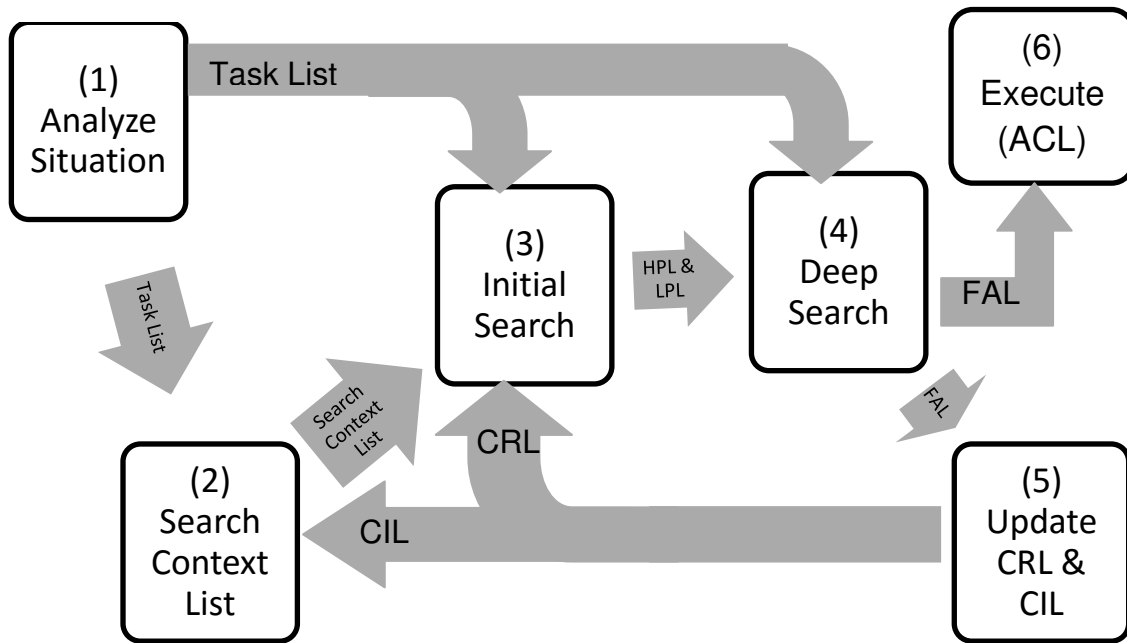
Figure 21: The Cooperating Context Method Process

Creating the task list is completed by examining the current situation (Figure 21 Block #1) and determining what tasks must occur to properly manage the current situation. Within the CAMPFIRE STS, this task list is generated by looking at the story outline in the current part of the story. The story outline contains two lists of tasks: 1) tasks for completing the story outline and 2) tasks for text generation. Based upon what task the CCM is engaged, determines which list is used as the task list. For example, if the system is analyzing the first part of the story for the completion of the outline, then tasks will be

generated to select main characters in the story. In order to create the task list for the changing of the story, a function looks at different items and settings within CAMPFIRE STS. Based upon the presence of these items and settings, the task list is created. The last step in the CCM process is to create two lists: contextually relevant (CRL) and contextually irrelevant (CIL). During the first run of the CCM process, these two lists are empty. These lists are produced by analyzing the contextual knowledge of the currently-active contexts and considering which contexts are relevant and irrelevant for the next execution cycle; however, before these lists are created, there are several more steps that occur.

Once the task list has been created, the search context list algorithm (Figure 21 Block #2) creates a list of all contexts and removes the contexts that are listed in the contextually irrelevant list (CIL). This is done to ensure that these inappropriate contexts will not be executed during the next cycle of execution. This allows the developer of the CCM model to impart knowledge into the system of contexts that should not be executed while in the current context.

The initial search algorithm (Figure 21 Block #3) analyzes each context in the context search list to determine whether it is capable of assisting with any task on the current task list. If the context is determined to be able to solve at least one of the tasks, it is moved to one of two lists: *high priority list* (HPL) and *low priority list* (LPL). The high priority list (HPL) contains contexts that can complete at least one task or more and are listed within the contextually relevant list (CRL) for the active contexts. The contexts that can solve a task but are not on the contextually relevant list (CRL) for active contexts are placed on the low priority list (LPL). This is how the system can use contextual knowledge

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imparted by the developer when he/she created the context to analyze and give higher priority to certain contexts while not becoming repetitive in nature.

Once the high priority (HPL) and low priority lists (LPL) have been completed, the deep search algorithm (Figure 21 Block #4) first uses contexts from the high priority list (HPL) to complete as many tasks as possible. This is accomplished by reanalyzing the contexts within the high priority list (HPL) to determine which contexts can best accomplish the tasks using the contextual descriptive knowledge.

The contexts that are able to best perform the tasks is removed from the high priority list (HPL) and placed on the future active list (FAL). The tasks from this context that were able to be solved are removed from the active task list. This task removal is designed to prevent overlap within the story itself.

If the high priority list (HPL) cannot complete all the tasks, the system will then analyze the low priority list (LPL) ensuring that all contexts that are not deemed irrelevant are analyzed and a solution from the low priority list (LPL) may be utilized to solve the problem. The selection process ends when either all the tasks are completed or no more contexts can be added to the future active list (FAL). This means the system could create a solution that only partially completes the required tasks. If CCM is unable to locate an exact solution, it may apply a partial solution in an attempt to rectify the situation. This allows the method to continue processing even if an exact solution could not be found. This way, a solution to solve the problem may be found during the next execution cycle.

The last step in the CCM process is to update the contextually relevant (CRL) and contextually irrelevant list (CIL) (Figure 21 Block #5). This update is completed by an

algorithm to complete the task which is designed to update both lists. This is accomplished by analyzing the contextual knowledge of the contexts being executed. Each context being executed has its own designated list of contextual relevant and irrelevant contexts that was created by the developer and must be merged into two complete master lists that can be utilized during the CCM process. The contextual knowledge from the contexts in the active context list (ACL) is used to create new lists of contextual knowledge for the next cycle of execution.

When merging these two lists, there is a possibility that a context may end up on both lists, the relevant contextual knowledge list and the irrelevant contextual knowledge list. This could occur by the system selecting contexts that the developer did not consider when developing the CCM model. If this occurs, then the knowledge is in conflict with itself and is not added to either list. After execution of the contexts in the active context list (ACL), the system starts the whole process over again by allowing the system to analyze the current situation to create a list of tasks that need to be completed.

4.4.5 The CCM Algorithm

The overall CCM algorithm is discussed in this section. It contains many steps. Some of the steps are broken down into their own algorithms and discussed later in this section. The overall CCM algorithm is discussed first to provide an overview. The overall CCM algorithm is followed by a detailed discussion of the four individual algorithms that compose the CCM. The overall CCM algorithm can be seen in Figure 22.

The algorithm begins by defining a list of all the contexts (CL), the contextually relevant (CRL), the contextually irrelevant list (CIL), and the active context list (ACL). The list

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of contexts is created by listing all of the contexts that are contained within CCM. Initially, only the list of contexts (CL) is populated. The contextually relevant (CRL) and the contextually irrelevant list (CIL) are populated by the algorithm that updates these lists. The active context list (ACL) is populated after the deep search has identified contexts to be activated. The main loop begins by analyzing the current situation which generates a list of tasks. This is completed by examining the current stage in the story outline and determining if the CCM needs to fill in the story outline or generate text.

1. Define Contexts (CL) by the developer
2. Define Contextually Relevant List (CRL) created during CCM
3. Define Contextually Irrelevant List (CIL) created during CCM
4. Define Active Context List ACL created during CCM
5. Main Loop
   a. Analyze Current Situation
        i. Define Task List TL
   b. Create Search Context List via **Search Context List Algorithm**
   c. Create High and Low Priority List via **Initial Search Algorithm**
   d. Create Future Active List via **Deep Search Algorithm**
   e. Move Future Active List to ACL
   f. Execute ACL
   g. Update CRL and CIL via **Update Contextually Relevant List and Contextually Irrelevant List Algorithm**
   h. Return to 5
6. Exit Condition: Finished Analyzing Last Stage of Story Outline

Figure 22: The CCM Algorithm

A list of tasks related to these different processes is generated based upon the outline. This list of task and the full list of contexts are used with the search contexts algorithm. This algorithm generates a list of contexts that need to be searched. This list of contexts

and the task list are used with the initial search algorithm, which generates the high

(HPL) and low priority lists (LPL). The high (HPL) and low priority lists (LPL) and the

task list are used with the deep search algorithm to generate a future active list (FAL).

The future active list (FAL) is processed to update of the contextually relevant (CRL) and

contextually irrelevant list (CIL). After the contextually relevant (CRL) and contextually

irrelevant lists (CIL) are updated, the future active context list (FAL) is moved to the

active context list (ACL) and executed in order of priority. The CCM algorithm ends

when there is nothing left to analyze. Within the story generation task, this occurs with

the completion of the story.

4.4.5.1 The Search Context List Algorithm

The Search Context List Algorithm identifies the first contexts to search after analyzing

the current situation. This algorithm is clear cut because it begins with the entire set of

contexts and removes the contexts that have already been placed on the contextually

irrelevant list (CIL). The contextually irrelevant list (CIL) is created as one of the final

steps of the search. The algorithm for this step can be seen in Figure 23.

---

1. Given Contexts (CL)
2. Given Contextually Irrelevant List (CIL)
3. Define Search Context List (SCL) = CL - CIL

Figure 23: Search Context List Algorithm

4.4.5.2 Update Contextually Relevant List and Contextually Irrelevant List Algorithm

The algorithm to update the contextually relevant list and contextually irrelevant list

defines how to create the contextually relevant (CRL) and the contextually irrelevant list

(CIL). This algorithm is designed to efficiently to sort out conflicts that may occur at a later date in the CCM. The algorithm can be seen in Figure 24.

1. Given Future Active List (FAL) from **Deep Search Algorithm**
2. Given Contextually Relevant List (CRL)
3. Clear CRL
4. Given Contextually Irrelevant List (CIL)
5. Clear CIL
6. For each context in the FAL C ∈ FAL
   a. Add C's Contextually Relevant to CRL
   b. Add C's Contextually Irrelevant to CIL
7. For each context C ∈ CRL
   a. If C exists in CIL
      i. Remove C from CRL and CIL

Figure 24: Update Contextually Relevant List and Contextually Irrelevant List Algorithm

The algorithm begins by clearing the contextually relevant list (CRL) and contextually irrelevant list (CIL) created during the previous cycle. This is done to ensure no context stays on any list longer than necessary. The algorithm analyzes the contextual knowledge of the currently-active contexts and considers which contexts are relevant and irrelevant for the next execution cycle. This is done by examining the contextual knowledge within each context on the future active list (FAL). All the contextually relevant contexts that are listed in the active contexts are placed in the relevant contexts list. Likewise, all the irrelevant contexts from the active list are placed in the irrelevant contexts list. The algorithm then analyzes both lists for conflicts. If a context appears in both lists, it is removed from both lists. This was done to eliminate conflicting actions.

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4.4.5.3 The Initial Search Algorithm

The initial search algorithm uses the search contexts list and the task list to generate a high (HPL) and low priority list (LPL) of contexts that needs more scrutiny. This algorithm can be seen in Figure 25.

1. Given Search Context List (SCL) from **Search Context List Algorithm**
2. Given Task List (TL) from Analyze Current Situation
3. Define High Priority List (HPL) created in this Algorithm
4. Define Low Priority List (LPL) created in this Algorithm
5. For each context C ∈ SCL
    a. Analyze C with TL
    b. If C returns True
        i. If C exists in CRL
            1. Add C to HPL
        ii. Else
            1. Add C to LPL

Figure 25: Initial Search Algorithm

The search context list is created by the search context list algorithm. This algorithm begins by calling a function within the descriptive knowledge of every context within the search context providing the task list. This function will respond with the Boolean value of true if the context can solve any of the tasks. This function is how the algorithm eliminates contexts that are unable to solve any of the tasks. When a context sends this value, the algorithm then looks over the context list to see if the context name appears on it. If this context name appears on the contextually relevant list (CRL), that context is then placed on the high priority list (HPL). If it is not on that list, it is placed on the low

priority list (LPL). Contexts that send a Boolean value of false are neglected as they are

unable to assist with the current task list.

4.4.5.4 The Deep Search Algorithm

The deep search algorithm analyzes the high (HPL) and low priority lists (LPL)

generated by the initial search algorithm to generate a list of contexts in the order in

which they should be executed. This algorithm can be seen in Figure 26.

1. Given Task List (TL) from Analyze Current Situation
2. Given High Priority List (HPL) from **Initial Search Algorithm**
3. Given Low Priority List (LPL) from **Initial Search Algorithm**
4. Define Future Active List (FAL) created in this Algorithm
5. Main Loop
    a. For each context C ∈ HPL
        i. Score C based upon TL
        ii. Highest scoring C is moved to FAL
        iii. C's tasks are removed from TL
    b. End Conditions: TL is empty or HPL is empty
    c. If TL is not empty
        i. For each context C ∈ LPL
            1. Score C based upon TL
            2. Highest scoring C is moved to FAL
            3. C's tasks are removed from TL
6. End Conditions: TL is empty or LPL is empty

Figure 26: Deep Search Algorithm

The algorithm begins with the task list and the high priority list (HPL). Each context on

the current task list is scored. This is done by calling the scoring function within each

function. This function is given the current task list and returns a numerical value. The

numerical score is calculated independently within each context. This calculation may be

a simple fixed number or may be as complex as needed to describe the context to the

system. Most of the contexts within the CCM prototype use a scoring method that adds

points for the items that the contexts can solve and subtracts points for extraneous tasks - aka tasks that it cannot solve.

This numerical value is the score. The context with the highest score is then removed from the search (because it was selected), and placed on the future active context list (FAL).

The task list is also modified to reflect which tasks the selected contexts can solve. The high priority list (HPL) is analyzed until the task list is empty or when there are no more contexts on the list that can solve the problems. Once the algorithm has analyzed the entire high priority list (HPL) but there are tasks still left to be completed, the low priority list (LPL) is then analyzed. Each context is scored on the current task list. The context with the highest score is removed and placed on the future active context list (FAL). The tasks that the context can solve will be removed from the list. The low priority list (LPL) is analyzed until the task list is empty or when there are no more contexts on the list that can solve the problems. The future active context list (FAL) contains a list of contexts in the order of priority that they should be executed.

4.4.6 Story Generation with CCM

The emphasis of this dissertation is story generation – more importantly, story generation with listener interaction. The listener can request changes to the story generated. The story generation is composed of three stages: 1) outline completion, 2) text generation, and 3) story modification. These tasks align directly with the design criteria mentioned in the above section.

Utilizing a generic hero/monster encounter, CCM is employed in the generation of this genre of story. This short story involves a hero/monster encounter where a hero encounters a village in distress and the hero must vanquish the evil monster in order to save the village.

To build the story regarding the hero saving a village from a monster threatening it, CCM first plans out the story through a story outline. This story outline is based upon an overcoming-the-monster story type that contains four distinct elements of an overcoming-a-monster story: **the call**, the **dream stage**, the **frustration stage**, and the **thrilling escape from death with the death of the monster**. [Booker, 2004]

During the beginning, or the **call** of the story, the hero is called to save a village from an evil monster. The people in the village want the hero to help rid the village of this terrible threat. For example: In Stoker's "Dracula" the hero, Abraham Van Helsing is called to help rid the town of a vampire. [Stoker, 1925]

The **dream stage** consists of the hero preparing for battle with the monster, trying to determine what would work best to destroy the monster. As an example Captain Ahab in "Moby Dick" appears to have things under control as he searches to kill the whale. [Melville, 1892]

The **frustration stage** would be where nothing works out as planned. There appears to be only one outcome and the hero may fail in his plan. This would be similar to the story by Jules Verne in "Twenty Thousand Leagues Under the Sea" when the Nautilus appears helpless in the tentacles of the giant squid. [Verne, 1887]

The **thrilling escape from death** would occur during the final battle when the monster has the upper hand and in just the nick of time, the hero is able to deal a fatal blow to the monster and the village is saved. For example in "The War of the Worlds" by H. G. Wells, the main character is all but lost when the invading Martians begin to die by infection from earthly micro-organisms with which their bodies are unfamiliar and they are unable to develop immunity to them. [Wells, 1898]

The basic story outline is currently created outside of CCM and within CAMPFIRE STS. The basic story outline contains the elements of an overcoming-the-monster story as seen in Figure 27.
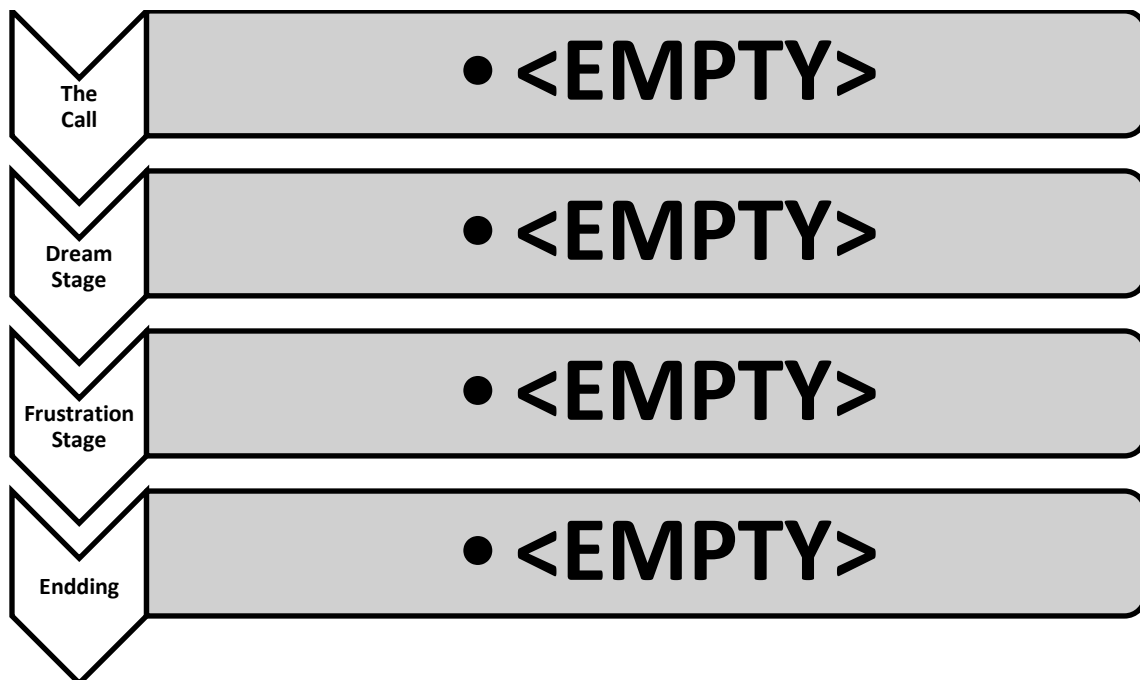
Figure 27: Empty Overcoming-A-Monster Story Outline

Each element of the overcoming-the-monster story outline is completed based upon the requirements pertaining to that element in the story. For example, during the hero's call, a village, a monster, a hero, and any bit characters must be defined, as they are all present in this element of the story. CCM cycles through its body of context knowledge to fill in the rest of the story outline by deciding intelligently on the type of monster. The intelligent selection of the monster is controlled through a context that analyzes what has already been selected by the listener or previously selected by CCM to make the appropriate selection.

CCM begins by analyzing the first element of overcoming-the-monster outline (**The Call**) to determine what tasks need to be completed. Knowing that it is completing the outline, CCM generates tasks to accomplish this goal. As seen in Figure 28, CCM generated the *Select Main*, *Select Monster*, and *Select Location* tasks.
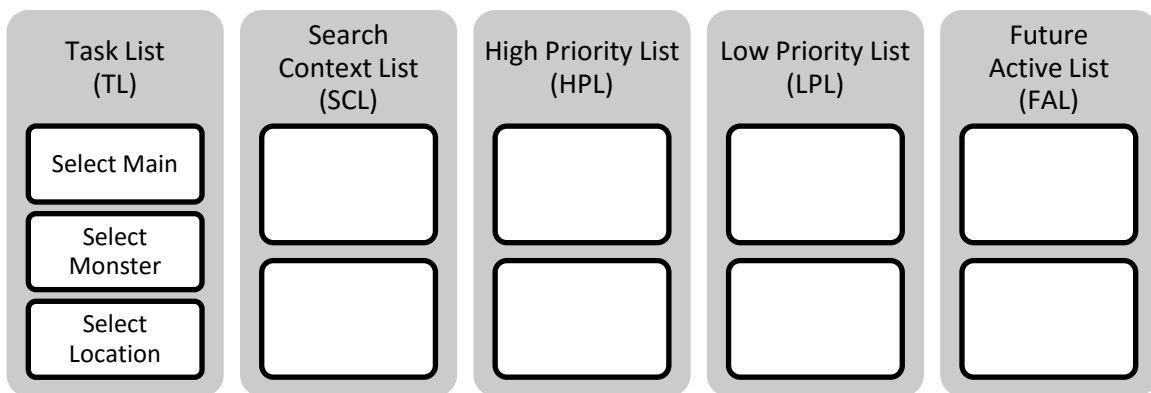
Figure 28: Short-Term Memory with Tasks List

The search context list algorithm (Figure 23) generates a list of contexts to search. As this is the first time that the CCM has been called, the search context list is the complete

list of contexts as none have been labeled as irrelevant by CCM as that occurs later in the cycle. The initial search algorithm (Figure 25) uses the search context list to create the high (HPL) and low priority list (LPL). As seen in Figure 29, the contexts *select main character*, *select monster* have been placed in the low priority list (LPL). There was not anything placed in the high priority list (HPL) as there are not yet any contexts on the contextually relevant list (CRL) yet.
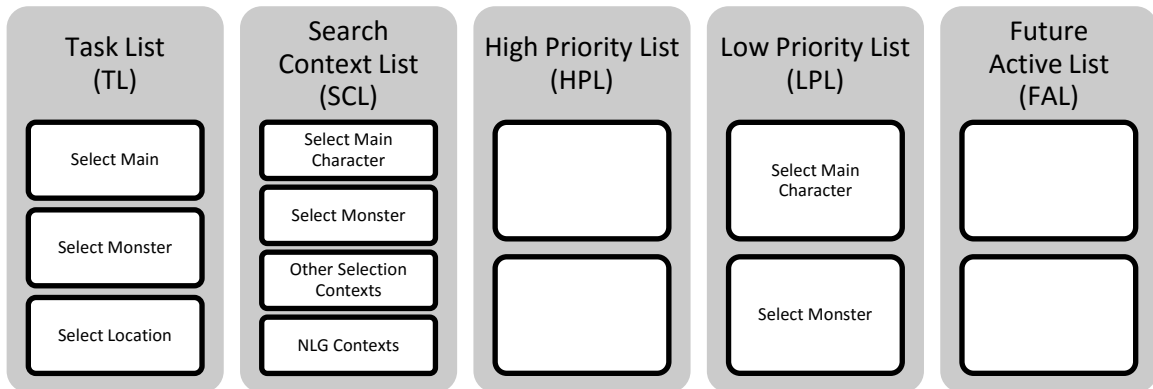
Figure 29: Short-Term Memory with Updated Search Contexts and High and Low Priority Lists
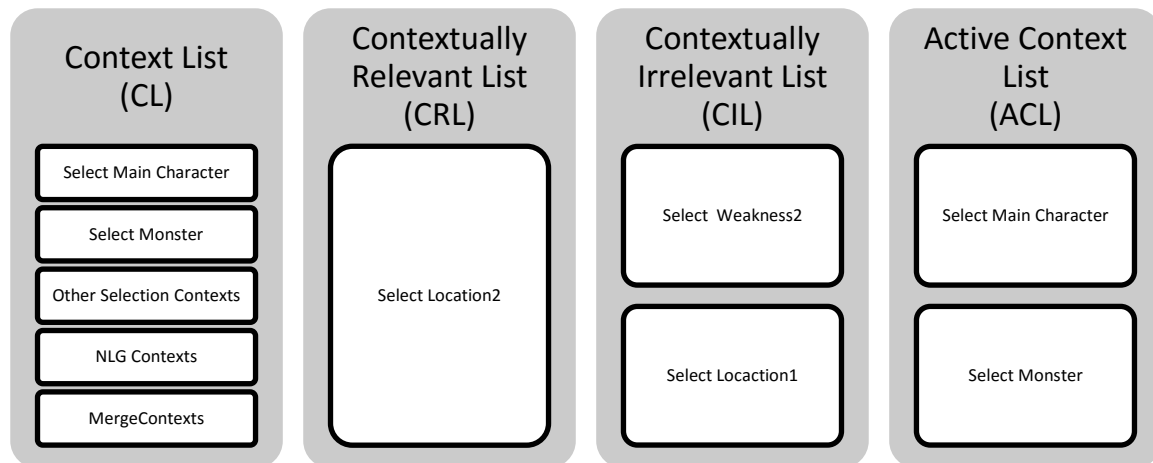
Figure 30: Long-Term Memory Updated After the Call

Once the high (HPL) and low priority list (LPL) is generated, the deep search algorithm (Figure 26) utilizes these lists to create the future active list (FAL). The algorithm to update the contextually relevant list and the contextually irrelevant list uses the future active list (FAL) to update the contextually relevant (CRL) and irrelevant lists (CIL). In this example the *Select Weakness2* and *Select Loction1* contexts were added. The updated list can be seen in Figure 30.
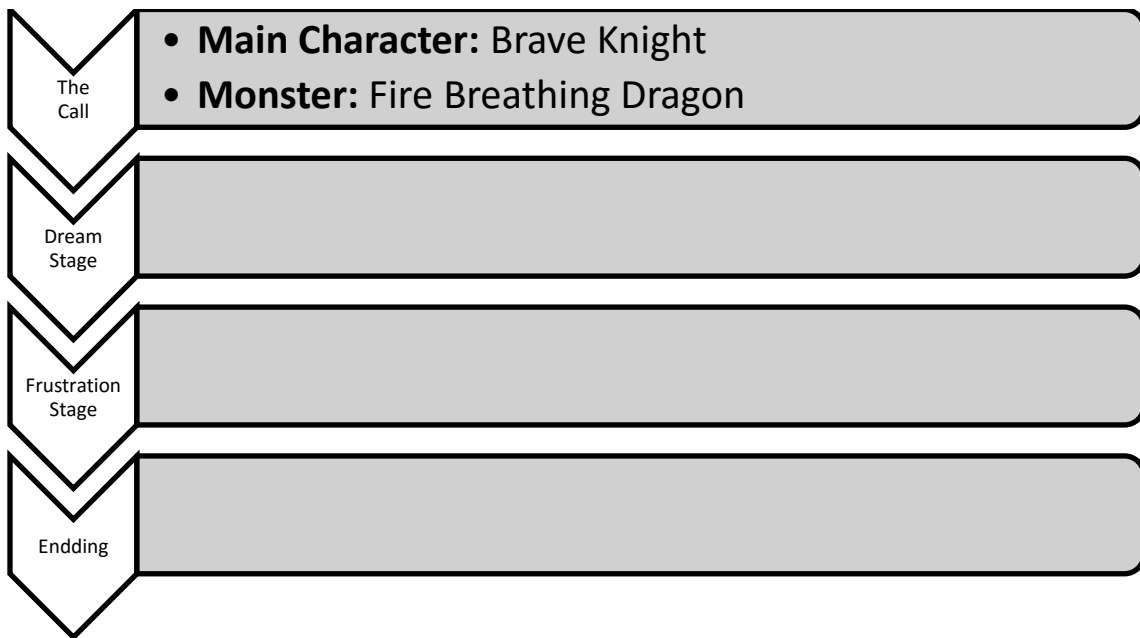
Figure 31: Overcoming-A-Monster Story Outline with Completed Call

After the contexts from the future active context list (FAL) are moved to the active context list (ACL) and executed, this completes one full cycle of the CCM process. During the execution, these contexts make selections from the knowledge base. A brave knight has been chosen to face a fire breathing dragon. The updated story outline can be seen in Figure 31.

The knowledge base contains the different characters, monsters, and locations that can appear within the story. Each item has multiple options in order to allow variations in the story. For example, the monster knowledge would contain various monsters that could be used within the story. Each monster entry contains information about the monster's description, how it attacks, and a text description of how the hero will defeat the monster. Not all the knowledge is used in every story. Some details about the monster could be left out depending upon how the story is created. Certain knowledge is inserted directly into the story, for instance how the hero battles the monster is used to complete a paragraph to describe the entire battle. While other knowledge, for example the genre, is used to help the contexts decide upon which monster to select. Each of the categories (characters, monsters, and locations) contains knowledge unique to that category. For example, the monster's weaknesses are only listed within the monster knowledge. Likewise, the hero's attributes are only contained in the main character category.

Continuing with this example of completion of the CCM process, the CCM analyzes the next element in the story outline (Dream Stage) to determine what tasks need to be completed. As seen in Figure 32, CCM generated the *Select Bit Character*, *Select Weakness*, and *Select Battle Location* tasks.
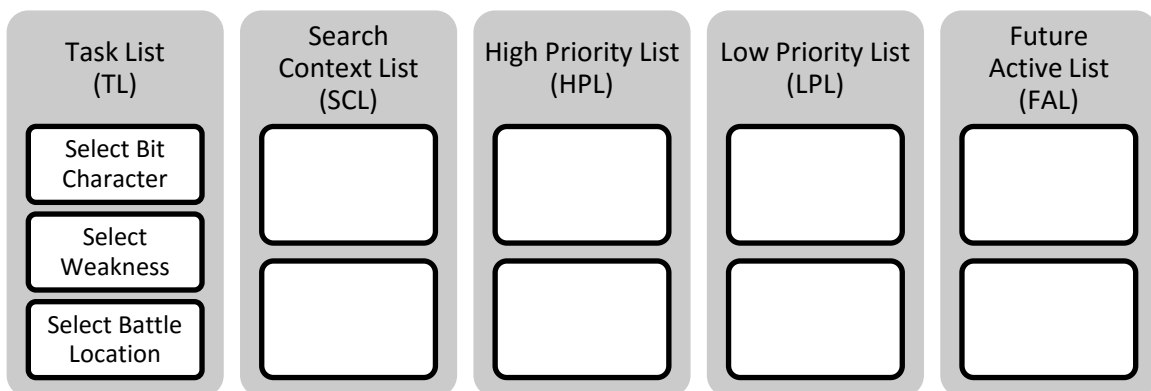
Figure 32: Short-Term Memory with Tasks List for Dream Stage

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The search context list algorithm (Figure 23) generates a list of contexts to search. As this is the second run, the search context list will be the complete list without the contexts that were deemed irrelevant at this time from the last cycle. The initial search algorithm (Figure 25) creates the high (HPL) and low priority list (LPL). As seen in Figure 33, the contexts *select bit character* and *select Weakness1* have been placed in the low priority list (LPL). The *select location* context was placed in the high priority list (HPL) as it was on the contextually relevant list (CRL).

Task List (TL)	Search Contexts List (SCL)	High Priority List (HPL)	Low Priority List (LPL)	Future Active List (FAL)
Select Bit Character	Select Location2	Select Location2	Select Bit Character	
Select Weakness	Select Bit Character		Select Weakness1	
Select Battle Location	Other Selection Context		Select Weakness3	
	NLG Contexts			
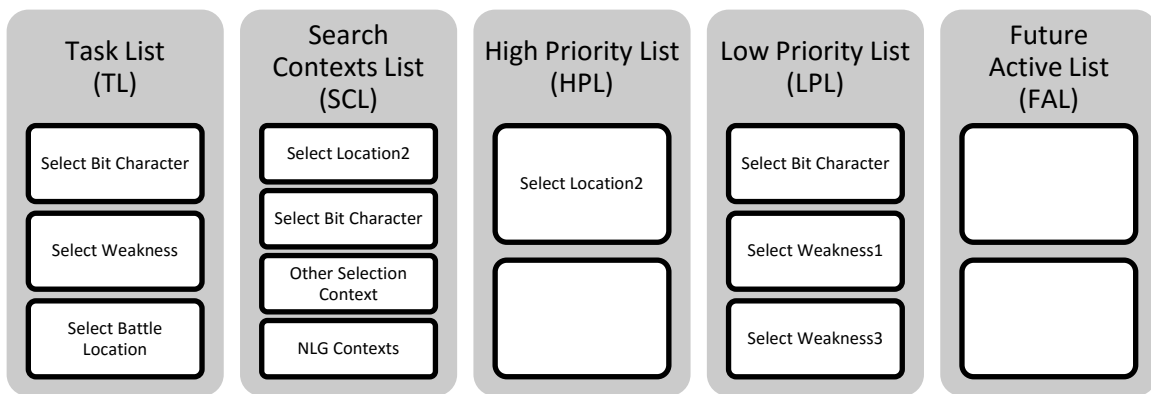
Figure 33: Short-Term Memory with Updated High and Low Priority Lists for Dream Stage

The deep search algorithm (Figure 26) utilizes these lists to create the future active list (FAL). In this example, the contexts *Select Location2*, *select bit character*, and *select weakness3* were selected. The algorithm to update the contextually relevant and irrelevant lists updates these lists (Figure 24).

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Context List (CL)	Contextually Relevant List (CRL)	Contextually Irrelevant List (CIL)	Active Context List (ACL)
Selection Contexts NLG Contexts MergeContexts	Select Fail3	Select Fail2	Select Location2 select bit character select weakness3
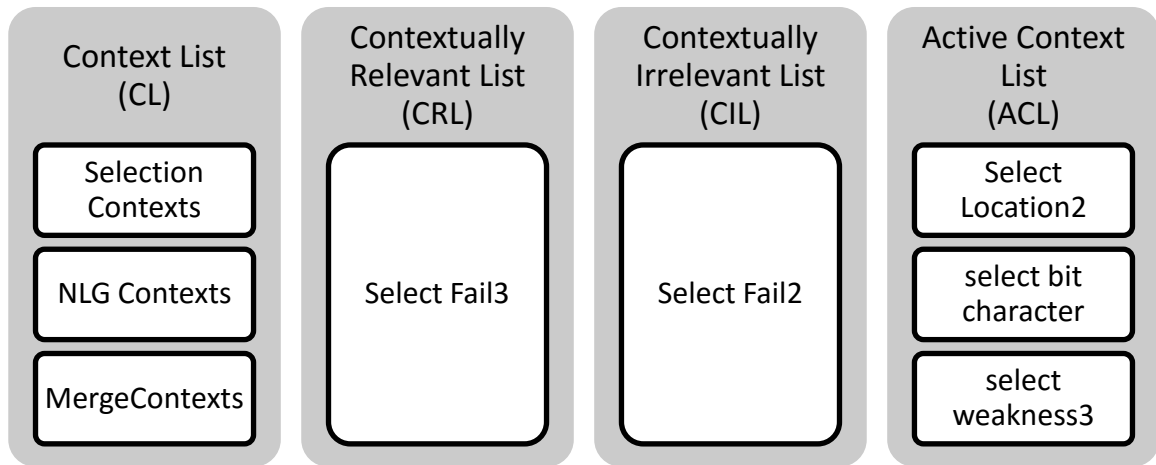
Figure 34: Long-Term Memory Updated After the Dream Stage

The updated lists can be seen in Figure 34. The contexts from the future active context list (FAL) are moved to the active context list (ACL) and executed; this completes the second full cycle of the CCM process. The updated story outline can be seen in Figure 35.

The Call
- **Main Character:** Brave Knight
- **Monster:** Fire Breathing Dragon

Dream Stage
- **Bit Character**: Blacksmith
- **Monster Weakness:** Soft belly
- **Location:** Forest3

Frustration Stage

Endding
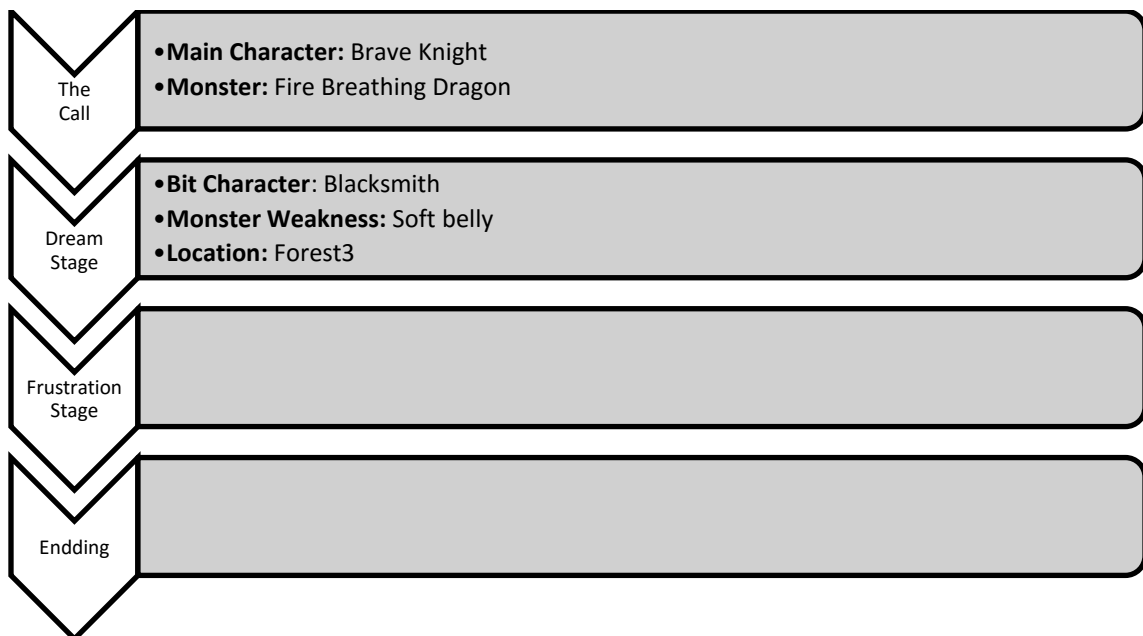
Figure 35: Overcoming-A-Monster Story Outline with Completed Call and Dream

During the execution, the contexts selected from the knowledge base that the blacksmith would assist the hero to take advantage of a soft belly on the dragon with a battle taking place within a forest. The CCM process continues to analyze every element until the story outline is completed. This completed outline is seen in Figure 36. In battling the dragon, the hero identified the wrong weakness causing the attack to fail. The only benefit of the failed attack was that the hero did learn that the dragon has weak eyesight. This weakness is used during the final battle in the cave.

The Call
- **Main Character:** Brave Knight
- **Monster:** Fire Breathing Dragon

Dream Stage
- **Bit Character**: Blacksmith
- **Monster Weakness:** Soft belly
- **Location:** Forest3

Frustration Stage
- **Fail:** Wrong Weakness
- **New Weakness:** Eyes
- **Location:** Cave2

Endding
- **Ending:** END4
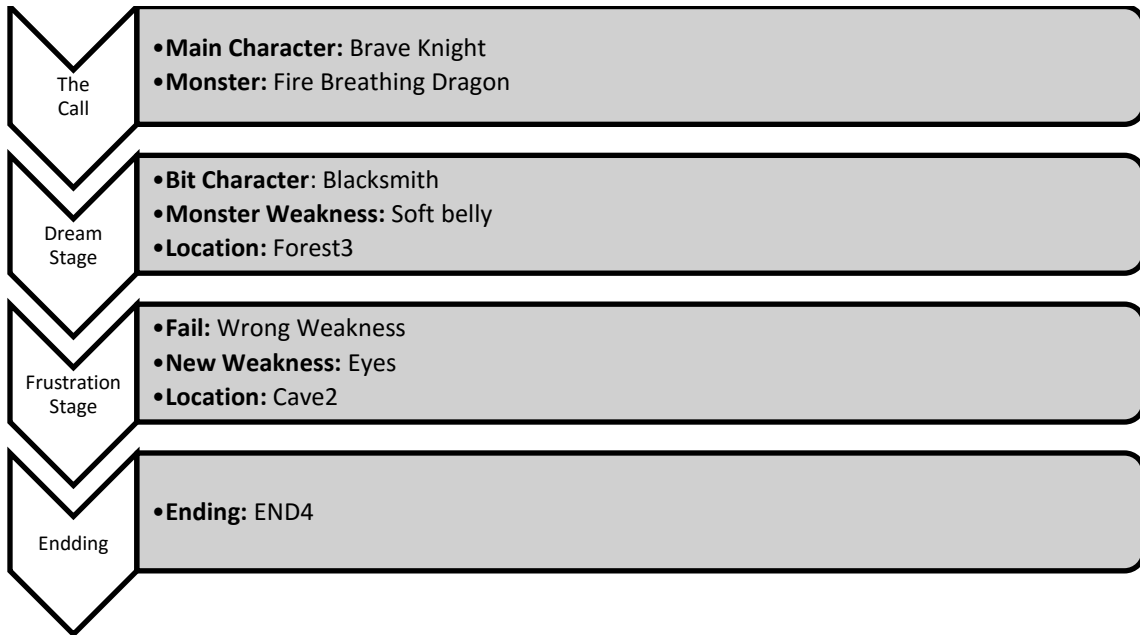
Figure 36: Completed Overcoming-A-Monster Story Outline

4.4.6.2 Generation of Text Stage

Upon the completion of the story outline, CCM goes back to the beginning of the outline and start analyzing each element to generate text. During the story generation phase, CCM can have multiple contexts to cover one area of the story. For example, one context

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can cover the hero wandering into the village, while another context will have him summoned. CCM will only select one of these two contexts to be active through the search process. This thereby eliminates the repetitive behaviors while still keeping the size of the model small.

CCM begins the generation phase by analyzing the first element of overcoming-the-monster outline (The Call) to determine what tasks need to be completed. Knowing that it is generating text because the outline has been completed, CCM creates tasks to accomplish this goal. As seen in Figure 37, CCM generated the *introduction*, *get to village*, *and learn of the monster* tasks.
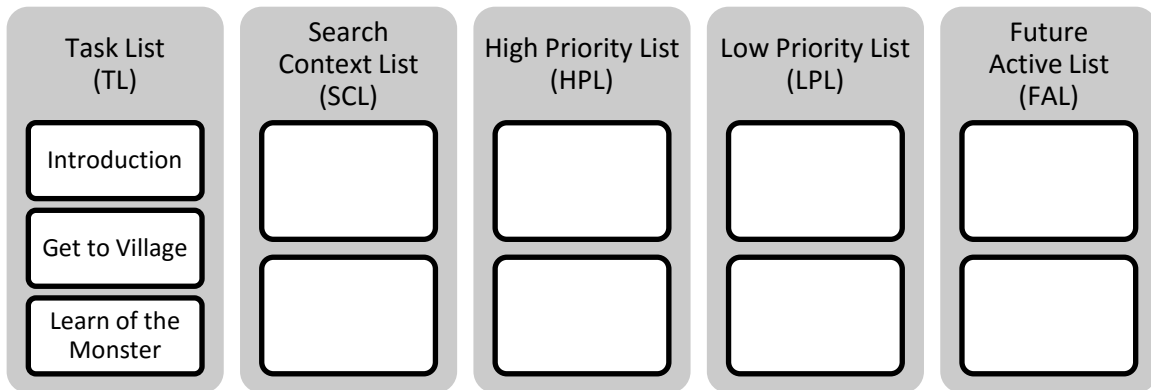
Figure 37: Short-Term Memory with Tasks List

The search context list (Figure 23) and the initial search algorithms (Figure 25) generate the search context list and the high (HPL) and low priority list (LPL). As seen in Figure 38, the contexts *NLGintro1*, NLGWander, and *NLGMonsterintro* have been placed in the low priority list (LPL). The *NLGSummoned* and *NLGintro2* contexts in the high priority list (HPL) as they were on the contextually relevant list (CRL) from the last cycle.

Task List (TL)	Search Context List (SCL)	High Priority List (HPL)	Low Priority List (LPL)	Future Active List (FAL)
introduction	Selection Contexts	NLGSummoned	NLGintro1	
get to village	NLG Contexts		NLGWander	
learn of the monster	Merge Contexts	NLGintro2	NLGMonsterintro	
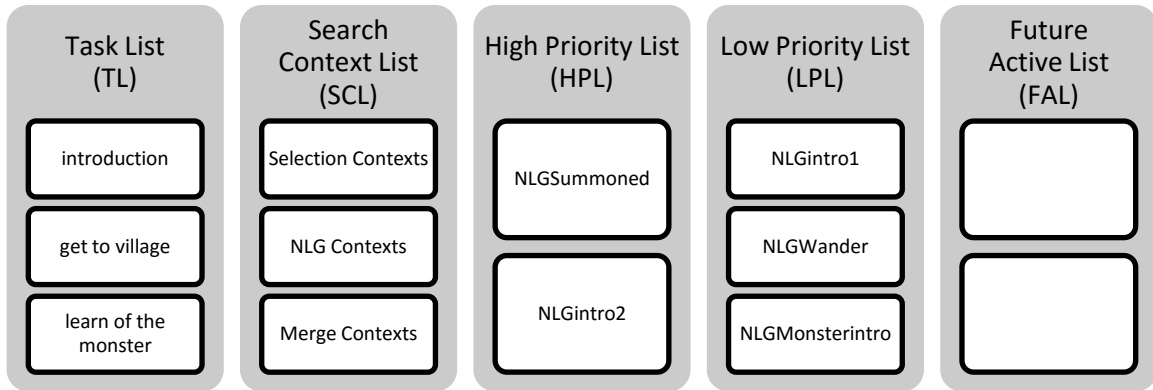
Figure 38: Short-Term Memory with Updated High and Low Priority Lists for the Call

The deep search algorithm (Figure 26) creates the future active list (FAL). The algorithm to update the contextually relevant list and the contextually irrelevant list uses the future active list (FAL) to update these lists. The updated lists can be seen in Figure 39. After the contexts from the future active context list (FAL) are moved to the active context list (ACL) and executed, this completes a full cycle of the CCM process during the generation of text step. During the execution, these contexts utilize pre-built sentences and some of information in the outline selected from the knowledge base to create the text of the story. For example, the pre-built sentence "The #MONSTER# was spotted #MONSTERENTRANCE# and #MONSTERLANDED# in the #LOCATION#" would utilize information that was selected from the knowledge base. In our example, this pre-built sentence would be modified to read "The fire breathing dragon was spotted flying overhead and landed in the creepy forest." The text generated is stored as a string within the outline along with details about how the text was generated (i.e., the contexts used to create the text).
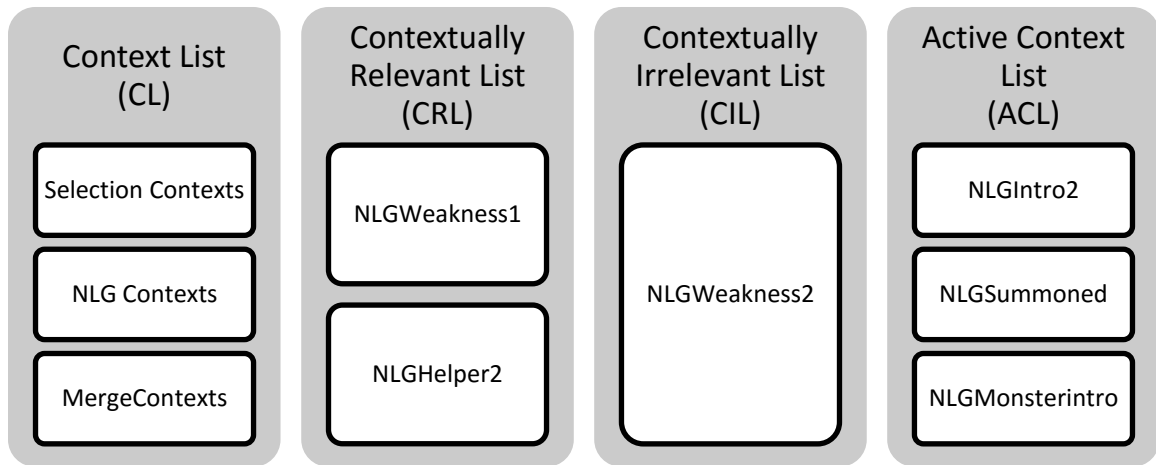
Figure 39: Long-Term Memory Updated After the Call

Continuing with this example of generation of text, CCM analyzes the dream stage element to create the relevant task list. As seen in Figure 40, CCM generated the *NLGFindBit*, *NLGTalkBIT*, and *NLGMakePlan* tasks. The search context list (Figure 23) and the initial search algorithms (Figure 25) are used generate the search context list and the high (HPL) and low priority lists (LPL).
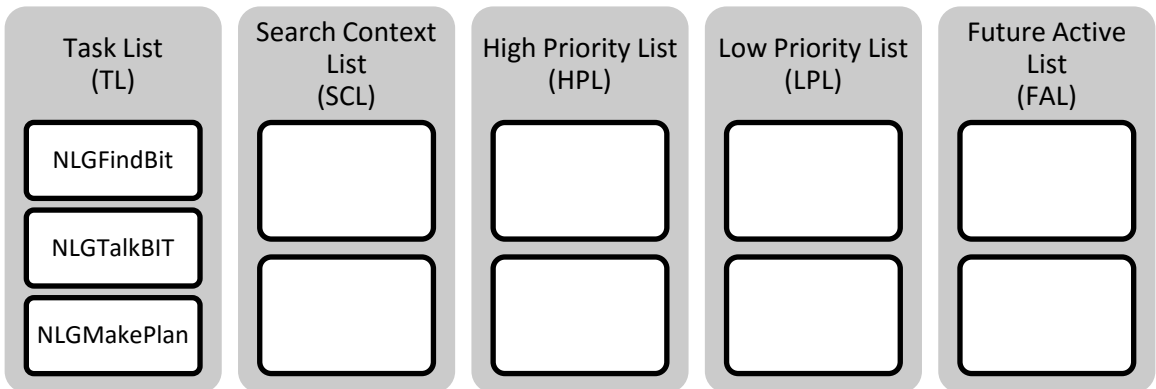
Figure 40: Short-Term Memory with Tasks List for Dream Stage

As seen in Figure 41, the contexts *NLGPlan1*, *NLGPlan2,* and *NLGHelper1* have been placed in the low priority list (LPL). The contexts *NLGHelper1* and *NLGWeakness1* have been placed in the high priority list (HPL).
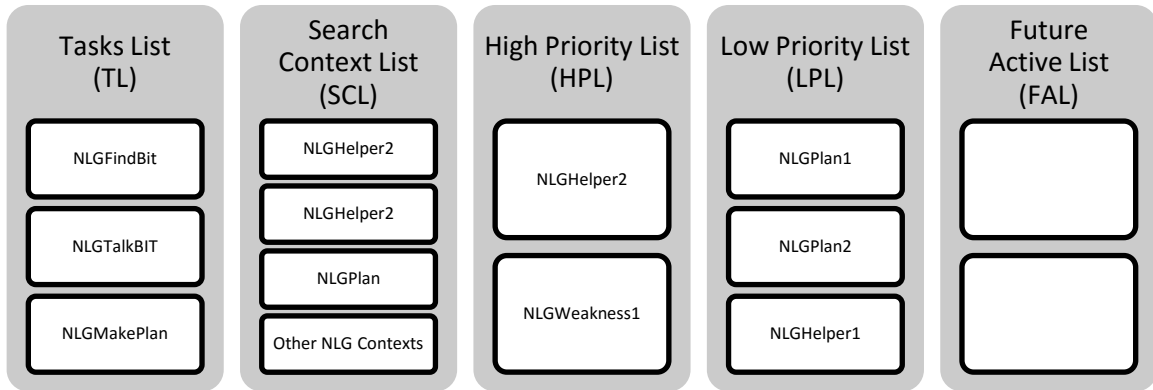
Figure 41: Short-Term Memory with Updated High and Low Priority Lists for Dream Stage

The CCM process continues with the deep search algorithm (Figure 26), which selects the *NLGHelper1, NLGWeakness1,* and *NLGPlan2* contexts. These contexts are place on the future active list (FAL) and are used to update the contextually relevant and irrelevant lists using that algorithm (Figure 24). After the contextually relevant (CRL) and irrelevant lists are updated, the *NLGHelper1, NLGWeakness1,* and *NLGPlan2* contexts are moved from the future active context list (FAL) to the active context list (ACL) and executed; this completes the second full cycle of the CCM process. Again, all the text generated during this cycle is stored within the outline along with detail on how it created.

The CCM process continues until every element in the outline is analyzed and a completed story is generated. The completed outline in Figure 42 shows the text generated for each stage is stored for that stage. A list has been created in each stage that contains the names of the contexts used to generate the text.

The Call
- **Main Character:** Brave Knight
- **Monster:** Fire Breathing Dragon
- **Text:** Once upon a time in a far off land…

Dream Stage
- **Bit Character**: Blacksmith
- **Monster Weakness:** Soft belly
- **Location:** Forest3
- **Text:** The brave knight entered the town and upon seeing all the damage…

Frustration Stage
- **Fail:** Wrong Weakness
- **New Weakness:** Eyes
- **Location:** Cave2
- **Text:** As the brave knight fought the dragon…

Endding
- **Ending:** END4
- **Text:** Realizing what mistakes were made the first time, the brave knight…

Figure 42: Completed Overcoming-A-Monster Story Outline with Generated Story

4.4.6.3 Changing of the Story

As the story is being told, the listener can 'pause' the story being told and request changes to that story. CCM makes the requested changes to the story outline by replacing the requested items in the outline. For example, if the listener wants a dragon instead of a beast, the beast is replaced with the dragon in the story outline. Then CCM recursively calls itself to generate a completely new story outline and text using those new settings. Then contexts selected will analyze both stories and finds the best location to merge the two stories together using the information about how each story was created. This process is discussed below. This is how the listeners' requests are merged in the CCM process.

Upon receiving the listeners' request, the CCM looks at the current element in the story outline and generates a list of tasks that will accomplish the story change. In this example, it is assumed that the listener is in the first stage of the story (**the call**) and the listener want to change the monster. The task list generated includes how to incorporate the listener's request (*MMergeCall*), how to redo the outline for the rest of the story (*MReplanP*), how to generate the rest of the story (*MNLG*) and how to combine or merge the stories together (*MMergeCall*, *MMergeP*). Upon the generation of the task list, CCM selects the appropriate contexts and executes them. The execution of these contexts is explained below.

The first context that is executed examines **the call** stage (*MMergeCall* task). Any items selected by the CCM process that have yet to be mentioned in the story could be modified to better fit with the listener's selection. This is accomplished by calling the CCM process again to generate a new list of tasks for completing the story outline. The listener's changes will not be affected by the CCM. A second context (*MReplanP* task) examines the rest of the elements in the story outline by calling the CCM process to redo the outline for the rest of the story. Once the new story outline has been completed, another context calls the CCM process to generate the text for this completely new story that contains the listener's requests (*MNLG* task).

The last contexts that are executed analyze the old story and the new story within the current element (*MMergeCall* and *MMergeP* tasks). This takes into account how each story was generated in that stage, including the contexts that were used. These contexts then look for any commonality among any of the contexts that used to generate the text. If a commonality is found, the story is merged at this location. Sometimes the changes

are so dramatic that no commonality is found. In this scenario, the best place to merge the story is at the beginning of the stage.

Original Story		New Story
NLGHelper1	1	NLGHelper2
NLGWeakness1	2	NLGWeakness1
NLGPlan2	3	NLGPlan1
NLGPlan2b	4	NLGPlan1b

Figure 43: Creation Logs for Dream Stage

This will cause the storyteller to begin retelling the current stage to the listener with the new changes added. This is how the story is modified to insert the listener's request. There are multiple versions of these selected contexts within the CCM to properly handle different elements in the story. In this example only the **Dream Stage** will be examined. Given the creation logs shown in Figure 43, the listener is currently hearing text created by the *NLGPlan2b* context. The context begins at four and works backwards until a common context can be found. In this example, the context *NLGWeakness1* was used in both stories to generate the text and would be identified as the merge location.

4.4.7 Does the CCM meet the Design Criteria?

In the early sections of this chapter, three fundamental design criteria were described as necessary for the mimicry of human-like oral story generation. These were 1) the ability to plan out a story, 2) being able to create a narrative that is entertaining to the listener, and 3) being able to modify the story that could incorporate the listener's request in the story. An analysis of how CCM is able to accomplish these three design criteria is discussed in the following paragraphs.

The first criterion is one that CCM meets without a question. The CMB, CxG and CxBR systems do not plan out the stories that they are creating. Within CMB, it is deduced that only one story could be generated in order to avoid introducing any inconsistencies in the story. The entire story within the CxG model is planned out - by the developer of the model and not the system itself. Each story must be prewritten by the developer. It was deduced that CxBR could generate stories by placing all the characters in the same environment and let them interact with each other. As much as the system can attempt to have an idea of what will happen, the characters are in control and might not do what the system intended.

The second criterion is one that CCM, along with the CMB, CxG and CxBR systems could all accomplish as seen in the short story examples provided above. All four systems were shown to be able to generate a short story of a hero-overcoming-a-monster story. This task has been completed by several different systems since 1978 when TAILSPIN was first created and published. TAILSPIN was one of the first systems to generate a short story based on Aesop's Fables. [Meehan, 1977]

The third criterion of adapting the story to the listener's request is not met by CMB, CxBR or CxG. Again CCM is able to perform this task as shown above. CCM takes the listeners request and generates a new story using this request and merges this new story with the original story. The CCM model uses a recursive call to generate a completely new story based on the listener's request and merges the new story with the original story.

4.4.8 Strengths and Weaknesses of CCM

CCM is able to generate interesting and entertaining stories by utilizing contexts of the situation and breaking the context down into reasonable tasks that can be completed sequentially, and generate a story that corresponds to the users request.   By breaking the contexts down into reasonable tasks, CCM is able to overcome the weakness of repetitive stories by detecting differences in the contexts and thus ensuring different results in story outcomes. For example, if the hero is cowardly, he needs to behave in a fearful manner versus being brave, where he would become more extraverted and show more strength in his actions.

A weakness in CMB is how it defines context. CMB could use expected knowledge of the outside world to make assumptions about unknown items which could lead to misclassifications. This could lead to harmful objects identified as harmless objects that could result in a poor story outcome. With the CCM model, no assumptions are made of the outside world view, and by breaking the current situation down into tasks, new tasks could be generated to attempt to classify unknown items. Within the story generation, these tasks are derived from the element of the story that is currently being examined. As mentioned in the overcoming-the-monster example, the call stage requires items to be defined, such as the hero and the monster. CCM looks at the stage and based upon which task it is completing (completing the outline or text generation) defines a task list that needs to be completed.

The CxG view of context is defined as the current node location in the contextual graph. As seen in the example of the story telling above, for this model to generate a story appropriately, the developer must pre-define every path that the listener may want to

request. The CCM model fixes this weakness through the use of tasks as the system can generate unforeseen contexts through the use of identifying the tasks needed to identify the problem. In the CxG model, the developer would need to explicitly define one path for a particular monster and hero combination. In CCM, the differences with monster/hero combinations are handled by the difference in the tasks that are generated for that element.

CxBR can only use one active context at a time to generate a story. Within the CxBR model, every possible variation must be defined with the appropriate transition rules in order for the system to generate a story. Because of these variations, the model may become unwieldy. The CCM model prevents this from occurring by utilizing multiple active contexts at the same time. However, by being able to access multiple contexts at the same time, the system is able to access knowledge from a variety of sources in order to appropriately address the current situation.

A major strength of CCM is analyzing the contexts available while avoiding those that have been deemed irrelevant by the developer. This is accomplished by the model analyzing the contextual knowledge of the currently-active contexts and considering which contexts are relevant and irrelevant for the next execution cycle. This allows the search process to be flexible without using inordinate amounts of time to analyze contexts that are currently defined as being unimportant to the story being generated through the use of contextual knowledge.

A strength of CCM again uses contextual knowledge to give higher priority to contexts that have been deemed a good transition. Focusing the search on tasks that need to be

solved adds flexibility to the CCM process. This allows CCM to complete vastly different processes within the same contexts and allows it to focus on what needs to be accomplished in the current context. For example, the CCM can examine the same element of the story to complete the story outline and the second time it generates a text for that story element. When applied to the story generation, CCM can plan out the stories and generate texts of the stories without switching knowledge bases.

4.5 Chapter Summary

This chapter began by justifying the decision to focus on a contextual approach to story generation and telling. This was done because contextual approaches allow a system to respond appropriately to a new situation at hand. Three well-known contextual approaches (CxG, CMB, and CxBR) were described in detail. Each method was analyzed for its strengths and weaknesses in story generation and telling. It was determined through analysis of these separate systems that none of these systems met the needs of generating stories while allowing changes to occur in said stories while the story was being generated. Because of these findings, a new contextual story generating method was created. This new model, Cooperating Context Method (CCM) was able to meet the requirements of story generation and telling without the weaknesses of the previous contextual approaches.

CHAPTER FIVE: CAMPFIRE STS AND PROTOTYPE SYSTEM

The CAMPFIRE STS permits the listener to enjoy a generated story with the option of requesting a change to the story without having to play the role of a character in the story being told. The CAMPFIRE STS utilizes CCM to address the limitations of the systems reviewed in Chapter 2. This chapter is divided into the following subsections: a brief discussion of the stories told by CAMPFIRE, followed by brief overview of the high-level concept, followed by a breakdown of the different components of the CAMPFIRE STS, and finishing with a detailed walkthrough.

5.1 The Stories of CAMPIRE

One popular plot type of bedtime stories is the quest story. The current version of the CAMPFIRE STS is based on the quest plot. This was chosen because the quest plot is a common theme of bedtime stories and it is similar to or contains elements of various other plots. For example, a quest narrative may contain a segment of a hero-overcoming-a-monster plot. The quest plot also contains similarities to the voyage-and-return plot. In both types of plots, a hero is seeking something. In the quest plot, it is more often an object or item while in the voyage-and-return – it is a change in location. All stories generated with the CAMPFIRE STS follow the quest narrative about the hero seeking to find a mysterious item.

Quest stories have their place in history, as they have been told and retold. They recount individuals traveling to diverse locations in search of treasure, love and/or fame. Over time, these quest stories have been analyzed and broken down into different elements of what a quest story is all about.

There are five elements to a quest story: the *call*, the *journey*, the *arrival-and-frustration*, the *final ordeals*, and the *goal* [Booker, 2004]. Most quest stories begin with the "Call". In this element, the hero of the story receives/finds his calling for the quest. This calling could be the result of a hero finding some meaningful item, or some type of supernatural vision. In general, where the hero is to go, how he/she gets there and what to do when he/she arrives are the components of the "Call". An example of a hero's call can be found in the movie "Star Wars" when Obi Wan Kenobi has saved Luke Skywalker from the Sand People and is hearing the message from Princess Leia Organa asking Obi Wan for help. [Lucas, 1977] It is during this scene that Skywalker learns of the quest to save the Princess. Skywalker initially rejects the call of the Princess only to later accept the call.

Upon receiving the "Call" of the quest, the hero must "Journey" to seek the item or person. The "Journey" is where the hero embarks on the quest, encountering different obstacles and facing various temptations that can distract, make captive, or even kill the hero at any time. These different obstacles may include facing some type of monster or may test the morals and/or beliefs of the hero. Two well-known stories that illustrate the "Journey" include "The Lord of the Rings" [Tolkien, 1954a, 1954b, 1954c] and "The Odyssey". [Homer] In the Lord of the Rings, Frodo Baggins and Samwise Gamgee journey to Mordor to destroy the "Ring of Power". During this journey, the heroes are hunted by Orcs, deceived by Gollum, and fight a giant spider called Shelob along the way. This all happens while facing the temptation to give the ring to the story's antagonist – the Dark Lord Sauron. Within the "Odyssey", Odysseus is journeying home from the Trojan War to be with his family on the Island of Ithaca. On his travel home, he

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encounters different monsters that include the sirens and Scylla (a six-headed monster) as well as the whirlpool Charybdis that sinks the ship and kills all the men on board.

The "Arrival and Frustration" element of the quest story occurs as the hero arrives at the final location of the quest, and finds out that the quest is not over. In "Indiana Jones and the Raiders of the Lost Ark", Indiana Jones has finally discovered the location of the Ark of the Covenant to discover that the Ark is surrounded by deadly snakes in a deep pit. [Spielberg, 1981] Jones is frustrated because it is not a simple task of recovery and he does not like snakes.

The "Final Ordeals" is the element that poses the last series of tests the hero must pass in order to obtain the goal of the quest story. These tests often follow the "Rule of Three" and generally prove the worthiness of the hero. An example of this 'Final Ordeal" can be seen in the movie "Indiana Jones and the Last Crusade", where Jones must make it through three protective and deadly traps to reach the Holy Grail and save his father from death resulting from a gunshot wound. [Spielberg, 1989]

The final element of a quest story is the "Goal." This element is where the hero finally obtains the goal of the quest, thereby ending the story. The hero has finally discovered his treasure, love and/or fame, and generally lives "happily ever after". For example, Bilbo Baggins in "The Hobbit" returning home to the Shire after having an amazing adventure and receiving his portion of the treasure from the Lonely Mountain. [Tolkien, 1937]

The quest story can be told across multiple genres. A genre is used to categorize a style or subject matter into some type of artistic work. [Merriam-Webster, 2011] For example,

a biography on Thomas Jefferson that gives his genealogy is classified as a non-fiction novel. [Meacham, 2012]   The CAMPFIRE STS has three different types of genres available in this prototype. The three genres are: a *western-type* theme with cowboys and Indians, a story set during the *medieval period* with knights, princesses, as well as castles and forests, and a *space odyssey adventure* that embellishes the travels of space. CAMPFIRE STS offers these genres, plus a fourth option that encompasses all three genres combined into one entertaining adventure. The CAMPFIRE STS creates and fills in a story outline based upon the genre selected by the listener to begin the story. The listener has the ability to modify the story outline once created and CAMPFIRE continues to change the adventure based on the listener's stated preferences.   These changes encompass all aspects of the story, from changing the genre to changing the item that the hero is seeking, to minor changes to the story that may include how the hero defeats the monster.

5.2 Prototype System Overview

The high level concept of the CAMPFIRE STS is that a storyteller tells the listener a story that was generated by the system. During the story, the listener can request changes to the story that the storyteller can incorporate into the current narrative.

Except for one module all modules of the system were written in C# to allow for optimal creation of GUI interfaces that facilitate the use of the system. The avatar was created by James Lee for use in another project at the Orlando Science Center. [Hollister et al., 2013] The avatar was created by Lee in C++. The type of stories that the CAMPFIRE STS can create is discussed next.   The independent modules design of CAMPFIRE requires communication protocols to allow each module to communicate/receive and

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perform the necessary function. A brief discussion of each module and how they interact is discussed next.

<u>5.3 The Modules of CAMPFIRE STS</u>

The CAMPFIRE STS has several modules: the *storyteller,* the *knowledge base,* the *director,* and the *user interface.* Each module is integral to the CAMPFIRE STS and the manner in which it functions. Each module was designed to accomplish a specialized task that mimics the action of the human thought process in an oral storyteller. All the modules of the CAMPFIRE STS were designed to be independent of each other, except for the knowledge base, which is tightly linked with the director module and the user interface. The CAMPFIRE STS was deliberately designed to be modular so that each module could be upgraded as improvements to the overall system were made. The separate modules also added portability to the system itself so that children could choose where they would listen to the stories and when they fell asleep, the system could easily be turned off by the parents.   CAMPFIRE STS utilizes two screens or displays while running the story generation and telling. The main screen is where the storyteller is always displayed. A larger display screen here could be beneficial as it would focus the child's attention on the storyteller. The secondary screen always displays the user interface and to enhance its ease of use, this second screen should be a touch sensitive screen. Each module is detailed in the following sections.

5.3.1 Storyteller

The storyteller is actually the mouthpiece of the system and must mimic the oral movements of a human to enunciate the words of the story properly so that the story can be easily comprehended by the listener. The storyteller presents to the listener the story

that has been generated by the system.   This is one of the major elements that makes

CAMPFIRE novel and helps to restore the ancient art of oral storytelling.   Figure 44

shows an image of the CAMPFIRE STS storyteller.

Figure 44: The CAMPFIRE STS storyteller

The impetus for this research actually came from an earlier project called *Project Lifelike,*

where an avatar of an actual elderly individual was created to respond to oral

communication about a specific topic. [Gonzalez et al., 2013]   The concept in the

CAMPFIRE STS is for the storyteller to appear as lifelike as possible and for this reason

alone, it is a virtual human (also known as an avatar). The term avatar refers to any

virtual representation of a character, whether human or fantasy character like an elf, orc,

hobbit, troll, goblin, knight, princes, Martian or anything else one could imagine. The

term *virtual human* means that the avatar is a virtual representation of a human. As this

virtual human is not the focus of this research, an avatar that was utilized in yet another

completed project [Gonzalez et al., 2013; Hollister et al., 2013] was used as a substitute for an elderly storyteller. The avatars for both projects – Project Lifelike and the Turing Test exhibit at the Orlando Science Center - were created by James Lee.

The virtual human storyteller provides a way for the listener to connect to the system by having an engaging and personal touch. Researchers have shown that the more human-like an avatar looks and reacts actually improves the interaction between avatar and listener. [Krämer, 2010] If the virtual human is too close to human-like, however, then it approaches a phenomenon known as the "uncanny valley", where an individual interacting with the avatar becomes uncomfortable. [Mori, 1970] These human-like actions include the nonverbal communications, such as smiling and eye and eyebrow movement.

The storyteller is a one-way communicator that speaks directly to the listener without accepting any responses. The storyteller is ideally an avatar of a grandparent-like figure. The avatar was updated with communication protocols and placed in a background setting that provides a home-like environment from which to tell a story.   It was purposely placed off-center and looking across the screen to provide more personal contact with the listener. This was thought to lend a more realistic interaction then having the avatar positioned in the center of the screen looking at the listener. [Parker et al., 2013] The storyteller is always shown on the main display so that the listener is able to see it.

5.3.2 Knowledge Base

The second module is the knowledge base that contains all the necessary knowledge to build the story, including all the characters that will participate in the story. By default, every story contains at least one character around whom the story revolves. This character can be a person [Doyle, 1888], or an animal [Grimm & Grimm, 1857]; in other words, this story must be about something. Most bedtime stories only utilize a few main characters. For example, a hero (protagonist), an antagonist, and someone or something in need of rescue or to be found. The rest of the characters generally have only a small role and are known as bit characters. All the main characters need to appear to be believable in the story as it is being told. Thus, each main character will have its own "intelligence" and makes his/her own decisions about the problems that he/she faces in the story. The genre is an important piece of information to be connected with the knowledge base. This includes the type of story being told (i.e., medieval, western and/or a space adventure story). It would challenge the listener's concept of reality if our hero knight encountered a radiation storm and a group of evil Indians while searching for the Stone of Power - although, that type of story might seem amusing or funny to some listeners! The CAMPFIRE STS is capable of generating and telling such an amusing story.

The knowledge base contains the different characters, monsters, temptations, items to seek, and locations that can appear within the story. When loaded into both the director and the user interface, it is stored as individual classes. Not all the knowledge is used in every story. Some details about the monster could be left out depending upon how the story is created. Certain knowledge is inserted directly into the story, for instance how

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the hero makes it past the temptation is used to complete a paragraph to describe the temptation. While other knowledge, for example, the genre, is used to help the contexts decide upon which variation to select. Each type of item has its own class with the exception of the characters, which is divided into *Main Characters* and *Bit Characters*. The "bigevents" class is used for all the locations that our hero can visit during the story. Each of the categories (characters, temptations, items to seek, monsters, and locations) contains knowledge unique to that category. For example, the possible different names for the main characters, is only stored in the main character knowledge. Likewise, the monster's attributes are only contained in the monster class. A class diagram of the classes used in knowledge base can be seen in Figure 45.
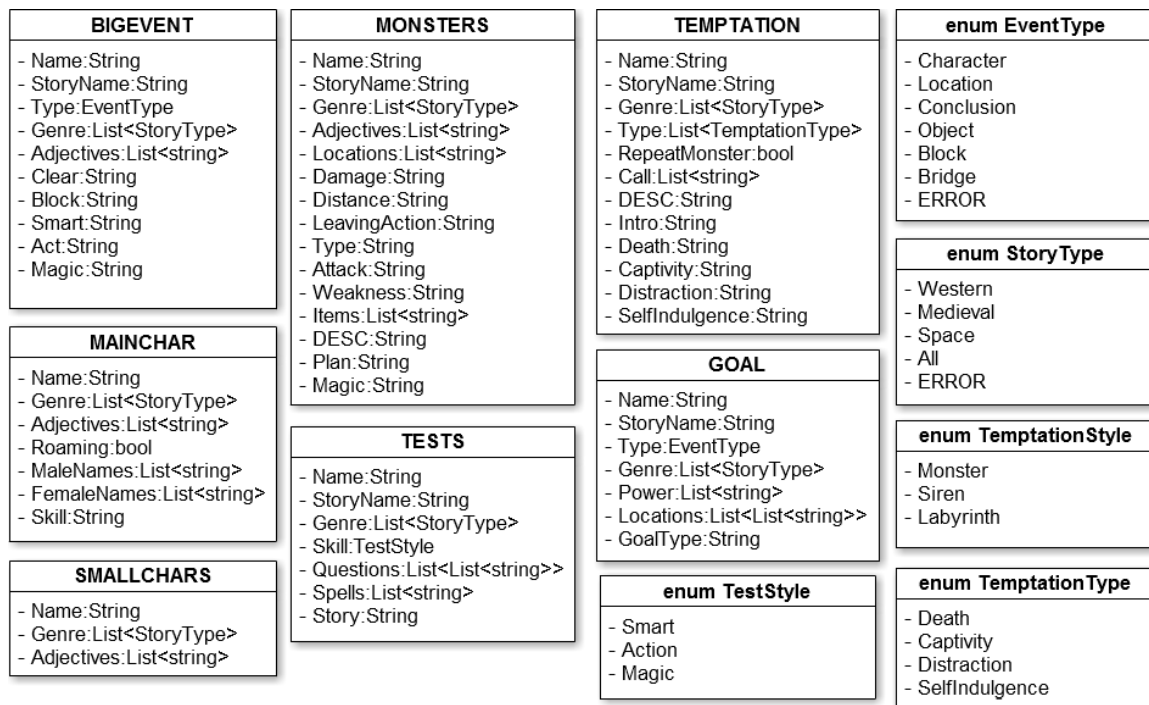
Figure 45: Class Diagram of the Knowledge Base

With the limited number items in the knowledge base, the CAMPFIRE STS is still able to generate numerous different stories. Table 1 shows the number of stories that can be generated per genre.

Table 1: Number of Possible Stories per Genre

Genre	Number of Possible Stories
Medieval	209,950
Western	3,919,104
Space Odyssey	31,104
All	101,787,840

5.3.3 Director

The third module is the *director*. The director is the most important part of the CAMPFIRE STS and it is the focus of this work. The director is an agent that has full control of the creation and modification of the story, including all the characters and locations. After receiving a listener's request about the type of story he/she would like to hear, the director first constructs the story outline based upon the five elements of a quest story (the call, the journey, the arrival and frustration, the final ordeals, and the goal [Booker, 2004]) After deciding the basic framework of the story outline, the director uses CCM to analyze each part of the outline and to logically complete the whole outline using the knowledge base. Once the story outline has been completed, CCM processes and analyzes each element of the story again to generate text for that portion of the story. This creates a complete story. The CCM process is again called when the listener requests a change to the story. All the listener requests are integrated into the story

outline. Using the CCM process, a complete alternate story is generated based upon the request. CCM then analyzes both stories to find the appropriate location to merge both stories into one comprehensive story.

5.3.4 User Interface

The fourth and final module is the user interface. The user interface allows the listener makes his/her choices known to the system. This final module may be compared to a person's ear as it listens and responds to a request, and conveys this information to the director. Moreover, during the story telling process, the user interface displays the line-by-line text of what the storyteller is saying. The user interface uses clip art images to enable the listener to have a more vivid image of the actions taking place in the story. This may assist the listener in keeping track of the people, locations, and items in the story, may provide the listener with more entertaining details, and may be reminiscent of pictures from a childern's story book. The user interface, when paused, displays the possible options that the listener may change. These options depend on the point in time in the story where the listener presently is, and are based on setting choices that were previously determined by the listener or the CCM. There is an option for the listener to change all the settings while the story is paused. A touch-screen interface was used to avoid misunderstandings between the listener and the system. Some research has indicated that the speech recognition word error rate can be as high as 70%, making the use of speech here unacceptably risky. [V. Hung, 2010] This percentage denotes that there can be a high level of listener misunderstanding by a system and may lead to a frustrated listener as he/she feels his/her requests are not being integrated into the story.

For example, three bandits could be construed as free bandits, or brake the car can be misinterpreted break the jar.

5.3.5 Interaction of the Modules

This section describes how the different modules interact with one another and how the communication protocols are used. The director and the user interface both read in the knowledge base when they are started. A block diagram of the modules can be seen in Figure 46 and is discussed in detail below.
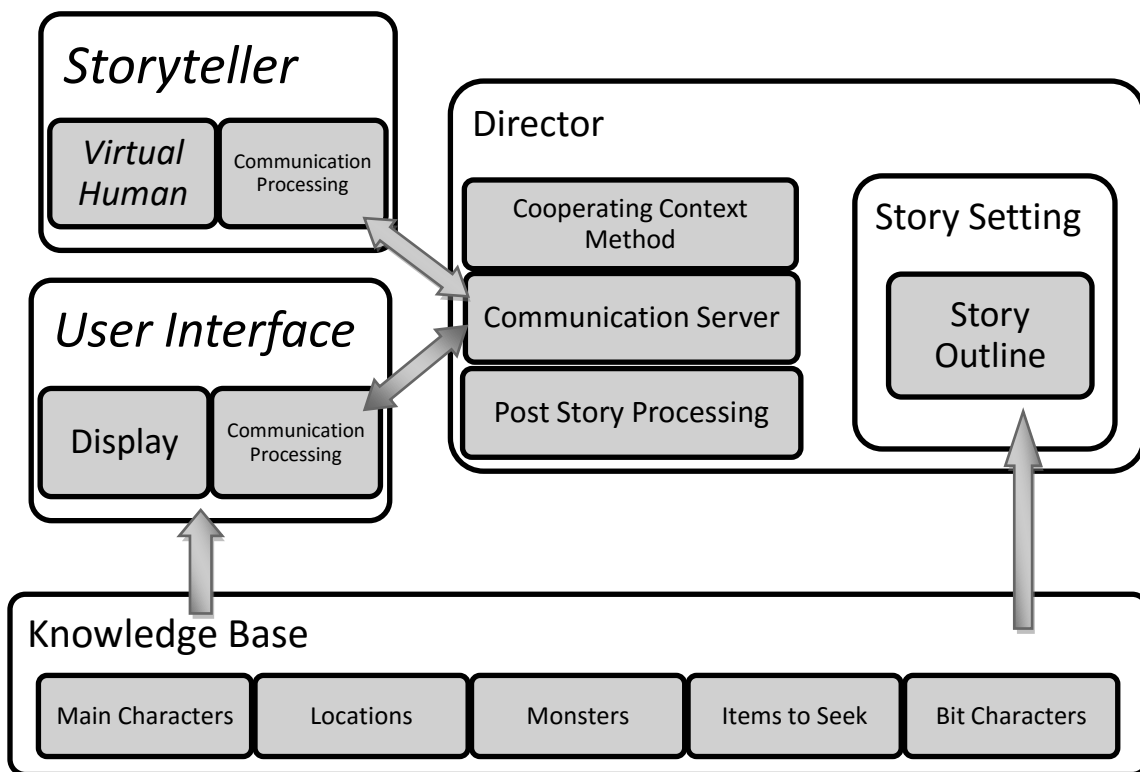
Figure 46: Block Diagram of the CAMPFIRE Story Telling System

As per Figure 46, each module contains a communication element that allows it to send messages to the director. The director agent must be started first in order to allow the

user interface module and the director module to be connected. A standard format was created so that each message is created within the communication protocols for ease in identification. The first item in the message is the TO/FROM identifier. If the message begins with a "KI" this indicates that the message was to or from the user interface. A "KI" was used as an abbreviation for the term "kid interface" because in the development phase, it was thought that this would serve as the user interface. The storyteller uses the "AV" (for avatar) identifier.

The second part of the communication protocols is the command. In the context of the storyteller, there are only two commands used. The *say* command tells the storyteller what to say. For example, a message for the story teller to say something would be "AV::say::the text that the story teller needs to say". Upon completion of enunciating the message, it notifies the director that the message has been said by the storyteller through the second command, which is the *acknowledgement* command. The storyteller never directly interacts with the user interface module.

The user interface is always shown on the secondary screen. This is the only way that a listener may interact with the CAMPFIRE STS. In order for these interactions to take place, the user interface must "know" the intimate details of the story being told. For the exchange of this information to take place, the user interface has its own set of commands within the communication protocols. The user interface uses the "plan", "part" and "say" commands.

The "plan" command is an identifier used to communicate and transfer details of the current story outline to the user interface. This does allow the user interface to know

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which objects have already been chosen for the story outline and can convey this information to the listener. For example, if the monster has yet to be identified (in the current section of the story), the listener can press the "pause button" to see which monster the hero will be encountering and may request changes at this time.

The "part" command is used during the telling of the story to identify at what point in the story the storyteller is at the current in time. This pointer to the story location coincides with the quest story outline being generated by the director for the listener, as it is able to locate where the current story is. Although not directed towards the user interface, the "say" commands used by storyteller (the avatar) are also monitored to allow the user interface to display the text of the story at the top of the secondary display. This allows the listener to not only listen to the story but to read along as well. This could encourage the listeners (children) to increase their literacy skills in the process. An acknowledgement command is sent from the user interface to the director module to inform it that the commands have been received and processed.

A *pause* command is used by the user interface to notify the director module that the listener wishes to "pause" the story and possibly make changes to it.

5.4 A Run Through of Generating a Story

In this section, a walkthrough of how the CAMPFIRE STS functions is described in detail. A flow diagram of this process can be seen in Figure 47 and is referenced throughout this section. The first module turned on is the director module. The two other modules of the CAMPFIRE STS must be individually started in a specific order. As the

director module activates, the communications server is initialized and started. This allows the other two modules to connect to the director.
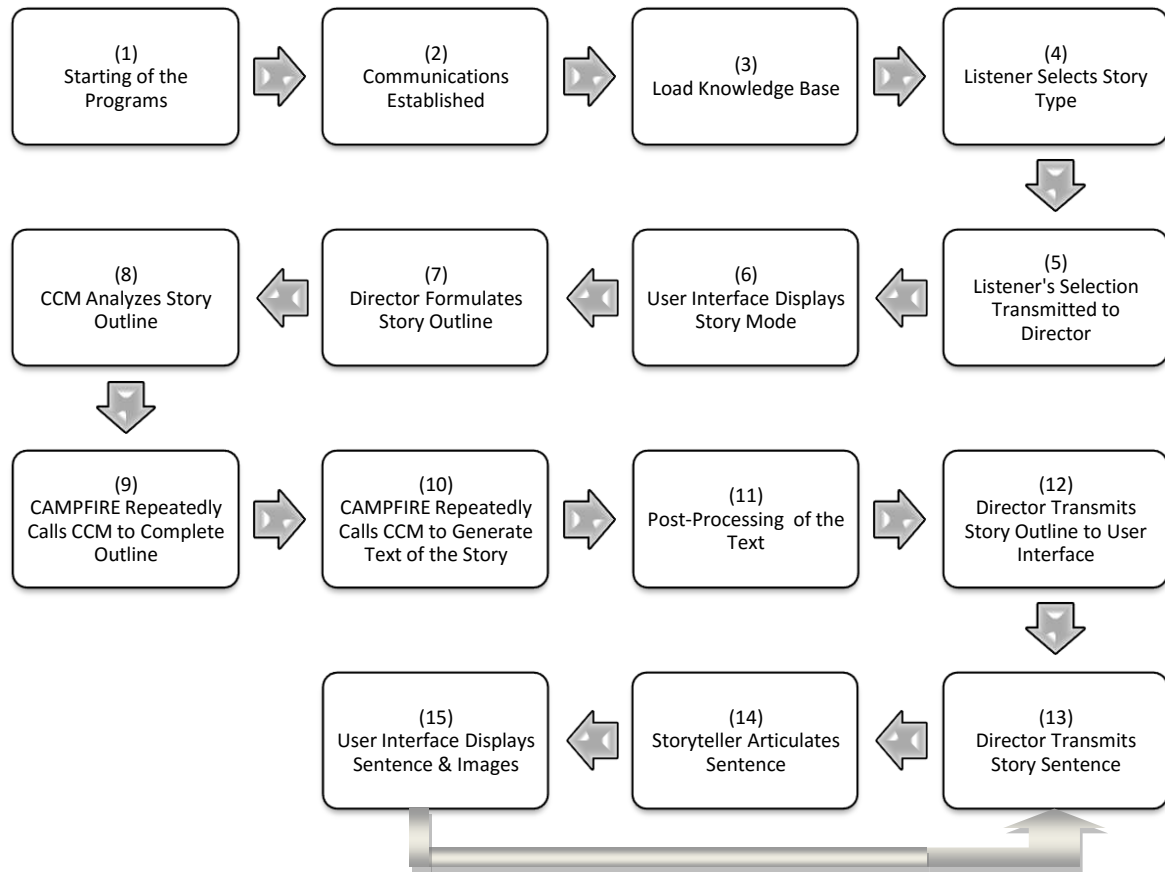
Figure 47: Flow Diagram of the CAMPFIRE Story Generation Process

After the server has been started (Figure 47 Block 1), the director reads in the knowledge base files and stores the information within the story settings. After this has been completed, the director module waits for the user interface and the storyteller to connect into the system. If the intended listener is a child, then the parent or caretaker will have connected everything prior to the child interacting with the system. The second module to be started is the user interface, which also reads in the knowledge base. The user interface waits for the listener to connect it to the system. This allows the user interface to

be run on a separate computer or a tablet. The third and final module to connect to the system is the storyteller, which will connect automatically to the director.

Upon start up, the storyteller module initializes the graphics for the avatar and renders it on the main display. After the avatar has been rendered, the storyteller automatically initializes communication with the director module. Once the storyteller module is connected to the system, the director module sends a *ready* message to the user interface and the storyteller. Upon receiving the ready message, the user interface displays the start screen on the secondary display. An image of the user interface displaying the *start display* can be seen in Figure 48.
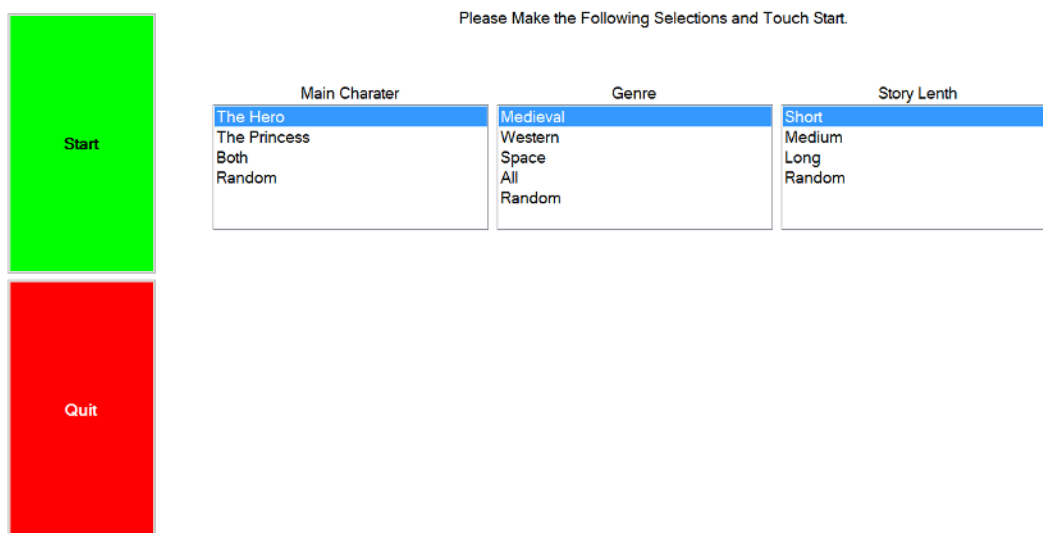
Figure 48: The User Interface in the Start Display Mode

In the start display mode, the user is able to select the gender of the main character, the genre of the story and the length of the story. On the left side of the screen are two large buttons. One starts the system once the selections have been made while the other one

closes the program (turns it off). The gender is self-evident (male or female), or when there are two main characters, one male and one female working together on the quest as shown in Figure 48.   The genre contains a list of the genres discussed previously (*medieval*, *western*, a *space odyssey* or a *combination* of these). The length of the story falls into the simple categories of *short*, *medium*, or *long*.   Every selection has an additional option of *random* to provide the user with the added feature of an element of surprise.

After the listener has made his/her selection for the type of story, the listener touches the *start* button to begin the story. All user selections have been transmitted to the director module (Figure 47 Block 5). The user interface changes the display mode into the *story mode* in preparation for the story to begin as seen in Block #6 of Figure 47.

The director module receives the listener selections and begins to formulate a story outline to accommodate the listener's desires (Figure 47 Block #7). The genre is stored within the *story settings*. A main character is selected from the initial input from the listener and added to the story settings. The story outline is broken down into different elements based upon the different parts of a quest story. Every quest story begins with the call, contains a variety of journey elements and finishes the story with arrival and frustration, the final ordeals, and the goal. Each story element has variables that must be filled in order for the system to generate a story. The CCM method is used to complete the outline. This can be seen in Figure 47, Block #9.

5.4.1 Text Generation

Once a story outline has been completed, CCM is again applied to the story outline, this time with the goal of generating the text of the story to be told, as seen in Block #10 in Figure 47. CCM examines the elements of the story and selects contexts that are best suited to generate the words needed for the story to be understandable to the listener. The selected contexts use a combination of template text generation and a word variation algorithm to create complete sentences. Although the code was created to generate clear and complete stories, there is no way to know ahead of time what phrasing or exact wording is going to be generated by the CAMPFIRE STS.

```
if (num == 0)
{
    temp = NAMED + " was heading " + DIRECTIONOFTRAVEL + " just like any other day, as %HE% was passing a small "
        + monster.Locations[0] + " noticed " + monster.Damage + ".";
    num = rand.Next(0, 2);
    if (num == 0)
        temp = temp.Replace("any other day", "any other day in search for the " + GOAL);
    OUTPUT.Add(temp);
    temp = "Immediately, the " + HERO1 + " recognized the signs of a " + MONSTERNAME
        + " attack as %HE% has been told stories about them all of %HIS% life.  %HE% just never believed the stories until
        now.";
    num = rand.Next(0, 2);
    if (num == 0)
        temp = temp.Replace("Immediately", "Instantly");
    num = rand.Next(0, 2);
    if (num == 0)
        temp = temp.Replace("recognized", "identified");
    num = rand.Next(0, 2);
    if (num == 0)
        temp = temp.Replace("stories", "tales");
    OUTPUT.Add(temp);
    temp = "Knowing %HE% had already " + StorySettings.NLG.PrevMonsterOutcome
        + " gave him the courage to help this small " + monster.Locations[0] + ".";
    num = rand.Next(0, 2);
    if (num == 0)
        temp = temp.Replace("courage", "determination and bravery");
    OUTPUT.Add(temp);
    StorySettings.Plan[CurrentPartNum].JMonsterIntro = "HELP";
}
```

Figure 49: Sample Code of the CAMPFIRE STS's Text Generation

A sample of how some text is generated can be seen in Figure 49. This sample code generates four sentences that can be seen during the introduction to the monster. A basic sentence is created using a template text generation technique. [Reiter, 1996]   This is an efficient method to generate high-quality sentences. [Bateman, 2002] In Figure 49, the first sentence created in the sample code names the hero who is traveling through a town

and notices damage caused by a monster. Using the pre-built sentence "The #MONSTER# was spotted #MONSTERENTRANCE# and #MONSTERLANDED# in the #LOCATION#" as an example, this sentence could be modified to read "The fire breathing dragon was spotted flying overhead and landed in the creepy forest." The items that are all in caps surrounded by "#" are filled in by what was selected in the story outline by the completion process. This knowledge came directly from the knowledge base. The template text generation technique allows for multiple sentences to be created covering the same concepts over different topics. For example, the above pre-built sentence could also read "The alien was spotted flying overhead and landed in the canyon just outside of town."

As seen in Figure 49, a single context contains several pre-built sentences. The pre-built sentences in a context would cover a small portion of the story to be generated. Multiple contexts cover the same portion of the story. Each of these contexts has the hero starting and ending in the same situation. It is only the journey between the points that is different. CCM selects only one of these contexts to generate the text for that portion.

5.4.1.1 Word Variation

The word variation algorithm was added to diversify the sentences generated. For example, the phrase, "any other day" can be replaced with the phrase "any other day in the search for the <item> (that he is seeking)". This algorithm can create similar meaning sentences that sound different. Most of the pre-built sentences contain their own possible word substitutions.

```
temp = "The " + HERO + " thought about how nice it will be to go home to the small " + HEADED
    + " that %HE% was heading before coming across the old " + PersonWhoTold
    + ", who started %HIM% on this quest. The " + HERO1 + ", with the " + GOAL
    + " in hand, pictured the " + HEADED + " in %HIS% mind and passed back through the doorway.";
num = rand.Next(0, 2);
if (num == 0)
    temp = temp.Replace("nice", "charming");
num = rand.Next(0, 2);
if (num == 0)
    temp = temp.Replace("heading", "going to");
num = rand.Next(0, 2);
if (num == 0)
    temp = temp.Replace("coming across", "finding");
num = rand.Next(0, 2);
if (num == 0)
    temp = temp.Replace("started %HIM% on", "first told %HIM% of");
num = rand.Next(0, 2);
if (num == 0)
    temp = temp.Replace("pictured", "%HE% visualized");
num = rand.Next(0, 2);
if (num == 0)
    temp = temp.Replace("passed", "entered");
OUTPUT.Add(temp);
```

Figure 50: Pre-Built Sentence with Over 50 Variations

The word substitutions are randomly applied to diversify the sentences generated. Some of the pre-built sentences as seen in Figure 50 contain enough word substitutions that the one sentence could generate over 50 different sentences prior to filling in the template.

Unfortunately, the word variation algorithm can and has led to the formation of grammatically incorrect sentences. One of the more common mistakes is singular vs. plural verbs and nouns. CCM will always use the singular version causing the formation of grammatically incorrect sentences. These sentences have been left within the story and will be corrected in future work. The CCM method is applied to generate the text of the story.

5.4.2 Post-Processing of the Story

When CCM has finished generating the text of the story, this text is stored within each element of the story outline as seen in Block #11 in Figure 47. The purpose of the post processing is to quickly correct some of the errors in the text, like punctuation, and to

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separate the sentences out one-by-one for easier transmission to the storyteller. The post-processing algorithm can be seen in seen in Figure 51.

This process begins by copying the text generated from the each element into a long string of text that would be the story. All the text is converted at this time to lowercase. A function begins at the beginning of the text and looking for quotation marks, question marks, exclamation marks and periods, as these are typical indications of a sentence ending. When one of these marks is located, the substring from the beginning of the large string of text to the mark is removed and is placed into its own string.

1. Create Story List
2. Copy the text generated to form a single string with the Full Story
3. Covert Full Story string to lowercase
4. Main Loop
    a. Identify first use of question marks, exclamation marks and periods
    b. Remove text up to identified location and store in own string
    c. Word-for-Word search for words to capitalize
    d. Capitalize first word
    e. Remove extra spaces
    f. Store sentence in Story List

Figure 51: Post-Processing Algorithm

This sentence is analyzed word-for-word. If a word matches any words that the system has identified as a word that should be capitalized, such as proper names, then that word is capitalized. The first word of the sentence is always capitalized as well. The post-processing algorithm removes any additional spaces that should not be there. This

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sentence is stored within a list of strings that will eventually hold the entire story.   Once stored, the post processing algorithm continues processing the remaining parts of the story until the entire story has been analyzed and placed in a proper sentence structure.

5.4.3 Presentation of the Story

When the user interface (in the story mode) receives the **say** command, the text is displayed at the top of the screen. Throughout the story, images are also displayed on the user interface to help the listener visualize what is being said and to help stay abreast of the story. These small images assist in the listener's understanding of the story through pictures and not just text. The images were chosen as they correspond to the elements in the story. For example, in Figure 52, the hero knight is being helped by a child to fight a dragon. The images are displayed once the storyteller mentions the element in current part of the story.
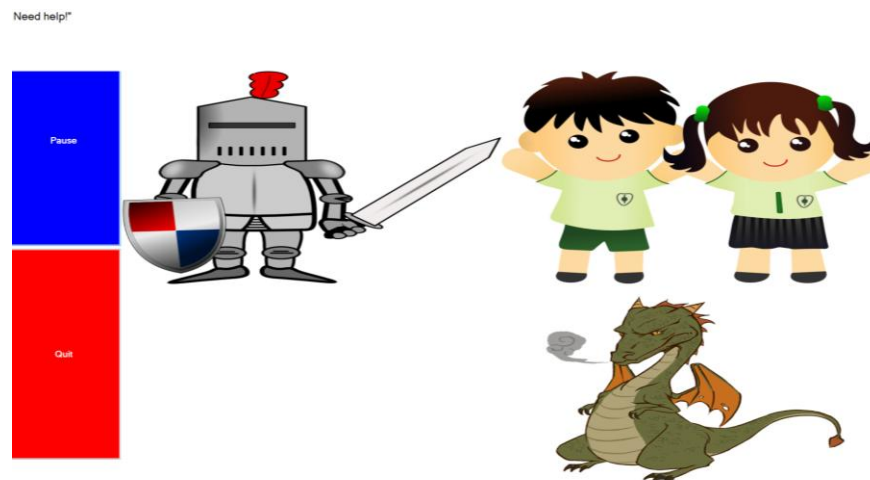
Figure 52: The User Interface in the Story Display Mode

When the storyteller receives the **say** command, the avatar begins to tell the story. After the storyteller has finished saying the transmitted sentence, it sends an acknowledgement

command back to the director module. The director module continues to transmit the story using subsequent **say** commands until one of two scenarios occur: the end of the story is reached or the listener decides to pause the story. The director also sends a **part** command to continually update the user interface to as to what part of the story is presently being told. The parts of the story are identified as the different stages listed in the story outline (the call, the journey, the arrival-and-frustration, the final ordeals, and the goal). This identifies when a stage of the story outline has been completed.

When the listener pauses the story, the storyteller will finish saying the last sentence received and then becomes silent. The director module stops transmitting new **say** commands and then, depending on what part of the story has just concluded, dictates to what display mode the user interface transitions.
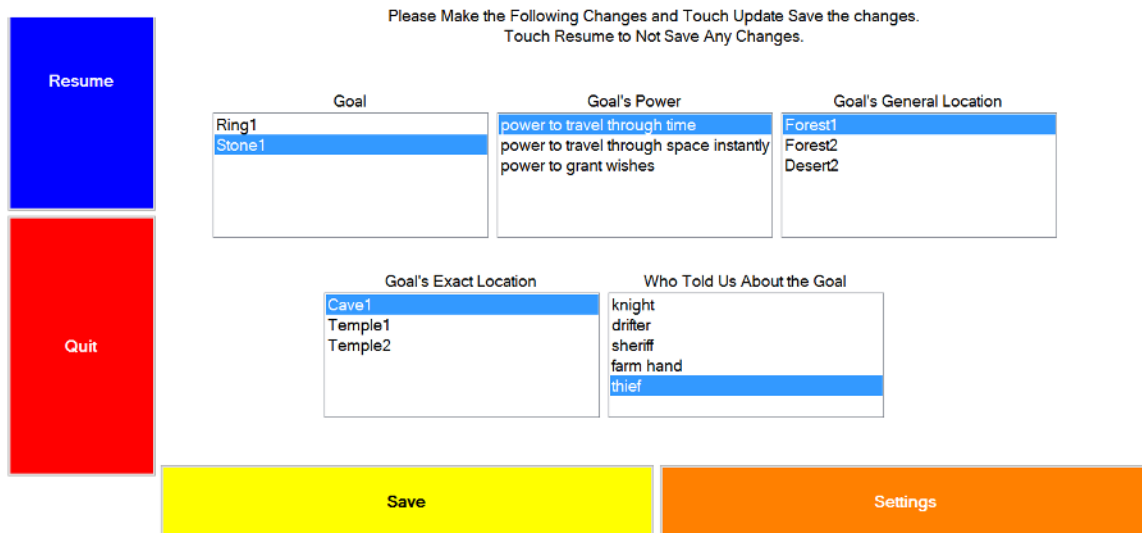
Figure 53: The User Interface in the Call Display Mode

The first settings that the listener is shown corresponds to the settings that the listener can make to the current element. The listener has access to an additional mode that will allow him/her access to global settings for the story. For example, changing the monster is a setting that only affects the monster encounter element, while changing the hero from a knight to a cowboy is a global change.

In the call mode (Figure 53), the user has the ability to change different elements that relate to the Hero's call, including what object the hero is seeking, what power the object possesses, where the object is located, and who will be telling the hero about the quest. There are two standard buttons located on the screen's left side: stop and resume. The stop button will exit out of the CAMPFIRE STS, and the resume button will begin telling the story again, whether or not there have been changes requested.

There are two additional buttons displayed across the bottom of the screen: save and settings. The save button allows the user to save the changes made by the listener while the setting button allows the user to access the general settings mode. The save button must be pressed before pressing the resume button if the changes that are being requested are going to be utilized in the story. This allows the listener to figure out which options they may want to change without any repercussions to the current story. The general settings mode allows the listener to view and modify some of the global settings throughout the story, for example, the genre.

The monster display mode (Figure 54) becomes visible when the listener is in the part of the journey in which the hero is facing a monster. In this mode, the same four buttons that appeared in the call settings mode are displayed: resume, quit, save, and settings.

The listener has the ability to change the type of monster, the location of the monster, and how the hero deals with the monster.
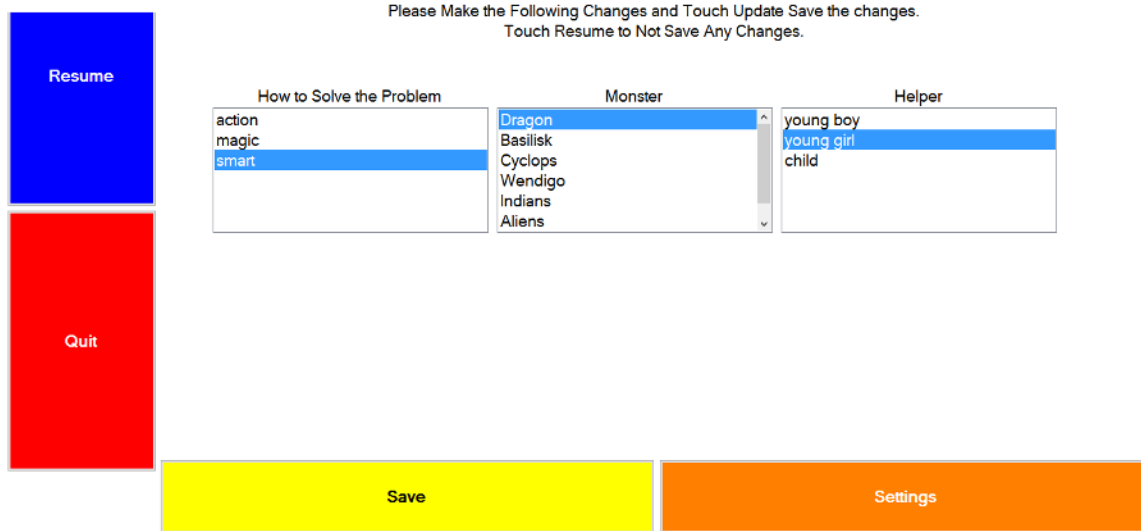
Figure 54: The User Interface in the Monster Display Mode

The type of monster and location are heavily genre-dependent and have limitations based on these factors. The way that the hero is able to solve the problems in this interaction are: the hero takes direct action, the hero uses his intellect or the hero uses some sort of magic to solve the problem.

The temptation display mode (Figure 54) is displayed when the listener presses the pause button while the hero is facing a temptation in the story. Again the standard four buttons from the above "call" and "monster" settings are displayed: resume, quit, save, and settings. In this mode, the listener is able to select how the hero is solves the problems presented, the style of the temptation, the location of the temptation, and for one particular style – the child with a monster - the type of monster.

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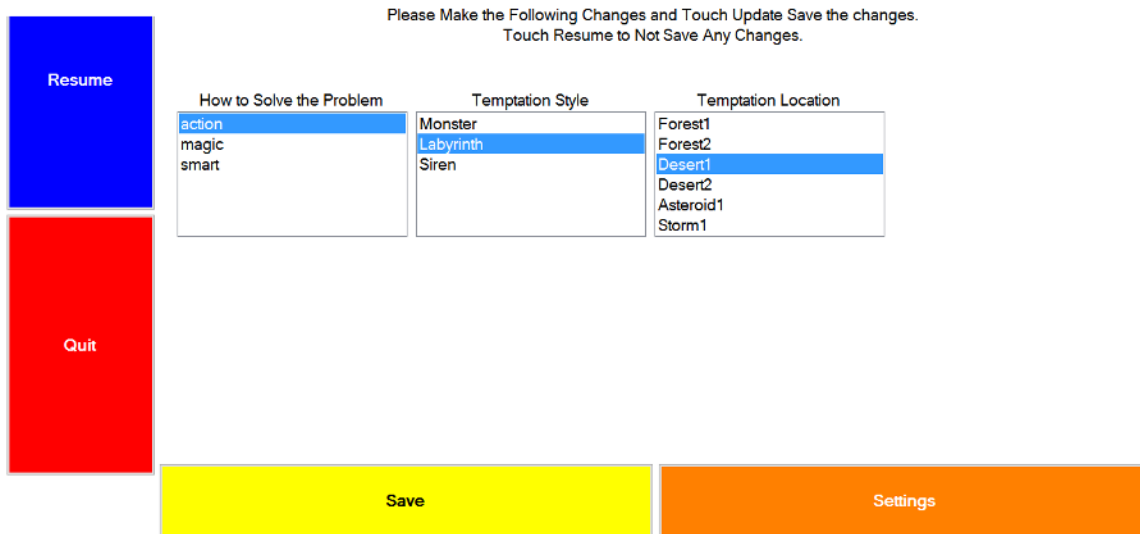
Figure 55: The User Interface in the Temptation Display Mode

In the child with monster style, a child runs towards the hero asking the hero to battle a monster. This child is actually the antagonist trying to trap the hero. The way to solve is problem utilizes the same three settings as with the monster display mode - the hero takes direct action, the hero uses his intellect or the hero uses some type of magic. The style of temptation provides the listener with three different options: a child with a monster, a siren, or a labyrinth. Only with "the child with a monster" is the listener able to select the type of desired monster.

The end display mode (Figure 54) is displayed anytime after the hero has arrived at the location site of the object that he/she seeks. In this mode, there are only three choices that can be made: a happy ending, a sad ending, and/or a random ending. The listener has no further options beyond these three. The four standard buttons are also displayed: resume, quit, save, and settings.

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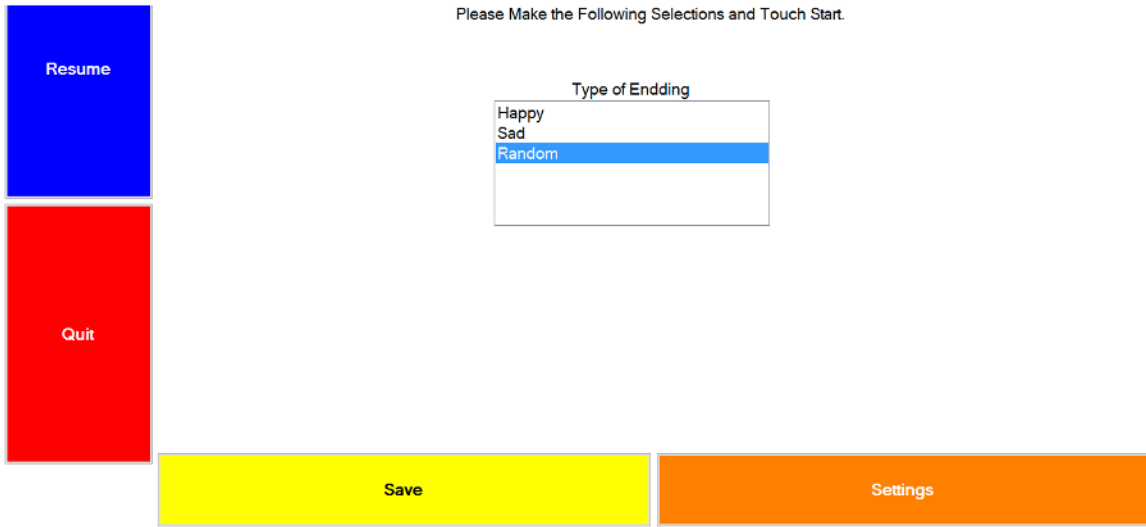
Figure 56: The User Interface in the End Display Mode
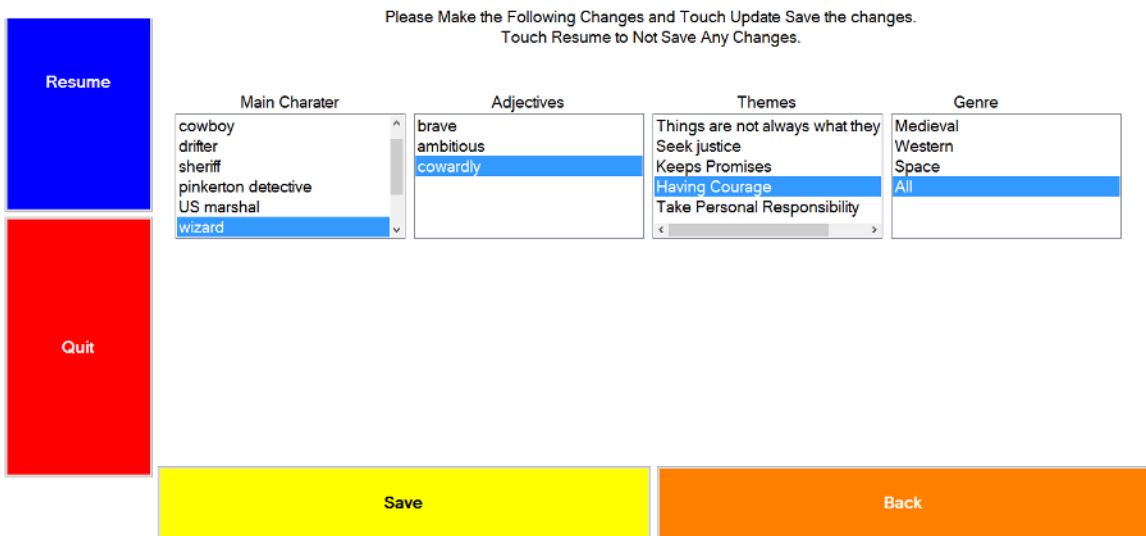
Figure 57: The User Interface in the General Settings Display Mode

The final mode to discuss, which is the general settings display mode (Figure 57), can only be accessed when the listener selects the general settings button within the four previous modes. Within this mode, the listener has access to settings that apply throughout the entire story. The listener can choose another main character; can change the attributes of the main character; the genre of the story; and the theme of the story. When the listener requests changes to the main character, the main character is replaced by the new character. This allows the number of characters to remain consistent throughout the story.

When the listener changes the genre of the story, the option of main characters also changes. This is the result of ensuring that the main character is appropriate for the selected genre, e.g. the cowboy character would not fit into a medieval setting. The attribute of the main character is also limited based upon the main character selected. The themes are directly tied to these attributes.

Again the standard four buttons are displayed, with the exception of the settings button which has been replaced with a back button. These four buttons are now: resume, quit, save, and back. The back button returns the listener to the specific settings mode where the listener had just been, to enable the listener to only make changes to the current part of the story.

5.4.4 Merging of Stories

Once a listener has requested the changes, these changes are transmitted to the director module. When the director receives these changes, a copy of the current story settings is made and stored under "old story settings". The changes are then all inserted into the

current story settings. CCM is called to find an appropriate context to handle the current situation of how to make the requested changes.

1. Identify Current Stage (S) of Story (the call, the journey, the arrival-and-frustration, the final ordeals, and the goal)
2. Examine List of Contexts used to Create Original Story (COS) for S
3. Keep Contexts whose Text has been said in (COS)
4. Examine List of Contexts used to Create New Story (CNS) for S
5. Compare both lists
6. If a common context between both list is found
    a. Merge the stories at this point
7. Else
    a. Merge the stories at the beginning of the stage

Figure 58: Basic Merge Algorithm

Within the CCM process, the context utilized generates a completely new story with the new settings. This occurs recursively as the first CCM cycle is executed to continue the story modifications.

After the new story has been generated, another context analyzes the two stories and determines how they should be merged to form one cohesive story. The merging algorithm for the stories can be seen in Figure 58. The merge algorithm utilizes the log of contexts applied to generate the text from both stories.

The merge algorithm analyzes where the listener is in the current stage of the story. If the story has completed most of the current stage, then the majority of changes will be rejected as the desired story length may be exceeded.

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Original Story			New Story
NLGContext1	1		NLGContextA
NLGContext2	2		NLGContext2
NLGContext3	3		NLGContextC
NLGContext4	4		NLGContextD
NLGContext5	5		NLGContextE

Figure 59: Sample Creation Logs of Contexts

Children often delay going to bed as long as possible and requesting story changes could be one way to delay bedtime. [Ginott & Ginott, 2009] Most parents choose stories of an appropriate length so as to ensure that bedtime is a structured time.

Given the sample creation logs in Figure 59, the merge algorithm is explained. The merge algorithm first identifies where in the current stage the listener is. In this example, the listener has heard text created by *NLGContext1, NLGContext2, NLGContext3,* and *NLGContext4* but not *NLGContext5*. *NLGContext5* would be removed from that list. The merge algorithm begins with the last context still on the list (*NLGContext4*) and looks for a common context between the two lists. In the given example, *NLGContext2* is the common context. The merge algorithm will identify this as the merge point and will begin telling the new story with the text created by the *NLGContextC* context. If no common context can be found, the algorithm identifies the merge point at the start of the stage and begins telling the new story from that point. After CCM has created the new story, the text of the story is processed using the post-processing algorithm.

The changes made by the listener are converted into a **say** command and transmitted to the other modules before resuming the story. The director keeps transmitting the story

sentence by sentence until the story has ended or the pause button is pressed. The listener can request multiple changes throughout the story and the exact same process will be followed every time by the CCM.

This is how the CAMPFIRE STS generates and tells a story.

5.5 Chapter Summary

This chapter has provided an overview and a detailed look at the elements within the CAMPFIRE STS. Although the process in the CAMPFIRE STS is complicated, each and every step that has been examined in this chapter.

The CAMPFIRE STS has turned conceptual ideas into practical applications. The CCM process developed specifically for this project provides a contextual and intelligent approach to handling multiple facets of the story telling process. This is an important area of research because it not only introduces a different story generation technique but also allows the listener to participate in the story as much or as little as they desire.

CHAPTER SIX: TESTING AND RESULTS

This chapter covers the evaluation of the CAMPFIRE STS as well as the functionality of the Cooperating Context Method (CCM). A series of tests were performed on the CAMPFIRE STS to assess the execution of the system in both its flexibility and performance in generating stories. These evaluations were designed to show the validity of the system as a bedtime story generation and telling system for children. The reliability of the system was evaluated as results were consistent among the tested population to show the entertainment value of the model as is discussed in this chapter. This chapter breaks down the evaluative process into four different assessments: functionality test, novelty test, user acceptance test, and an assessment of knowledge base changes required. The results of these tests are presented in each section.

6.1 Functionality Test

The functionality test was designed to assess the performance of the system under normal conditions. Normal conditions refer to the general use of the system, which would be a story generated by the system and then that story be issued a change request by the listener. The focus of this test was to determine whether or not the system was capable of instituting the appropriate changes to the story. In this particular evaluation, a total of 50 stories were generated by the CAMPFIRE STS; subsequently, changes were requested by human text through a predefined evaluative procedure during different parts of the story. At the part of the story where changes were requested, CAMPFIRE STS actually listed what detailed changes were being made in the story. For example, if the main character was being converted into a Knight from a Wizard, CAMPFIRE STS would state that the

Wizard will now be converted to a Knight. This is relevant to the functionality test as this is how the human evaluator this will know what changes have been requested.

Fifty stories were generated by the CAMPFIRE STS for the evaluation of the functionality of system. Functionality for this evaluation indicates that the stories that are generated will be modified to incorporate the requested changes, which are pre-defined for the evaluation. The CAMPFIRE STS was evaluated based on the text output produced after the changes have been implemented. The full story was furthermore by a human evaluator who used his discretion to ascertain as to whether the changes have been implemented properly. The baseline evaluation for this process determines whether the changes actually appear in the story output.

Twenty-five of the 50 stories used the same story outline prior to the requested changes. The story plot chosen for these stories was one that had been generated by the system to test a predefined quest genre. It was predefined by the developer. This means that these 25 stories were originally similar to each other in the genre, characters, locations, items that the hero is seeking, and plots. The other 25 stories used the CAMPFIRE STS to create the story and the story outline of the same genre and the same story length. The requested changes all varied for the 50 stories from a single change such as the item that was being sought in a quest, or the type of monster encountered to many different types and varieties of changes. These changes were all predefined to demonstrate the range of ability of the CAMPFIRE STS. All of the changes were made simultaneously in one request as opposed to multiple requests made throughout the story, and these changes could include parts such as a change in the main character, genre, monster, item changes, and location changes.

One human evaluator was engaged to read and evaluate each story and decide whether the desired requested changes were made correctly. This evaluator is a Ph.D. student in Computer Science who volunteered to read all 50 stories for content and assess each story for the changes that were made. The evaluator then assessed how effectively the changes were made throughout the stories by reading each story and deciding whether changes that were specified were actually implemented in the story. For example, if the item that the hero was seeking was changed to some other object, the test subject checked to see whether the previous quest item was mentioned in the story again.

The evaluator's assessment indicated all specified changes were made and correctly incorporated into the story. During the first story, the evaluator revealed a problem with a type of requested change that involved that an object alteration was not appropriately implemented throughout the story. It was found that for this alteration, the system was not properly copying the new variable into the story settings. This issue was corrected and all 50 stories were regenerated to be re-evaluated. The test subject then determined that all the changes in all the re-generated stories were made correctly by the CAMPFIRE STS. This allowed the System to function property 100% of the time when changing the story as requested. Thus, it can be safely said that the CAMPFIRE STS passed this test. A table describing a summary of the 50 stories and their predefined changes, along with the checked items can be seen in APPENDIX A. All 50 stories can be seen in APPENDIX B.

6.2 Novelty Testing

The novelty testing follows the general procedure outlined in [Peinado et al., 2010]. This procedure for novelty testing was intended to numerically determine a story's novelty by

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computing the literal distance between two different stories. The concept behind novelty testing is to determine how different Story A is from Story B by analyzing several different elements of each story. Story A is used as a benchmark and story changes and additions are found within Story B. With the procedure and formula determined by Peinado et al., one can calculate a linear distance between two stories that is indicative of how different these stories are. The larger the linear distance is means that the two stories are more novel from each other. Peinado et al. proposed to examine four general elements in a story to determine how and if they changed, which would affect their novelty. These four elements are: the *events*, the *characters*, the *props* and *scenarios* within each story. Each one of these elements is discussed in greater detail in the following sections. All reported values are binary – they are either present or not present.

Within events, Peinado et al. was looking at the physical events that would take place within a story and compare these events with events in similar story and compare them to each other. They characterized this element into two major components: main events and secondary events. The main events cover the large actions within the story – the big picture. The secondary events cover the minor actions within the story. Within each component, Peinado et al., were seeking to categorize them as new, change of order, replaced with similar items or replaced with different items. A new event is new to the second story because it did not take place during the first story. The change of order represents whether the same events in each story were presented in a different order. The replaced with similar or replaced with different items represent whether events were replaced during the story – either with events that were similar or not similar. Peinado et al. weighted each category in the order they deemed was most relevant to novelty. For

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example, a main event that has been replaced with a different item has the highest

weighted value score, while a secondary new event will have the lowest weighted score.

Peinado et al. utilized stories in their study that were well-known, such as a Cinderella–

like tale as well as a Hansel and Gretel-like tale. The weighting of the system helped to

determine how novel the new story was from the original well-known tale. Equation (2)

used to calculate the event element is shown below.

$$Event = we_1 \times (we_{11} \times me_{new} + we_{12} \times me_{cho} + we_{13} \times me_{sim} + we_{14} \times me_{ch}) +$$
$$we_2 \times (we_{21} \times se_{new} + we_{22} \times se_{cho} + we_{23} \times se_{sim} + we_{24} \times se_{ch}) \qquad (2)$$

In the equation seen above (2), all the variables that begin with *we* is a weighted value

and assigned by the evaluator. No range was given for the weighted value – only the

guidance of the relative values for each other. The variables that begin with *me*

correspond to a main event. There are other abbreviations used as well. The *se*

corresponds to a secondary event. The *new* sub abbreviations are used to represent the

new events and the *cho* sub-abbreviation is the change of order. The *sim* means replaced

with similar while *ch* replaced with radically different. The following inequalities (3, 4,

5) must hold true for the assigned weights above.

$$we_1 > we_2 \qquad (3)$$
$$we_{11} < we_{12} < we_{13} < we_{14} \qquad (4)$$
$$we_{21} < we_{22} < we_{23} < we_{24} \qquad (5)$$

The second element was the *character* element in which Peinado et al. looked at all the

stories and the characters that appeared throughout, and then compared these characters

to each other in both stories. They broke the characters into two groups, – main

characters and secondary characters. The main characters are the subjects of the story.

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The bit or the secondary characters also play a part in the story – just not a major part. Within each group, Peinado et al., sought to categorize them as new, changed the order, replaced with similar items, or replaced with different items. A new character was new to the second story because it did not appear during the first story. The change of order became true if the characters appeared in each story but in different order. The replaced with similar or replaced with different characters both represent whether characters were replaced during the story – either with characters that were similar or not similar to each other. Equation (6) is used to calculate the character element and is shown below.

$$Character = wc_1 \times (wc_{11} \times mc_{new} + wc_{12} \times mc_{cho} + wc_{13} \times mc_{sim} + wc_{14} \times mc_{ch}) + wc_2 \times (wc_{21} \times sc_{new} + wc_{22} \times sc_{cho} + wc_{23} \times sc_{sim} + wc_{24} \times sc_{ch}) \qquad (6)$$

In the equation (6) seen above, all the variables that begin with wc is a weighted value. Peinado et al. weighted each category in the order they deemed was most important to novelty. A secondary new character has the lowest weighted score while a main, replaced with different character, has the highest weighted score. Again, only the guidance of the relative values for each other was provided. The variables that begin with mc correspond to a main character. There are other abbreviations used as well. The sc corresponds to a secondary character. The new sub-abbreviation is used to represent the new character and the cho sub-abbreviation is the change of order. The sim means replaced with similar while ch means replaced with radically different. The following inequalities (7, 8, 9) must hold true for the assigned weights above.

$$wc_1 > wc_2 \qquad (7)$$
$$wc_{11} < wc_{12} < wc_{13} < wc_{14} \qquad (8)$$
$$wc_{21} < wc_{22} < wc_{23} < wc_{24} \qquad (9)$$

The third element defined by Peinado et al. was *props*. A prop is an item used to assist the main characters in their quest during the story. For example, a prop could have been a sword to defeat the dragon, or fire used to scare away a monster. Unlike the first two elements, props could not be divided into main and secondary props. A prop is important to the story and to the novelty of the story because it allows a variation as to how the main character may succeed in their quest. For example, a brave knight charging in to fight a dragon with a sword would be different from that same knight charging in to fight a dragon with fire. Peinado et al. characterized the props into two separate items: new and changed. The new prop item does not appear until Story "B" while, a changed prop is a prop that would be used in place of an already used item in Story A. Peinado et al. weighted new props higher then changed props. The equation (10) used to calculate the props element is shown below.

$$Props = wp_1 \times props_{new} + wp_2 \times props_{changed} \qquad (10)$$

In the equation (10) seen above, the two variables that begin with wp are weighted values. The new sub abbreviation is used to represent the new prop and the changed sub-abbreviation is used to represent the changed prop. No range was given for the weighted value – only the guidance of the relative values for each other. The following inequalities (11) must hold true for the assigned weights above.

$$wp_1 > wp_2 \qquad (11)$$

The fourth and final element is *scenarios*. Scenarios are important to the story because they offer new locations for the events in the story. For example, a brave knight that would be charging into a cave to fight a dragon would be different from that same knight

charging in to fight a dragon in a forest. Peinado et al. characterized the scenario into new and changed categories. A new scenario did not exist in Story A, and did not appear until story "B". A changed scenario is a location where the same events took place in Story B but in a different environment. Peinado et al. weighted new scenario higher then changed scenario. The equation (12) that was used to calculate the scenario elements is shown below.

$$Scenarios = ws_1 \times scen_{new} + ws_2 \times scen_{changed} \qquad (12)$$

In the equation (12) seen above, the two variables that begin with *ws* are weighted values. The new sub-abbreviation is used to represent the new scenario and the changed sub-abbreviation is used to represent the changed scenario. No range was given for the weighted value – only the guidance of the relative values for each other. The following inequalities must hold true for the assigned weights above.

$$ws_1 > ws_2 \qquad (13)$$

A total score was calculated by adding the four different factors, and weighted as Peinado et al. specified. See Equation (14). Peinado et al. weighted the events the highest and scenarios received the lowest weighted score. This total score represents how far apart from each other two separate stories are, and the linear difference between the two different stories. This linear difference also demonstrated the novelty between different stories. For example, if the same story was told using different words but used the same elements, Peinado et al.'s equation would show a low linear difference. If the linear difference is high, then the stories are not similar in the essential elements.

$$Novelty = w_1 \times Events + w_2 \times Character + w_3 \times Props + w_4 \times Scenarios \qquad (14)$$

In the equation (14) seen above, all the variables that begin with *w* are a weighted value. No range was given for the weighted value – only the guidance of the relative values for each other. Each of the other items are factors calculated according to equation (14) shown above. The E*vents* variable is the result of the events equation (2), and the *character* variable is the result of the character equation (6). The *Props* variable is the result of the prop equation (10) and the *scenarios* variable is the result of the scenario equation (12).

6.2.1 Novelty Testing Procedure – Baseline Example

Peinado et al. included a set of six plots that varied slightly from one another, starting with a Cinderella-like story and concluded with a plot that appeared to be randomly generated. [Peinado et al., 2010] All the plots between these two stories had variations within the plots that allowed the story to morph between the two plot lines. The Cinderella-like plot is shown below:

> "Once upon a time... there was a girl subjugated to a stepmother in a house. The stepmother unfortunately appeared in the house. The stepmother attempted to maltreat the girl. The stepmother maltreated the girl. The girl desired the love of a prince. A fairy godmother magically appeared with a costume in the house. The girl gratefully accepted the help of the fairy godmother with the costume. The fairy godmother imposed a prohibition on the girl. The girl enjoyed the love of the prince in a palace. The girl violated a prohibition of the fairy godmother in the

palace. The prince publicly counteracted with the costume. The prince looked for the girl with the costume in the house. The prince found the girl in the house. The prince returned with the girl to the palace. The prince married with the girl... and they lived happy ever afterwards!"

[Peinado et al., 2010]

As a contrast to the Cinderella-like story, Peinado et al. used a randomly generated plot that was expected to produce the largest linear distance when compared to the Cinderella-like story. The randomly generated plot is as follows:

"Once upon a time... there was a baby that was very happy. The baby was kidnapped by a demon. A hunter fought the demon with a weapon. A knight fought the demon with a weapon. A prince fought the demon with a weapon. A spirit appeared by a blessing with a key in the palace. A princess rescued the baby with the key. The princess was pursued by the demon. The princess escaped from the demon. The girl gloriously returned with the baby to the village." [Peinado et al., 2010]

6.2.1.1 Novelty Testing – Weighted Scores

Peinado et al. only provided a range for the values and no guidance as to what and how he actually calculated the values. Peinado et al. apparently believed that it would be best if the researcher who used his novelty test scoring was able to develop their own

weighted systems based on their own research to ascertain a novelty score. With this information, there were several tests conducted on the weighted values for this test. The first test that was conducted used simplistic weighting values where the lowest number began with 1 and the highest value was 4. This produced a maximum possible score of 219. A second weighted score was used with the lowest rated score was 1.1 and increased by .1 which yielded a maximum score of 36.34 points. However, it was discovered that the percentages never changed much due to the calculations that were done. The score divided by the max score will yield similar percentages. A weighted value system was found that was based with a possible score of 100 – as for many individuals, 100 equals a number that is considered to be the best score possible and is more easily understood. Knowing that the events and characters are both important to the novelty of a story, the weights for these two events are weighted similarly. Likewise, the props and scenarios are both weighed similarly for the same reason.

The weighted differences between main and secondary events and main and secondary characters were also weighted similarly as a secondary character or event will add novelty to the story. The weights provided through experimentation are provided below in Equations (15, 16, 17, 18, 19). Although not quite the 100 points that were sought – the maximum number of points to be obtained are 99.96. This was close enough to 100 that one would not have to perform extra calculations to know if there was a high degree of novelty to the story.

$$Event = 1.1 \times (1.1 \times me_{new} + 1.2 \times me_{cho} + 1.3 \times me_{sim} + 1.4 \times me_{ch}) + 1 \times (1.1 \times se_{new} + 1.2 \times se_{cho} + 1.3 \times se_{sim} + 1.4 \times se_{ch}) \qquad (15)$$

$$Character = 1.1 \times (1.1 \times mc_{new} + 1.2 \times mc_{cho} + 1.3 \times mc_{sim} + 1.4 \times mc_{ch}) +$$
$$1 \times (1.1 \times sc_{new} + 1.2 \times sc_{cho} + 1.3 \times sc_{sim} + 1.4 \times sc_{ch}) \qquad (16)$$

$$Props = 1.1 \times props_{new} + 1 \times props_{changed} \qquad (17)$$

$$Scenarios = 1.1 \times scen_{new} + 1 \times scen_{changed} \qquad (18)$$

$$Novelty = 4.5 \times Events + 4.4 \times Character + 1.6 \times Props + 1.5 \times Scenarios \qquad (19)$$

This is the weighting system that was used throughout the rest of the research conducted

for this dissertation.

6.2.1.2 Novelty Calculations

Using the four factors as defined by Peinado et al., and using the weighted scores as

defined above, an independent reviewer - as a control; calculated the linear distance

between the plots in the above stories. This independent reviewer used has a doctorate in

Curriculum and Instruction and presently is a tenured professor who also edits textbooks

for publishing companies for accuracy in content. This reviewer was chosen because the

attention to detail needed in editing textbooks prior to publication made her an ideal

candidate to review these stories.

The manner in which the calculations were completed is shown in the following

discussion. The first calculation that was completed was the event factors score. The

reviewer determined that a new main event, replaced with different main event, a

secondary new event, and a secondary replaced with different event all occurred were all

noted within the control stories. Using the events equation (2), and the weighting system

defined above, the evaluator calculated the total score for the novelty score of the story.

The step-by-step calculations can be seen in the equations (20, 21, 22) below.

$$Event = 1.1 \times (1.1 \times me_{new} + 1.2 \times me_{cho} + 1.3 \times me_{sim} + 1.4 \times me_{ch)} + 1 \times$$
$$(1.1 \times se_{new} + 1.2 \times se_{cho} + 1.3 \times se_{sim} + 1.4 \times se_{ch}) \tag{20}$$

$$Event = 1.1 \times (1.1 \times 1 + 1.2 \times 0 + 1.3 \times 0 + 1.4 \times 1) + 1 \times (1.1 \times 1 + 1.2 \times 0 +$$
$$1.3 \times 0 + 1.4 \times 1) \tag{21}$$

$$Event = 5.25 \tag{22}$$

As seen above the event score equates to 5.25. This is the first of the variables needed to calculate the novelty score for these control stories.

The second calculation that was computed was the characters factors score. Using the character equation (6), and the above weighting system, a character factor was evaluated and had similar numbers as the events calculation. The step-by-step calculations can be seen in the equation (23, 24, 25) below.

$$Character = 1.1 \times (1.1 \times mc_{new} + 1.2 \times mc_{cho} + 1.3 \times mc_{sim} + 1.4 \times mc_{ch}) +$$
$$1 \times (1.1 \times sc_{new} + 1.2 \times sc_{cho} + 1.3 \times sc_{sim} + 1.4 \times sc_{ch)} \tag{23}$$

$$Character = 1.1 \times (1.1 \times 1 + 1.2 \times 0 + 1.3 \times 0 + 1.4 \times 1) + 1 \times (1.1 \times 1 + 1.2 \times$$
$$0 + 1.3 \times 0 + 1.4 \times 1) \tag{24}$$

$$Character = 5.25 \tag{25}$$

As seen above the characters score equates to 5.25. This is the second of the variables needed to calculate the novelty score for these control stories.

The third calculation was the props factors score. For this, the evaluator determined that a new prop had occurred. Using the props equation (10), the above defined weighting system was implemented and used by the evaluator. The step-by-step calculations can be seen in the equations (26, 27, 28) below.

$$Props = 1.1 \times props_{new} + 1 \times props_{changed} \tag{26}$$

$$Props = 1.1 \times 1 + 1 \times 0 \tag{27}$$

$$Props = 1.1 \tag{28}$$

As seen above the props score equates to 1.1. This is the third of the variables needed for final calculations.

The fourth and final calculation is the scenarios factors score. For the scenarios score, the evaluator determined that a new scenario had occurred. Using the scenarios equation (12), and the previously defined weighting system, the evaluator calculated the scores. The step-by-step calculations can be seen in the equations (29, 30, 31) below.

$$Scenarios = 1.1 \times scen_{new} + 1 \times scen_{changed} \tag{29}$$

$$Scenarios = 1.1 \times 1 + 1 \times 0 \tag{30}$$

$$Scenarios = 1.1 \tag{31}$$

As seen above the scenarios score equates to 1.1. This is the last variable needed to calculate the novelty score.

Using the above calculations and the novelty equation (14), the novelty between these two control stories can be determined as seen below:

$$Novelty = 4.5 \times Events + 4.4 \times Characters + 1.6 \times Props + 1.5 \times Scenarios \tag{32}$$

$$Novelty = 4.5 \times 5.25 + 4.4 \times 5.25 + 1.6 \times 1.1 + 1.5 \times 1.1 \tag{33}$$

$$Novelty = 50.135 \tag{34}$$

The independent evaluator calculated a total score of 50.135 points. This number represents the linear distance between two stories that have no commonality and would be considered novel in content. A novelty score of 50.135 is approximately 50% novel which demonstrates that two different stories are dissimilar and contains variety between

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them. These two stories provided by Peinado et al. are considered the control stories for this testing situation.

6.2.2 CAMPFIRE STS Test Specifics

The objective of the novelty evaluation the CAMPFIRE STS was to determine whether two stories generated of the same settings would be novel to each other and thus be considered different stories. In order to accomplish this evaluation, the medieval genre was chosen by the evaluator. The short story format was also selected to allow for consistency in comparing the novelty of these two stories with the novelty of the control stories. These control stories are the two sample plots presented by Peinado et al.. When evaluated by the independent reviewer, this would allow for a valid comparison of our results to Peinado et al's.

In one single run, CAMPFIRE STS generated two stories. The independent evaluator accessed the novelty between both stories. There can be some diversity between the stories generated by CAMPFIRE STS, this test performed on 30 different sets of generated stories. Once the two stories were generated, each was saved to a text file to allow the independent evaluator to assess the stories in the same manner as the control stories were evaluated as presented in the section above. Again, this allows for a reliable and valid assessment of the novelty of the stories. The independent reviewer utilized the same process used in calculating the novelty in the control stories on the two stories generated by CAMPFIRE STS. A total point score for novelty between the two generated stories was calculated. This evaluation method was performed 30 times to assure a thorough evaluation. The independent evaluator assessed all the stories within one day, which allowed the consistency of testing to be maximized. It was expected that

some of the paired stories would have variable scores – with some scores higher for novelty then others simply based on the fact that the stories were generated with the settings. It was an optimistic hope that the score would be above the score obtained by the control stories (50%) but this is the optimal goal for a novelty score.

6.2.3 Novelty Testing Results

As demonstrated in the previous discussion, the novelty score for the control stories that Peinado et al. presented was 50.135. This score was designated as a reasonable score for novelty difference between two stories by the authors. This score represented the novelty from a Cinderella-like story to a randomly generated story in his research. These two stories in Peinado et al.'s research did not contain any similar events, characters, plots, or scenarios which made them novel of each other. These are two totally different stories.

Table 2: Statistical Data for Novelty Scores Computed Across the 30 Runs

Average Novelty Score	44.256
Median Novelty Score	44.738
Standard Deviation of Novelty Score	6.873
Variance of Novelty Score	47.234

The statistical data across all 30 runs can be seen in Table 2. The novelty scores computed across the 30 runs had a great deal of variation. The average score was a 44.256 with a standard deviation of 6.878. This indicates that the control score, computed by the evaluator and considered by the evaluator to be a good benchmark to indicate novelty, is within one standard deviation of the average score. Although shown as statistically significant, as seen in equations 35, 36, and 37, these scores are considered

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to be novel based on the standard deviation of the two-tailed t-*test* on the .05 level of significance that was conducted on the data. The data for all 30 runs can be found in APPENDIX C. The average score of 44.256 calculates to be 44.273% of the possible maximum score of 99.96. This is indicative of the stories being labeled as novel as 44% is close to the 50% level which was set by the control stories.

$$t = \frac{X_1 - X_2}{S_{X_1 - X_2}} = \frac{44.256 - 50.135}{1.2548} \approx -4.6855 \tag{35}$$

$$d.o.f = \frac{(\frac{s_{X_1}^2}{n_1} + \frac{s_{X_2}^2}{n_2})^2}{\frac{(\frac{s_{X_1}^2}{n_1})^2}{n_1 - 1} + \frac{(\frac{s_{X_2}^2}{n_2})^2}{n_2 - 1}} \approx 29 \tag{36}$$

$$4.6855 > 2.045 \tag{37}$$

When Peinado et al. formulated the novelty component in storytelling, the stories that were evaluated in their research were entirely different story renderings, while the CAMPFIRE STS used the same genre and length of story. With the control stories originating from totally different folk tales and CAMPFIRE generating stories using the same genre, the variations in the CAMPFIRE stories show how diverse a created story can be in the same genre.

6.3 User Testing

This test was designed to ascertain how users perceived the CAMPFIRE STS and the value they felt the system had for children as a bedtime story telling mechanism. The goal of this test was to determine user understanding, enjoyment of the stories and system usability. It is an important component of the CAMPFIRE STS research because it evaluates the value of the system.

The objective of this user testing is to determine how test subjects perceive the stories that are generated by CAMPFIRE STS. The focus of this test was specifically oriented to how the test was perceived by adults for children's use. Another focus of this assessment was the perception by the adults as to the entertainment value of the system for themselves. These assessments were done by having test subjects listen to two different stories. The first story was not able to have any changes made by the test subject and had to be delivered as generated, however, the test subject was able to select genre, gender of main character and length of story before the start of the story. The second story began the same way as the first story but allowed the test subject to make purposeful changes at their own leisure throughout the story. The expected results from this assessment should reveal that story #2 would be more entertaining than story #1. This is an expected result as the ability to change the story should make it more entertaining versus listening to a static story. Another expected result is that the adults surveyed will find the CAMPFIRE STS to be appropriate for the use with children as a bedtime story generating system.

6.3.1 User Testing Procedure

The procedure used was as follows: a test subject was first informed about the test and then asked to select the type of story they wanted to hear. The initial choices included the gender of the main character, the genre of the story and the length of the story. The subject then began the test by touching the start button on the computer screen. The CAMPFIRE STS proceeds to generate a story and then orally relates the generated story to the test subject. During the first story, the subject was not allowed to make changes to any part of the story. After the first story was completed and told, the test subject was asked to complete a short survey. Upon completion of that first section of the survey, the

test subject then started the second story by touching the start button once again. The second story was the exact same story as the first one with one major exception; the user is required to make a purposeful change to the story during the process of telling the second story. Many of the test subjects made change requests at the beginning of the story, sometimes within the first few lines of the story. After the telling of the second story was completed, the test subject was asked to complete the second half of the survey regarding the testing situation and their involvement and understanding of the story generation system.

After the testing was completed, each test subject was able to ask any questions they had regarding the testing system in a brief exit interview. This allowed the test subjects to explain any comments that they may have made on the survey form. All test subject data and the stories were anonymously collected. A generated code was utilized to represent the data so that there would be no link between the test subjects and their data.

The survey was formatted as a Likert scale questionnaire with a 1-5 response for most questions, where 1 was absolutely no/bad and 5 indicated absolutely yes/good. The Likert scale was utilized because it assumes that responses generally fall on an ordinal scale that will measure the responder's opinion ranging from agreement to disagreement, and is generally easily understood and responded to by most individual test subjects. [Losby & Wetmore, 2012] There was a total of 54 questions on this survey. Fifteen questions of the 54 were not on a Likert scale and required circling the right answer. Furthermore, there was one open ended question ("Do you have any final thoughts?") that required a written response. All data were reported through a 1-5 Likert scale and the data was calculated only for levels 4 and higher of that scale as that was the higher level

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of interest. The scaled numbers of 3 and below was indicative of no interest or disinterest. A copy of the survey can be seen in APPENDIX D. The questions were easy to review and score.

6.3.2 Testing for Children without Using Children

Because the overall design of the CAMPFIRE STS was to create bedtime stories for children, finding the appropriate adult population to evaluate the system was a challenge. Utilizing children as test subjects was not an option for this research, as managing children test subjects requires procedures and skills that were beyond the scope of this research and the capabilities of our research infrastructure. Young children may not understand the survey questions and have the maturity level to provide appropriate feedback.

Identifying the characteristics of this test population was exceptionally important for the applicability of this CAMPFIRE STS for this study. For this reason, young adults were considered to be an acceptable alternative. Specifically, adults who fit the parent age range for young children (ages 20-45 years of age) were sought as potential subjects, although all adults – over 18 years of age, were used in the evaluation. It was thought that these adults would be best suited to make decisions on the appropriateness of the CAMPFIRE STS for their child or future children. Young adults that have worked with or have children of their own, must care for the child and generally have experience in what will best entertain and occupy a young child. The young adult test subjects were all appropriate test subjects as many had either had children or worked with children in some capacity as reported by the test subjects.

6.3.3 User Testing Results

Each test subject took approximately 40-60 minutes to complete the testing procedure as outlined, and none asked to be excused from the testing process. The key results are discussed in the following sections. Since all the data was reported on a 1-5 Likert scale, and 5 indicates strongly agree with the statement and a 3 represents neither a positive or negative response, scores of 4 and higher were used to calculate a "yes" or "agree" to the statement. All data was reported through a 1-5 Likert scale and the data was calculated on level 4 and above of that scale. Throughout these reported discussions, the data were collected and evaluated in both stories produced – designated as story #1 (generated strictly by the computer) and story #2 (generated by the computer with user input). The raw data can be seen in APPENDIX E.

6.3.3.1 Population Statistics

A total of 38 test subjects were utilized in this research. There was an equal number of males and females (19 males and 19 females). Of these 38 test subjects, 18 of them do not have children or have not worked with children in any capacity.

Table 3: Age Distribution of Test Subjects

	18 - 21	22 - 34	35 - 44	45 - 54	55 - 64	65 and Older
What is your age?	6	16	9	4	2	1

The largest population tested was between the ages of 22 - 42 years of age as seen in Table 3. Although this population was particularly sought after because it was expected that these individuals would be most likely to have children, only 20 of them did have children of their own or worked with children in some capacity as seen in Table 4.

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Table 4: Child Experience of Test Subjects

	Yes	No
Do you have or work with children?	20	18

These 38 test subjects reported on average that they read 7.9 short stories per month, with a low of 0 and high of 60. It should also be noted that most of the research subjects felt that their computer skills were better than average, although 28 or 73.6% of them had never listened to a computer generated story prior to this research as seen in Table 5.

Table 5: Listened to Computer Generated Stories Before

	No	Yes
Have you listened to stories being generated by a computer before?	10	28

6.3.3.2 Child Appropriateness

The key component of this research revolved around the idea that the computer-generated stories would need to be entertaining and appropriate for a child listener between 2-8 years of age. Data were broken down into two groups: those with children and/or child interaction experience such as babysitting or teaching and those without.

6.3.3.2.1 Was the Plot of Appropriate Complexity for a Child Listener?

A factor that was examined through the survey was the question which asked the question of whether the plot was of appropriate complexity for a child (ages 2-8) as a bedtime story. The purpose of this question was to determine whether the plot was too simple or too complex for a child. An oversimplified plot may lead to a very boring story.

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Table 6: Plot Complexity for a Child

Was the plot of appropriate complexity for a child listener?	4+ on Likert Scale	Number of Test Subjects	Average Score	Standard Deviation
With Child Experience	14	20	3.9	1.2
No Child Experience	13	18	3.9	1.0
Combined	27	38	3.9	1.1

Table 6 shows the data for this survey question. The data revealed that of the test subjects who had child experience, 14 of 20 agreed with the plot complexity scored appropriate for a child. This is 70% of the participants with children found the story to be appropriate for children ages 2-8 years old as bed time stories. There were 13 of 18 test subjects who have no experience with children who felt that it would be appropriate for the ages 2-8 years old. This means that 72.2% of that population felt it was appropriate. It is interesting to note that one test subject felt that the age range offered was too broad. This test subject wrote in scores for each age range that they chose and they felt would be more fitting to the particular generated story that was told to them. The age ranges and score for that range were ages 1-4 (2), 5-6 (4), and 7-8 (5). This individual indicated that he has children.

It appears that with the average scores for both groups of test subjects being the same that all the test subjects were in agreement with this question. This question adds to the appropriateness of the plot for children. If the plot is not appropriate – then the story would not be appropriate to tell to children.

6.3.3.2.2 How Willing Would a Child be to Listen to Another Similar Story 24 Hours

Later?

This question on the survey was designed to discover if a child would be willing to the

CAMPFIRE STS every night as part of the bedtime routine.

Table 7: Would a Child Listen to Similar Story 24 Hours Later

How willing would a child be to listen to another similar story 24 hrs later?	4+ on Likert Scale	Number of Test Subjects	Average Score	Standard Deviation
With Child Experience	16	20	3.9	0.8
No Child Experience	12	18	3.9	0.7
Combined	28	38	3.9	0.8

The results can be seen in Table 7. The survey data revealed that 16 out of the 20 (84%) test subjects with children or experience with children felt that a child would probably like to listen to another story generated on this system within 24 hours. Twelve of the 18 (66.7%) test participants without children or child interactive experiences felt that a child would probably like to listen to another story generated on this system within 24 hours.

According to the data, an overwhelming number of test subjects that have children or children interactive experience, believed a child would enjoy hearing another story 24 hours after being entertained by the first story. This is an important finding, as it demonstrates that most parents would like to have the CAMPFIRE STS generate a story the next night. This adds credit to the entertainment of the stories generated as the child would not become bored in listening to the same stories night after night.

6.3.3.2.3 How was the Overall Quality of the Story in the Context of a Child Listener?

This question relates to the overall quality of story #1 generated not for the test subjects but in the context of a child listener. This question was related to how the quality of the story was as it was generated.

Table 8: Overall Quality of the Story #1 for a Child

How was the overall quality of the story #1 in the context of a child listener?	4+ on Likert Scale	Number of Test Subjects	Average Score	Standard Deviation
With Child Experience	12	20	3.7	1.9
No Child Experience	11	18	3.9	0.8
Combined	23	38	3.8	1.0

Table 8 shows the data for this survey question. There were 12 out of 20 (60%) test subjects with children or experience with children felt that a child would have a good quality generated story. Eleven of the 18 (61%) test participants without children or child interactive experiences felt that the quality of the generated story was good.

Although the average scores between the two groups does not differ by much, it is interesting to note that the standard deviation of the two groups. The group with no child experience tended to answer 4 as their answer while those with children experience had over twice the amount of standard deviation. This infers that the test subjects with child experience spread their answers over the Likert scale instead of concentrating the answers on just one number. This may show a lack of consistency in how people perceive stories and/or storytelling

6.3.3.2.4 Was the Content of the Story #2 You Heard a Good Story for a Child?

A factor that was examined through the survey was the question of whether the content of the story #2 was good for a child. Through this question we examined the quality of the content of story #2 and this question allowed us to compare the content of story #2 to story #1.

Table 9: Content Quality of Story #2 for a Child

Was the content of the story #2 you heard a good story for a child?	4+ on Likert Scale	Number of Test Subjects	Average Score	Standard Deviation
With Child Experience	16	20	4.2	1.0
No Child Experience	13	18	4.0	0.9
Combined	29	38	4.1	1.0

The results can be seen in Table 9. Another survey question was about the overall content of the story #2 generated in the context of a child listener. The question was "was the content of story #2 you heard a good story for a child listener?" There were 16 out of 20 test subjects (80%) with children or experience with children who felt that a child would have good overall content in generated story #2. Thirteen of the 18 test subjects (72%) without children or child interactive experiences felt that the content of the generated story was good.

A high percentage of both groups considered the story content to be a good story with the individuals who have child experiences slightly better. With the small difference between both groups, it is evident that both groups feel the content is good for children to be able

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to listen. The standard deviation was close to 1 for both groups which means there was a similar range of measurement for both groups.

6.3.3.2.5 Was the Length of the Story Appropriate for a Bedtime Story for a Child?

This survey question was on the overall length of the story generated in the context of a child listener for a bedtime story. Bedtime story length is important to establishing a routine for bedtime. If the length of the story is too long, the child may not honor the bedtime routine and may not achieve the amount of sleep that is considered appropriate.

Table 10: Appropriate Length of the Story for a Child

Was the length of the story appropriate for a bedtime story for a child?	4+ on Likert Scale	Number of Test Subjects	Average Score	Standard Deviation
With Child Experience	9	20	3.4	1.4
No Child Experience	13	18	3.9	1.2
Combined	22	38	3.6	1.3

Table 10 shows the data for this survey question. There were 9 out of 20 (47%) test subjects with children or experience with children who felt that the length was appropriate for a child's bedtime story. Of the test participants without children or child interactive experiences a majority felt that the length of the generated story was good with 13 of the 18 (72%) reporting.

There are obvious discrepancies between the two groups of test subjects. Over half of the parents with children believe that the length of the story was too long making it inappropriate and even made mention of that fact in the exit interview. Parents are

generally aware of the effects of sleep deprivation on their children and will generally try to avoid keeping their children awake past their bedtimes. The group without children did rank the length of the story as being more appropriate for children. This may e simply due to misunderstanding of how long it takes a child to fall asleep.

6.3.3.2.6 Would the Story Hold the Interest of a Child?

Would the generated story hold the interest of a child was another survey question that required a response from the test subjects? This question discerns whether or not the child would find the story interesting which is important to this research because CAMPFIRE STS is created to entertain young children with a bedtime story.

Table 11: Hold the Interest of a Child

Would it hold the interest of a child?	4+ on Likert Scale	Number of Test Subjects	Average Score	Standard Deviation
With Child Experience	12	20	3.8	1.2
No Child Experience	11	18	3.4	1.1
Combined	23	38	3.6	1.1

The results can be seen in Table 11. A total of 12 out of 20 test subjects (66.7%) with children or experience with children felt that the child's interest would be held by the generated story. Eleven of the 18 (61%) test participants without children or child interactive experiences felt that the interest of the child would be held by the generated story.

There was not much difference between the two groups on this particular question. Both groups felt that the story being told would hold the interest of a child. This is an important question that related to whether or not the child would be entertained and both groups felt the story would be entertaining.

6.3.3.2.7 Would it (Story#1) be Suspenseful for a Child?

A question regarding how suspenseful the story generated was in context of a child listener would be for the child. The suspense of the story is part of the entertainment value of the story. This question added more input as to whether the test subjects believed that the story would be entertaining for a child.

Table 12: Is Story #1 Suspenseful for a Child

Would it (Story#1) be suspenseful for a child?	4+ on Likert Scale	Number of Test Subjects	Average Score	Standard Deviation
With Child Experience	14	20	4.1	1.1
No Child Experience	12	18	3.9	0.8
Combined	26	38	4.0	0.9

Table 12 shows the data for this survey question. There were 14 out of 20 test subjects (73.7%) with children or experience with children who felt that a child would find the story suspenseful. Twelve of the 18 test subjects (66.7%) without children or child interactive experiences felt that the suspense of the generated story was good.

Again there is not a wide variation between both groups of test subjects. What is interesting to note is the standard deviation between the two groups. The group with child

experience provided a wider range of data - this might indicate that there may not be consensus in this group.

6.3.3.2.8 Did CAMPFIRE Use Wording that a Child Would Understand?

How was the selection of words that CAMPFIRE STS used to generate the story was another question that was posed in the survey.

Table 13: Word Selection for a Child

Did CAMPFIRE use wording that a child would understand?	4+ on Likert Scale	Number of Test Subjects	Average Score	Standard Deviation
With Child Experience	11	20	4.6	1.0
No Child Experience	10	18	4.4	0.7
Combined	22	38	4.5	0.9

The results can be seen in Table 13. Eleven out of 20 test subjects (55%) with children or experience with children felt that the wording was appropriate for a child. Ten of the 18 test subjects (55.6%) without children or child interactive experiences felt that the wording of the generated story was good.

Although the results were similar between both groups of test subjects, it is interesting to note that only about 50% of both groups found the wording appropriate for a child. This could be a problem for children being entertained because if a child does not understand the words – they would not be entertained. This was a concern from the beginning of the development of the model. Realizing that every child does not have the same linguistic

skills and capabilities was one of the major concerns that was addressed by using images in the user interface.

6.3.3.2.9 Were There Any Aspects of the Story that Would Intrigue a Child Listener?

Another question revealed how test subjects felt as to whether there was anything in the generated stories that would intrigue a child listener. This finding was important factor in determining as to whether the child would be entertained by CAMPFIRE STS. If the story is not intriguing – then it would stand to reason that it would not be entertaining.

Table 14: Aspects of a Story that Would Intrigue a Child

Were there any aspects of the story that would excite a child listener?	4+ on Likert Scale	Number of Test Subjects	Average Score	Standard Deviation
With Child Experience	16	20	4.2	1.1
No Child Experience	17	17	4.4	0.5
Combined	33	38	4.3	0.9

Table 144 shows the data for this survey question. There were 16 out of 20 test subjects (80%) with children or experience with children who felt that the generated stories would be intriguing to a child listener. Seventeen of the 17 test subjects (100%) without children or child interactive experiences felt that the generated story would be intriguing.

This was an important finding for this research. The basis of this research was to find out if a generated story could be intriguing and hold the attention of a young child long enough to listen to a story. This finding shows that most of the test subjects felt that the story had aspects that would entertain a child showing that CAMPFIRE STS could

entertain and intrigue a child. It is interesting to note that the standard deviation between both groups varied. The group without child experience was more consistent with their scores.

6.3.3.3 Entertainment Value of CAMPFIRE STS

The entertainment value was also assessed for the test subjects as parents are also listening to the stories made by CAMPFIRE STS. One objective was that the stories created could be entertaining for everyone.

6.3.3.3.1 Was the Story (#1) Entertaining?

The purpose of this question was to address if the test subject found story #1 entertaining. This is an important question as the test subjects had very little control over the story.

Table 15: Entertainment Value of Story #1

	4+ on Likert Scale	Number of Test Subjects	Average Score	Standard Deviation
Was the story (#1) entertaining?	21	38	3.6	1.0

The results can be seen in Table 15. Twenty-one of the 38 test subjects (55.3%) rated the entertainment value of the generated stories as a 4 or higher.

This is a good percent of individuals who found the story #1 entertaining. Since there was no discussion as to why test subjects found the story entertaining, only assumptions can be made regarding this point. One assumption may be just the novelty of listening to the story generator creating a story in real time. Another reason they may have found it

entertaining was that they may have been wondering what type of story could be generated by a computer.

6.3.3.3.2 Was Story #2 Entertaining?

This question was asked with the goal of comparing what the test subjects thought of story #2 versus story #1. Through the data collected on this question and the previous one, it may be determined if the test subject was able to create a more entertaining story then CAMPFIRE STS on its own.

Table 16: Entertainment Value of Story #2

	4+ on Likert Scale	Number of Test Subjects	Average Score	Standard Deviation
Was story #2 entertaining?	24	38	3.9	1.0

The results can be seen in Table 16. Twenty-four of the 38 test subjects (63.2%) rated the entertainment value of the generated stories as a 4 or higher.

Almost two thirds of the test subjects rated story #2 as entertaining. This is after immediately hearing a similar story. It is believed that this high number is a direct result of the test subjects' ability to alter story #2 as this was the only difference between each story. Being able to change this story allowed the test subjects to listen to a different story.

6.3.3.3.3 Which Story Held Your Interest More?

This was a question that was not answered using the Likert scale and was designed to ascertain whether if being able to change the story made it more entertaining for the test

subject. The more entertaining a story is, will probably lead to be the more interesting story.

Table 17: Interest of Both Stories

	Story #1 (Much More)	Story #1 (More)	Story #2 (More)	Story #2 (Much More)
Which story held your interest more?	1	9	14	14

The results can be seen in Table 17. Twenty-eight of the 38 test subjects (73.7%) revealed that story #2 held their interest more than story #1.

It was overwhelmingly concluded that the test subjects found story #2 more interesting. This is due to the ability to make changes to the story as it progresses ensuring that the test subject can always find it entertaining. Only one test subject found story #1 much more interesting. This may be because the test subject happened to have an engaging story the first time around and did not repeat the success with story #2.

6.3.3.4 Story Modification

Being able to modify the story is a key aspect of CAMPFIRE STS and several questions about how the test subjects felt about the changes to the story. Four questions on the survey addressed the issue of how the test subjects perceived the changes to the story.

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6.3.3.4.1 Were You Surprised That the Computer Could Change the Story so Much

　　　　When You Requested?

The purpose of this question was to ascertain the level of change that the test subject expected. It was intended as a way for the test subject to express their thoughts on how much a story could change.

Table 18: Surprise That the Computer Could Change the Story so Much

	4+ on Likert Scale	Number of Test Subjects	Average Score	Standard Deviation
Were you surprised that the computer could change the story so much when you requested?	25	38	3.8	1.2

The results can be seen in Table 18. Over half of the test subjects, 25 of the 38 (65.8%), were surprised that the story could be changed as much as it was by the computer. About two thirds of the test subjects were impressed with the amount of change that the computer could make in the story. This could imply that the changes were beyond the expectations of the test subjects.

6.3.3.4.2 Knowing that both stories started out the same, were you impressed with how

　　　　the content of the story changed?

The purpose of this question was another way of assessing how impressed the test subject was in how much the story could change. By providing a little more information in the question about how much of the content had changed, this question allowed a better assessment of how much the test subjects was impressed with the changes.

Table 19: Impressed with How the Content of the Story Changed

	4+ on Likert Scale	Number of Test Subjects	Average Score	Standard Deviation
Knowing that both stories started out the same, were you impressed with how the content of the story changed?	31	38	4.0	0.9

The results can be seen in Table 19. Thirty-one of the 38 test subjects (81.6) indicated that they were impressed with this change. This turns out to be a high percentage of the test subjects. It is thought that the test subjects were not as prepared with the number of changes that they could make and could influence the outcome of the story. The majority of the test subjects made more then 2 or 3 changes. In fact, a few test subjects continued to make changes throughout the story.

6.3.3.4.3 Were the changes to the story what you expected?

With this survey question, an assessment of what the test subject was expecting actually occurred during the changes and if the changes that were made were what the test subjects were expecting. If the changes had the expected desire, then the test subject would have more control over the story that was generated. However, if the changes were unexpected, then CAMPFIRE STS was producing more novel changes.

Table 20: Changes to the Story what You Expected

	4+ on Likert Scale	Number of Test Subjects	Average Score	Standard Deviation
Were the changes to the story what you expected?	21	38	3.5	1.1

The results can be seen in Table 20. Twenty-one of the 38 test subjects (55.3%) answered the changes were what they expected. This was a good result because it was a mixed result. Some test subjects felt they had enough control over the story that they could expect what changes would occur. Others in the survey group found that they were getting more novel changes then they expected to get.

6.3.3.4.4 Were you happy with the changes that CAMPFIRE made?

Having novel approaches and the changes that were made does not answer the question as to whether or not they were happy with the changes. This question addresses that response regarding that component.

Table 21: Happy With the Changes

	4+ on Likert Scale	Number of Test Subjects	Average Score	Standard Deviation
Were you happy with the changes that CAMPFIRE made?	31	38	4.2	0.8

The results can be seen in Table 21. The results revealed that 31 of 38 test subjects (81.6%) were pleased with the changes that were made in the story. This is an impressive result as most people in the study were happy with the changes that were made. If the test subject was not happy with the changes, there would be little point in creating a system that could change stories at the request of the listener. This also demonstrates that the changes were meaningful for the test subjects.

6.3.3.5 Subjective Creativity of CAMPFIRE STS

The creativity/novelty of the stories was also assessed by the test subjects as part of the survey. In this group of three questions that assessed the overall creativity of the story, the hero of the story, and suspense of the plot.

6.3.3.5.1 Overall, was the story creative?

This question was addressed after story #1 on the survey in an attempt to discover whether the story was creative. If the story was deemed creative by the test subject, then it should also be considered to be novel.

Table 22: Test Subject View on Creativity

	4+ on Likert Scale	Number of Test Subjects	Average Score	Standard Deviation
Overall, was the story creative?	28	38	4.1	1.0

The results can be seen Table 22. The data revealed that 28 out of 38 of the test subjects (73.7%) thought the story was creative. With a high average score and a low standard deviation, it can be stated that the test subjects found that the stories that were created by CAMPFIRE STS to be creative. The creativity of story #2 was not assessed as the focus of the survey #2 was on how the test subjects viewed the changes that were made by the CAMPFIRE STS. Since story #1 was seen as creative, then that indicates that the test subjects felt that the stories were different then what they usually heard and therefore also creative.

6.3.3.5.2 Was the protagonist likable?

This question was questioning the test subjects as to whether or not the protagonist or hero of the story was likeable. If the hero is likable, this will add to the creativity of the story because it indicates that there is enough information about the hero to make the story interesting.

Table 23: Protagonist Likable

	4+ on Likert Scale	Number of Test Subjects	Average Score	Standard Deviation
Was the protagonist likable?	29	38	4.2	1.0

The results can be seen in Table 23. An overwhelming 29 of the 38 test subjects (78%) liked the hero. The main character was overwhelmingly liked by the test subjects and found his decisions to be appropriate for the story that was generated. This adds to the quality of the story by having the plot outline follow along what would be expected to occur.

6.3.3.5.3 Did you find the plot to be suspenseful (unpredictable)?

A similar question was asked about the how suspenseful the story was for a child. This question is asking the question about how suspenseful the story was for the test subject. The story was expected to be less suspenseful for the test subject since the story was being generated for a child.

Table 24: Plot to be Suspenseful

	4+ on Likert Scale	Number of Test Subjects	Average Score	Standard Deviation
Did you find the plot to be suspenseful (unpredictable)?	22	38	3.6	1.2

The results can be seen in Table 24. Interestingly, 22 of the 38 test subjects (57.9%) thought that the generated story was suspenseful enough for an adult. This is good as it is hoped that the parent of the child will be spending time with the child while the child is engaged in the bedtime story generation and it is considered a bonus if the story that is generated for the child would also be suspenseful for the adult.

6.3.3.6 CAMPFIRE STS Usability Statistics

Test subjects were also surveyed on the ease of usability of the CAMPFIRE STS. If the system was complicated to use, then it is highly unlikely that the system would be used. There were two questions that addressed this concern.

6.3.3.6.1 Was CAMPFIRE easy to use?

This survey question is very straightforward that asked the test subjects about the ease of use with CAMPFIRE STS. If the system is too difficult to operate, then it probably would not be used to tell bedtime stories to children.

Table 25: Test Subject View on Usability

	4+ on Likert Scale	Number of Test Subjects	Average Score	Standard Deviation
Was CAMPFIRE easy to use?	36	38	4.6	0.7

The results can be seen Table 25. The first question was whether or not CAMPFIRE was easy to use. Thirty-six of 38 test subjects (94.7%) felt that CAMPFIRE STS was easy to use. Again, this is an overwhelming number of positive responses from the test subjects and proved that the CAMPFIRE STS is easy to use. This is a very self-evident result of the use of this system for story generation.

6.3.3.6.2 Was your interaction with the computer to specify the story easy and intuitive?

The second question involved ease of use to begin the story generation. This was supposed to access at the ease of starting the system and should have received as high of marks as the ease of use of the system.

Table 26: Specify the Story

	4+ on Likert Scale	Number of Test Subjects	Average Score	Standard Deviation
Was your interaction with the computer to specify the story easy and intuitive?	28	32	4.5	0.8

The results can be seen in Table 26. Twenty-eight of 32 test subjects (87.5%) felt that the system was easy to start. There were 6 abstentions in this test questions. This is a very interesting result in that 6 test subjects did not even answer the question as they did not believe that they did anything to start the system. The CAMPFIRE STS is started by touching the start button. Every test subject performed this action; most of them did this without asking and did not consider this to be part of starting the system.

6.3.3.7 Conclusions

This section will summarize and draw conclusions of the user test data presented above. From the aspect of whether or not the stories generated by CAMPFIRE STS are appropriate for children. The answer to this question is yes, based upon 6 of the survey questions that are discussed above. The plot was appropriately complex, the quality was appropriate for a child listener; a story will hold the interest of a child through the suspense of a story as well as contain aspects of the story that would intrigue a child. This information is based on the information that is discussed above. These components are all considered to be important in order to hold the interest of a child and entertain them with a story prior to bedtime. Once the conclusion was made whether or not the stories were appropriate for children, then the research must be analyzed to determine whether the model produces appropriate bedtime stories.

Two different questions addressed this issue. From the data discussed above on whether or not a child would be willing to listen to a another bedtime story 24 hours later, one could make the statement that yes, a child would be willing to listen to a bedtime story again, however, the length of the stories may be a concern as indicated by the test subjects. The only survey data that would hinder this overall statement suggested the wording choice as the CAMPFIRE STS model evidently had difficulty choosing appropriate words that a child would understand.

Based upon these findings, we can conclude that CAMPFIRE STS would be appropriate for children's bedtime stories if they stories were a little bit shorter and had better word choices for the story generation.

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A comparison of the entertainment value of the two stories was done to determine which one of them was more entertaining. Although the results obtained were not statistically significant as revealed by a two-tailed *t-test* (as equations 38, 39, and 40), most users found that Story 2 was more entertaining. The participants admitted through the exit interview that that they preferred being able to modify the story as opposed to just listening to a story where they had no input. It is also noted that the data for the interest level was higher for story #2 as compared to story #1. This substantiates the idea that users can create what they consider to be a more entertaining story through user interaction.

$$t = \frac{X_1 - X_2}{s_{X_1 - X_2}} = \frac{3.6316 - 3.8947}{0.2238} \approx -1.1759 \qquad (38)$$

$$d.o.f = \frac{(\frac{s_{X_1}^2}{n_1} + \frac{s_{X_2}^2}{n_2})^2}{\frac{(\frac{s_{X_1}^2}{n_1})^2}{n_1 - 1} + \frac{(\frac{s_{X_2}^2}{n_2})^2}{n_2 - 1}} \approx 74 \qquad (39)$$

$$1.1759 < 1.994 \qquad (40)$$

Many of the test subjects were surprised that the computer could make as many changes as it did to the story. The changes within the stories that were being generated appeared to increase the entertainment value for the test subjects as they requested changes throughout story #2. The test subjects apparently like being able to change the story the way they wanted as evidenced by their responses. The test subjects were impressed with how much the content could change. Although not an overwhelmingly significant result, it is appropriate that the majority of test subjects enjoyed being able to change the story to one that they wanted to listen to.

Considering the information on being able to modify the stories just discussed, it can be concluded that the test subjects were impressed with the ability to change the story and with the number of changes that could be made. They were also happy with the changes that were made. This bolsters the claim that the test subjects enjoyed being able to make changes to the story.

Looking at the creativity of CAMPFIRE STS, the conclusion can be made that the test subjects found the model able to make creative and novel stories. This statement is made on the responses of two different survey questions: was the story creative and a story about the hero. This claim is weakened by the fact that the test subjects did not find the story suspenseful for them. However, the model was created for children – not the caregiver.

The final conclusion can be made from the data is that CAMPFIRE STS is easy to use. This conclusion can be made based on two questions regarding how easy the system was to use and the ease of starting the system.

6.3.3.8 Potential Problems

The suggestions to improve CAMPFIRE STS were minimal. Three issues were clearly identified by the test subjects through both the survey and exit interviews. These involved key elements of the story – 1) the grammar, 2) the storyteller, and 3) a character within a story. These three issues will be discussed in detail in the following paragraphs.

1) Better natural language generation.

The overwhelming predominant negative comment that the participants indicated during the exit interview was the poor grammar used by CAMPFIRE STS. However, the participants still enjoyed listening to the stories because the grammatical errors were easily ignored by adults, as the stories kept them entertained. Although there were no survey questions that directly dealt with grammar and the grammatical content of the stories, during the debriefing session regarding the performance of CAMPFIRE STS, about 35 of the 38 test subjects (92.1%) mentioned a concern with numerous grammatical errors. All of the participants in the research were literate adults and this was a skill that they strongly felt should be taught and enhanced in children. While poor grammar could be overlooked by an adult, children might acquire poor language skills by listening to these stories. This is an area that can be greatly improved in the further development of the CAMPFIRE STS.

2) Voice inflections of the story teller

There was some concern expressed by over half of the (22 of 38) test subjects, that the voice that was used to tell the story was monotone. These test subjects expressed their concern at the exit interview. However, most of the test subjects did say the story was still entertaining despite the monotone of the story teller. However, the focus of this research was not the avatar or the voice of the avatar but instead on the creation that could create and tell bedtime stories for children. Therefore, in future iterations, this could be an area of improvement.

3) Antagonist characterization.

Only 12 of 30 test subjects (40%) believed that the antagonist was evil enough for the story. In fact, eight of the test subject did not believe that there was an antagonist in the story. Some stories, based in part on test subject requests, may not have had an antagonist in their story, this simply indicates that there is not a prototypical antagonist in every story – especially since every story was unique and requests are different with every test subject.

There is a possibility that the antagonist could be mentioned in three different areas of the story. The first time that antagonist is mentioned in a story is during the hero's call. As the hero is learning of the quest, a small reference is made that the antagonist is also seeking the object. This is the only guaranteed time that the antagonist is ever referenced in a given story. The other two possible times is during the hero's journey and at the end of the story. During the journey, a child character may attempt to lure the hero into a certain location through the temptation of fighting a monster. Through the course of the story, it is revealed that the child character is only trying the capture the hero. When the trap fails, the child vanishes into puff of smoke. While never mentioning the antagonist by name, the listener is led to believe that this small child is the antagonist in disguise. The last location in the story where the antagonist can appear is during the ending. In two of the possible endings, the hero is reunited with the person who started the hero on the quest. The individual, who coached the hero into taking the quest, steals the object that the hero has retrieved and then vanishes into a puff of smoke. Again the antagonist is never mentioned by name. Since the test subject may not have encountered an explicit antagonist in the generated story that they heard, this would have affected their rating on the survey. It is interesting to note, that when the data are divided into the two groups of

test subjects: those with children and child interaction experiences and those without, that 9 of 16 (66%) with children or experience with children and 3 of 14 without child interactive experiences, felt that the antagonist was evil enough. However, the test subjects without children or child interactive experiences did not feel that the antagonist was evil enough. Perhaps test subjects without children or child interactive experiences do not know how children may be affected in their everyday actions and behaviors by malevolence and that test subjects with children and children interactive experiences are more concerned about how malicious behaviors may affect a child's social behavior. A table of the results can be seen in Table 27.

Table 27: Test Subject View on the Antagonist

Was the antagonist sufficiently evil or dislikable?	4+ on Likert Scale	Number of Test Subjects	Average Score	Standard Deviation
With Child Experience	9	16	3.6	1.2
No Child Experience	3	14	2.9	1.2
Combined	12	30	3.2	1.3

6.3.3.9 Comparison to Works of Others

In the literature that introduces generated storytelling systems, there is not much research that discusses how the systems have been evaluated with test subjects. Many of these articles generally only state that the system can and may be used for specific activities but that development is still ongoing. [Cavazza & Charles, 2013] This suggests using story telling in an interactive format with user input is a relatively unexplored component area of research. This also indicates that at the present time, this area is at a crossroads and

requires more research and design initiatives in the developmental process of using story generation.

There are many systems that have been around for many years, and while they generate stories, they are not an adequate measure of comparison to each other or with CAMPFIRE STS due to the difference in goals of all of these systems. The alignment of story generating systems often make it difficult to compare them with each other because of structure and intention of use of each system. These story generation systems are further discussed below. [Pellerin, 2009]

As an example of a story generating system with different goals is STORYBOOK. The primary focus of STORYBOOK was to generate text and does not take any user input into consideration. The primary focus of STORYBOOK was to create grammatically correct text for the reader. This text generation has no user input and does multiple passes to generate the text. Its output is a story with correct grammar and punctuation. A sample of a story generated in STORYBOOK was seen in Chapter 2. The story generation itself is not done in real time and cannot receive input from the user as can the CAMPFIRE STS.

Another example of story generation is the CRYSTAL ISLAND system, whose primary goal is the education of a student through an interactive narrative in a 3D gaming environment similar to first person shooter games. CAMPFIRE STS is not a game environment nor does it seek to educate its users – only to entertain them.

Doom is one of the original first person shooter games. This system uses the half-life gaming engine - a popular platform for these types of games - and is familiar to most

playing first person shooter games today. While CAMPFIRE STS and Doom share the goal of entertaining users, CAMPFIRE STS is not a game environment, but rather an oral storyteller.

Trying to make a comparison between these two systems and the CAMPFIRE STS would be inappropriate because their goals are so different so as to invalidate any resulting conclusion. Other systems reviewed in Chapter 2 likewise have different goals than CAMPFIRE STS.

As Cavazza and Charles have stated, user interaction with interactive storytelling is a neglected component area of research in story telling systems. [Cavazza & Charles, 2016] This suggests that finding a comparable system to CAMPFIRE STS to use as comparison story telling generation system is impossible at this time simply because of the lack of research in the field of user interaction within active story telling.

6.4 Assessment of Knowledge Base Changes Required

The objective of this assessment is to evaluate how difficult it is to modify the knowledge base in CAMPFIRE STS to create new stories with a different focus. During this assessment, new knowledge will be added into CAMPFIRE STS's knowledge base in an attempt to allow it to create stories in a different make a shift in genre. Two different story genres will be utilized to assess the time needed to modify the knowledge base. The time necessary to make these changes will be noted and reported in this section.

In the typical story developed by CAMPFIRE STS, there is a hero pursuing a quest for a physical item such as "the stone of power". For this test, the needed information was added into the knowledge base to determine whether CAMPFIRE STS could create a

story regarding a non-physical item such as a graduate student's quest for a Ph.D. or a candidates' quest to get elected president. This needed information involved intimate story details that would be required to generate a new story. For example, in story #1 (the graduate students' quest for a Ph.D.), CAMPFIRE STS had to create a new main character, a new item to quest for (called a Ph.D.) and added new problems that the hero needed solve on his way to obtain a Ph.D. such as the advisor. In story #2 a new main character was created to seek a new position (a good president), added new problems such as facing debates and winning the election. By performing this test we were able to determine the time frame that was necessary to change the knowledge base required to make the shift in genres possible in creating a new story.

Using both the two selected scenarios - a student obtaining a Ph.D. (story #1) and an individual winning the presidency (story #2) - the possible events, people, monsters and locations that the hero could encounter were added into the knowledge base, complete with the proper genre. Each story was generated one at a time after the proper knowledge base had been added. The expert who made the changes to the knowledge base was the developer of the CAMPFIRE and is familiar with CAMPFIRE STS. Adding the basic knowledge to be able to change the story took the expert approximately 50 clock hours per story genre. A considerable amount of time would be required to allow for additional knowledge to be inserted into knowledge base in order to allow the listener to make changes in the story. Someone less experienced with the CAMPFIRE STS would need at least as twice as long, or an estimated 100 hours per story type. This is because they would need to understand how to make the needed modifications and adjustments to the knowledge base of the system. There is a steep learning curve to learning how to make

these modifications and adjustments. These modifications and adjustments would include how to add a new main character, how to add events and new locations in the story plot.

The full story of a graduate student who is pursuing a Ph.D. can be found in APPENDIX F. The new knowledge that was added to the knowledge base is in **BOLD** in the condensed version of the first story that follows:

Let me tell you the story about a student named **Josiah**. When the ambitious **student** crawled out bed this morning, he thought it be just another day but fate had something else in mind for that day. Wondering from village to village was the life that the student had chosen. Presently, the student was heading into a village far away from any large cities. On the way into the village, **Josiah** spotted an elderly figure in distress on the trail ahead. The student ran toward the elderly figure in an attempt to assist. When he made it to the figure, the ambitious **student** discovered a **professor**, who was near death. The **professor** softly spoke, "Please help me! I Cannot finish my lifework. An **evil researcher** has identified the current location of the **magical phd** and you must find it first to protect it but be careful as the **magical phd** has the **power to receive grants**. **Josiah** thought about it for a few minutes and responded with a thunderous, "Yes!" A Brief smile

appeared on the **professor** face. He then spoke up again and said, "Head east until you come to a **long, final years**. Continue into the **final years** till you find the , **stage**. Within the b you will find the **magical phd**. This scroll will help you in your journey. Now go!" Our ambitious **student** reached out and took the scroll and headed for the stage to find the **magical phd**… **Josiah** was heading east just like any other day in search for the **magical phd**, as he was passing a **small lab** and noticed **giant hole in the middle**. Bewildered, the **student** looked for someone to talk to and investigate. The ambitious **student** spotted a **fellow graduate student** and went over to talk to them. The **fellow graduate student** responded, "A **Advisor** is terrorizing the **lab** and no one has been able to stop it. The **Advisor** caused the **giant hole in the middle**. Flee before the **Advisor** gets you too." For those of you from a different land, a **Advisor** is a the most feared creature among the **grad students** that **sneaks up from behind questioning them about their research**. They can be very dangerous! After making the choice to help the **small lab** fight the **advisor**, the **student** realized that he knew very little of **advisor**'s except for tales that were told. Wanting to separate truth from fiction, the ambitious **student** asked of

the **fellow graduate** student, "What do you know about the **Advisor**? Is there a pattern to it attacks? Do you know of, seen, or heard about any the **Advisor** vulnerabilities that we can use against it?" The **fellow graduate** student thought about the questions for a little bit and responded, "The **Advisor** is **upset** and seems to attacks randomly. It **sneaks up from behind questioning them about their research**. I Was told that a **Advisor loves data** but we have not been able to try it yet." The **fellow student** continued, "What are we going to do?" The **student** spoke up, "I have been studying about a magical spell that might help with the **Advisor** in this scroll I was given but I don't know if it will work or if I can perform it right." The ambitious **student** stood up and shouted, "**Deadline extend**!" The **fellow student** continued to listen as the ambitious **student** spoke a few line in what he thought sounded like something from **lord of the rings**. **When done the ambitious student turned to the fellow student and said, "We must wait for the email notification now." The next day the Advisor can back into the small lab and spoke, "Great news the conference deadline has been extended. Now you have time to work on that paper and your research." After the Advisor left, the ambitious student**

and fellow student exchanged smiles knowing that they have just saved the lab from the wrath of the Advisor. Having helped the **small lab** with a **Advisor** problem, **Josiah** left the **small lab** went back to his quest for the **magical phd**.

The full story of a candidate seeking to become president can be found in APPENDIX G. The new knowledge that was added to the knowledge base is in **BOLD** in the condensed version of this second story that follows:

Let me tell you the story about a **young senator** named **Wilson**. When the brave **young senator** crawled out bed this morning, he thought it be just another day but fate had something else in mind for that day. Our **young senator** had elected to live on the vicinity of a small settlement and needed to head into the village to fetch some supplies. On the way into the village, **Wilson** spotted an elderly figure in distress on the trail ahead. The **young senator** ran toward the elderly figure in an attempt to help. When he made it to the figure, the brave **young senator** discovered a **former mentor**, who was near death. The **former mentor** softly spoke, "Please help me! I Cannot finish my mission. An **evil senator** has identified the current location of the **become a good president** and you must find it first to protect it but be careful as the **become a good president**

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has the **power to make change happen**. **Wilson** thought about it for a few minutes and responded with a thunderous, "Yes!" A Brief smile appeared on the **former mentor** face. He then spoke up again and said, "Head south until you come to a **long, general election**. Continue into the **general election** till you find the , **white house**. Within the **white house** you will find the **become a good president**. This book will help you in your journey. Now go!" Our brave **young senator** reached out and took the book and headed for the **white house** to find the **become a good president**. **Wilson** travelled for days, heading south, with no sign of the **general election** or the **white house**. As the brave **young senator** continued searching for the **become a good president**, he took time to read the book because it may contain hints that would help as the **former mentor** told. One portion in the book worried the **young senator**. It spoke of a creature that he would have to pass in order to get near the **become a good president**. This creature, **the big business**, lures everybody to them. No one can withstand their **money** and once heard are forever doomed. The passage describes the **big business** as a creature **that offers money in exchange for favors later**. What worried **Wilson** the most was that, the **big business**

lives within a **general election**, which the **young senator**

believes maybe nearing soon. Worried that the general

election was near, the **young senator** wanted to have a

plan ready when the time came.

6.4.1 Conclusions of Assessment of Knowledge Base Changes Required

This assessment provides an interesting insight into CAMPFIRE STS' ability to shift the

genre of the story. It is the opinion of this author that the system was able to generate an

entertaining story. Story #1 had some very unique and entertaining sentences. While

there were some grammatical errors as were previously discussed with the story

generation system, these errors were easily overlooked through the basic "want to see

what happens next in the story" curiosity. Story #2 had some others problems. With the

syntax and grammatical errors in this story along with some obviously wrong information

not appropriate for this type of story, made this story more difficult to "follow along" and

understand.   As is presently being observed, elections can be difficult enough to

understand on their own!

6.4.2 Novelty of the Shifted Genres

The objective of this assessment is to use [Peinado et al., 2010] novelty calculations to

assess the linear distance between the two shifted genre stories created above (the Ph.D.

student and presidential candidate story) and a generated story. The novelty calculations

were used to prove essential differences between these two shifted genres and generated

stories. It is expected that the novelty calculation will be within the same range as was

obtained in the original calculations from the section on novelty testing above. The same

expert reviewer who calculated the novelty of the stories in the novelty evaluation section

was given the "shifted" stories above and performed the same calculations as completed prior. As reported above in the novelty testing section, the maximum score that could be obtained was 99.96.

A novelty of 49.491 (49.5%) was calculated as the novelty between a story generated by using the standard knowledge base of CAMPFIRE STS and a graduate student's quest for a Ph.D. The generated story may be seen in APPENDIX H. A novelty rating of 49.64 (49.7%) was calculated for the presidential candidate's story. Another calculation that compared the two stories to each other (the Ph.D. student and the presidential candidate) had a novelty rating of 49.9% (49.88). A table novelty scores can be seen in Table 28.

Table 28: Novelty Scores of Shifted Stories

	Event	Characters	Props	Scenarios	Novelty
Graduate Student's Quest for a Ph.D to A Standard Story	5.25	51.4	1	1.1	49.491
Presidential Candidate Story to A Standard Story	5.14	5.25	1.1	1.1	49.64
Graduate Student's Quest for a Ph.D to Presidential Candidate Story	5.36	5.15	1	1	49.88

All three of these scores are near the 50% rate that was considered to be the baseline for novelty in the novelty evaluation section above. The scores are all within the same range of novelty as calculated in the novelty section. This is not surprising as CAMPFIRE STS has been shown in this research that it is capable of producing stories that are novel.

6.5 Summary

This chapter presented the battery of tests that were performed on the CAMPFIRE STS to explore the range of the performance of this system, beginning with the simple functionality of the system to being able to assess the range of novelty that can be developed in CAMPFIRE STS stories. CAMPFIRE STS was able to generate a completely new type of genre and story when given the proper knowledge.

It was also discovered from the first test on functionality, that the CAMPFIRE STS performed as designed and met all the design criteria. The main criterion that was met was the generation and telling of stories that could be changed by the listener. The CAMPFIRE STS demonstrated this ability through the use of the functionality test. The independent reviewer assessed CAMPFIRE STS' ability to meet the stated criteria and revealed that the system had passed the functionality test with no difficulty.

The novelty test demonstrated that CAMPFIRE STS could create stories that were novel as defined above.   This is an excellent attribute when one considers the range of stories that were generated by the CAMPFIRE STS.   There were many instances when in development of the program, that the creator was amused by the story that was produced. The creator was amused because a wizard encountering aliens is not something that one often encounters in literature. Using Peinado et al.'s novelty assessment, the CAMPFIRE STS was deemed to create novel stories using the criteria as being near 50% novel- often reaching an average of 44.3% which is indicative as being labeled a novel story.   This novelty calculation was performed by an independent reviewer.

The user test results suggest that the test subjects overwhelmingly enjoyed the concept and liked the idea of having a computer tell bedtime stories to a child. This was seen as a unique and entertaining way to interact with a child at bedtime by the test subjects.

Some of the criticism by the participants regarding the CAMPFIRE STS concerned the grammatical content of the story, as well as the voice and inflections of the storyteller. The participants were concerned that the speech pattern was monotone. In the exit interviews with each test subject, the test subjects concerns were regarding the improper use of grammar that a child might acquire if they were only exposed to the CAMPFIRE STS. Because language is paramount in communication of ideas and feelings, this is an important insight, and considered the subject of future research.

An interesting event occurred during story #2. This event was that some test subjects were torn between making additional changes in the story #2 or continuing with the ongoing story line. Some of them wanted to let the story play out and were entertained by the changes they had previously made. This indicates that the participants felt that the stories were already entertaining and they were curious to find out what was going to happen next in the story.

The CAMPFIRE STS performed much better than anticipated on the shift of genre evaluation. It was originally thought that the outputted text might not make a coherent story. The system proved otherwise by producing two entertaining and interesting stories. This evaluation demonstrated that the CAMPFIRE STS could be applied to other story genres. The test also demonstrated the flexibility of the CAMPFIRE STS and

showed that it could be used for multiple purposes such as changing the plot types into overcoming the monster, or the voyage and return.

There was some trepidation on the part of the users in starting the system at the beginning of the test. Although the majority of the test subjects believed that their computer skills were better than the majority of people they knew, they failed to recognize that the CAMPFIRE STS could be started with a simple push of a button. Since most of the test subjects mentioned that they had never listened to a story that was generated by a computer, they may underestimated the ease of starting the CAMPFIRE STS. In fact, all of them performed the task by pushing the button and starting the system without realizing that was the start task.

These insights into CAMPFIRE STS demonstrate that the system is flexible enough to create various novel stories that have good entertainment value. As demonstrated from the first test, the CAMPFIRE STS is a viable and flexible system that performed well in providing entertainment in many different genres by producing entertaining and intriguing stories. These tests also demonstrate that the CAMPFIRE STS can be upgraded to include other plot types and with further upgrades to other components could be ready to perform the night time ritual of telling stories to children.

CHAPTER SEVEN: SUMMARY, CONCLUSIONS

AND FUTURE RESEARCH

In this chapter, an overall summary of the entirety of the completed research is presented as well as conclusions made from the research and the test results. The chapter concludes with a discussion of future work in this area.

7.1 Overall summary

The Cooperating Context Method (CCM) is new model in the area on contextual reasoning. Contextual reasoning is the general approach used in the field of story generation pioneered here and implemented in what is named the CAMPFIRE STS. This system was created as part of this dissertation.

This research began as an attempt to revive the forgotten art of oral story telling. Oral story telling has been used for many generations to pass on knowledge and morals throughout the years and over multiple cultures. This story telling could be seen through Aesop's Fables, native American literature, and Thousand and One Arabian Nights which have continued to be favorite reading material for many today. [*Aesop's Fables: together with the Life of Aesop*, 1897; *Arabian Nights Entertainments Consisting of One Thousand Stories*, 1706]

A natural evolution of oral story telling is the adaptation of the events in the story for the listener in order to create a more enjoyable story. This can be seen throughout history as a natural progression of dynamic storytelling to interest the listening audience. For example, the "Choose your Own Adventure" book series for children allowed the child to make decisions that would affect the outcome of the stories at predetermined points

within the story itself. [Packard, 1976] However, once a book has been written, the contents of that book cannot be changed without rewriting the book itself. The natural progression within storytelling and the advent of and widespread use of computers, led to the story telling generation task being performed by a machine. These story generation systems, while they have been entertaining, have forgotten the art of oral story telling that engages a listener. The CAMPFIRE STS, fills this void in that it engages the listener while creating an entertaining story conveyed orally to the listener through the use of a storytelling avatar.

The Cooperating Context Method (CCM) was created to produce a more efficient method for mimicking human-like oral storytelling generation. A system like this had not yet been reported in the field of interactive storytelling. Three fundamental design criteria were described as necessary for the mimicking human-like oral story generation in our model. The design criteria used are: to be able to generate a story; to understand the user's request and to incorporate the user's request; to modify the story appropriately.

CCM utilizes a unique method because it combines characteristics from several different context based systems to meet the need of these three design criteria. From CxBR comes the contextual knowledge that allows the system to know which context needs to be checked next. From CMB, the power of the system comes from how contexts are selected. It allows contexts that otherwise may be overlooked, to be evaluated as a possible solution to the issue. Combining these two well known components allows the CAMPFIRE STS to have the ability to give higher priority to those contexts that may have been disregarded previously while still considering other contexts as possible solutions to a problem. This is definitely seen as an advantage because it allows the

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system to generate other options in any given situation and not always select the identical method as the only solution to a problem when something else may lend some novelty to the situation.

The CAMPFIRE STS prototype was tested using various means that included using individuals to test the quality and entertainment of the stories generated and told by the system. There were a total of 38 participants who evaluated the system for appropriateness of use with children and its entertainment value for the latter. These tests determined that not only did CAMPFIRE STS function properly, used novel stories and was entertaining, but the user testing also revealed that with upgrades, it may be appropriate for use with older children ages 8-12. Additional testing was done by modifying the information in the knowledge base to create a shift in genre. The findings also indicated that it created a highly entertaining story.

7.2 Conclusions

This research described in this dissertation brings forth insights into story generation and telling. The hypothesis of this dissertation is that a framework can be created using a contextual approach to generate an interactive, near-real time stories that are entertaining and interesting without the listener taking the role of a character in the story. This hypothesis was validated through the development and testing of the CAMPFIRE STS which uses the CCM process.

Two specific problems are addressed by this dissertation in the field of story generation and storytelling. The first problem is allowing the listener to request changes that would modify the story being told. The second problem dealt with the issue of how to allow the

listener to make changes to the story while not playing a role within the story. The insight addressing these themes is discussed next.

From the user tests, the CAMPFIRE STS was found to be useful for telling children bedtime stories. There were three issues noted: the grammar, the antagonist and the word selection. The grammar and word selection goes hand-in-hand, in that they are a result of the natural language generation used in this work. The grammar was a direct result of the word variation algorithm. The algorithm did not always choose the correct word for the grammar syntax. The word selection was an issue used within the prototype. Words were chosen without proper understanding of the words that a child would understand, but were in chosen with the idea that a child would learn the proper use of the words. The antagonist issue was related to how each story was actually generated. Some test subjects never had an antagonist in their story at all. This led to poor feedback when directly questioned about the antagonist in the story. These stories were found to be entertaining as noted by the survey questions and as the program allowed users to change the story as often as they would like, also appeared to confirm the entertainment value of CAMPFIRE STS.

The creativity of CAMPFIRE STS was corroborated by user testing and the novelty testing conducted on the generated stories. The entertainment and creativity are two major components of a story that makes it interesting to a listener. [Booker, 2004]

The user testing also found that listeners of stories by CAMPFIRE STS managed to enjoy the story without the need to constantly provide input. This means that the user was able

to sit back and listen to a story without constantly having to manipulate the story, characters, or plot.

7.2.1 Story Generation that Allows Changes

As this research has shown, there are a variety of approaches to story generation. All the systems reviewed had varying degrees of success in generating stories, but none uses a contextual approach to generate the stories. Such an approach is important because it allows a system to closely mimic the human thought process in oral storytelling. Contextual approaches closely mimic human-like behavior as context is the foundation of learning in human development. Individuals refer to past experiences and behaviors to make decisions of how situations should be best approached to have the optimal outcome. This research demonstrates that contextual approaches deserve much more research in the field of story generation and telling.

7.2.2 Interactive Story Telling

The level of interactivity varies greatly within different systems. For example, within a story generation game, the listener portrays a character within the game/story and must keep providing input into this system to move the story along. However, most games have the same ending and it makes little difference as to what the main character does or does not do.

This dissertation explored a model that in which the listeners were able to make their personal requests into the story without compelling them to continuously interact with the story. The CCM model was shown to support this type of listener interaction through this research.

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From these conclusions, each component of the hypothesis has been confirmed and thus the hypothesis is validated and CAMPFIRE STS functions as designed.

7.3 Future Work

The work discussed and developed for this dissertation has several developmental paths for the future. The newly created CCM could be applicable in other areas of research such as individual agent AI, and could prove interesting to be compared against CxBR and CxG in a question/answer type setting. CCM may also provide the method to be able to answer questions regarding a knowledge base about exhibits in a museum or science center, or give directions at an airport for flights and or attractions. [Hollister et al., 2013] With the methodology for connecting different networks and knowledge bases, it should be able outperform the current framework used at the Orlando Science Center application. [Hollister et al., 2013]

With the CAMPFIRE STS, there is the possibility of using formalized storytelling methods and integrating them within the CAMPFIRE system. These elements can include but are not limited to time manipulation. [Jantke, 2015] For example, the story could begin at a really exciting moment and then be able to jump back into time to explain how the hero actually got to this moment in the story. The CAMPFIRE STS could also be expanded into multiple story types. In this project, the only focus was on the quest story type, however, there are many other story types similar to a quest. For example, monster stories like Beowulf or a voyage home much like the story of the Wizard of OZ.

The oral presentation within the CAMPFIRE STS would be greatly enhanced by a text to speech system that could add a variation of pitch to the voice telling the story. This would add to engagement of the listener. This adds to the performance of the avatar and avoids a monotone presentation – and might even help the child fall asleep faster!

The most important upgrade to CAMPFIRE STS would be a much improved text generation system. This would help ensure that children would be learning proper English grammar while listening to the stories. The improved grammar would be required if CAMPFIRE was developed into an app for a smart device like a phone or a tablet so that it could be utilized wherever the child was when he/she wanted to listen to a story.

Using virtual reality with the Avatar could provide the listener with a truly unique and amazing story telling experience. As technology advances, these techniques could be used in creating a more immersive story telling experience for the listener.

APPENDIX A

SUMMARY TABLE OF FUNCTIONALITY TEST

Story	Starting Story Details	Changes Requested	Ending Story Details
1	**Main Character:** brave wizard **Object Seeking:** Stone of Power (power to travel through time) **Object Location**: Cave in a Forest **Sent on Quest by:** farm hand **Encounter:** Child yelling Basilisk (action) **Encounter:** Cyclops (magic) **Ending:** END5	I will change the genre to incorporate all genres. Our brave wizard is now a cowardly jedi. I will try to incorporate the theme Take Personal Responsibility into the story.	**Main Character:** cowardly jedi **Object Seeking:** Ring of Power (power to rule the world) **Object Location:** Temple in a Forest **Sent on Quest by:** farm hand **Encounter:** Sirens in a Asteroid (action) **Encounter:** Budong (smart) **Ending:** END6
2	**Main Character:** brave wizard **Object Seeking:** Stone of Power (power to travel through time) **Object Location**: Cave in a Forest **Sent on Quest by:** farm hand **Encounter:** Child yelling Basilisk (action) **Encounter:** Cyclops (magic) **Ending:** END5	I will change the genre to incorporate all genres. Our brave wizard is now a cowardly jedi. I will try to incorporate the theme Take Personal Responsibility into the story.	**Main Character:** cowardly jedi **Object Seeking:** Ring of Power (power to rule the world) **Object Location:** Temple in a Forest **Sent on Quest by:** farm hand **Encounter:** Trapped in Labyrinth - Forest (action) **Encounter:** Dragon (smart) **Ending:** END3
3	**Main Character:** brave wizard **Object Seeking:** Stone of Power (power to travel through time) **Object Location**: Cave in a Forest **Sent on Quest by:** farm hand **Encounter:** Child yelling Basilisk (action) **Encounter:** Cyclops (magic) **Ending:** END5	I will change the genre to incorporate all genres. Our brave wizard is now a cowardly jedi. I will try to incorporate the theme Take Personal Responsibility into the story.	**Main Character:** cowardly jedi **Object Seeking:** Stone of Power (power to travel through space instantly) **Object Location:** Space Station in a Radiation Storm **Sent on Quest by:** farm hand **Encounter:** Sirens in a Forest (action) **Encounter:** Dragon (smart)

4	**Main Character:** brave wizard **Object Seeking:** Stone of Power (power to travel through time) **Object Location**: Cave in a Forest **Sent on Quest by:** farm hand **Encounter:** Child yelling Basilisk (action) **Encounter:** Cyclops (magic) **Ending:** END5	I will change the genre to incorporate all genres. Our brave wizard is now a cowardly jedi. I will try to incorporate the theme Take Personal Responsibility into the story.	**Main Character:** cowardly jedi **Object Seeking:** Stone of Power (power to travel through space instantly) **Object Location:** Space Station in a Radiation Storm **Sent on Quest by:** farm hand **Encounter:** Sirens in a Desert (magic) **Encounter:** Budong (smart) **Ending:** END4
5	**Main Character:** brave wizard **Object Seeking:** Stone of Power (power to travel through time) **Object Location**: Cave in a Forest **Sent on Quest by:** farm hand **Encounter:** Child yelling Basilisk (action) **Encounter:** Cyclops (magic) **Ending:** END5	I will change the genre to incorporate all genres. Our brave wizard is now a cowardly jedi. I will try to incorporate the theme Take Personal Responsibility into the story.	**Main Character:** cowardly jedi **Object Seeking:** Stone of Power (power to travel through time) **Object Location:** Cave in a Forest **Sent on Quest by:** farm hand **Encounter:** Child yelling Basilisk (magic) **Encounter:** Budong (smart) **Ending:** END1
6	**Main Character:** brave wizard **Object Seeking:** Stone of Power (power to travel through time) **Object Location**: Cave in a Forest **Sent on Quest by:** farm hand **Encounter:** Child yelling Basilisk (action) **Encounter:** Cyclops (magic) **Ending:** END5	I will change the genre to incorporate all genres. Our brave wizard is now a cowardly jedi. I will try to incorporate the theme Take Personal Responsibility into the story.	**Main Character:** cowardly jedi **Object Seeking:** Stone of Power (power to travel through time) **Object Location:** Cave in a Forest **Sent on Quest by:** farm hand **Encounter:** Child yelling Basilisk (action) **Encounter:** Budong (smart)

			Ending: END4
7	**Main Character:** brave wizard **Object Seeking:** Stone of Power (power to travel through time) **Object Location**: Cave in a Forest **Sent on Quest by:** farm hand **Encounter:** Child yelling Basilisk (action) **Encounter:** Cyclops (magic) **Ending:** END5	I will change the genre to incorporate all genres. Our brave wizard is now a cowardly jedi. I will try to incorporate the theme Take Personal Responsibility into the story.	**Main Character:** cowardly jedi **Object Seeking:** Stone of Power (power to travel through time) **Object Location:** Cave in a Forest **Sent on Quest by:** farm hand **Encounter:** Child yelling Basilisk (action) **Encounter:** Budong (smart) **Ending:** END3
8	**Main Character:** brave wizard **Object Seeking:** Stone of Power (power to travel through time) **Object Location**: Cave in a Forest **Sent on Quest by:** farm hand **Encounter:** Child yelling Basilisk (action) **Encounter:** Cyclops (magic) **Ending:** END5	I will change the genre to incorporate all genres. Our brave wizard is now a cowardly jedi. I will try to incorporate the theme Take Personal Responsibility into the story.	**Main Character:** cowardly jedi **Object Seeking:** Stone of Power (power to travel through time) **Object Location:** Cave in a Forest **Sent on Quest by:** farm hand **Encounter:** Child yelling Basilisk (action) **Encounter:** Cyclops (magic) **Ending:** END4
9	**Main Character:** brave wizard **Object Seeking:** Stone of Power (power to travel through time) **Object Location**: Cave in a Forest **Sent on Quest by:** farm hand **Encounter:** Child yelling Basilisk (action) **Encounter:** Cyclops (magic) **Ending:** END5	I will change the genre to incorporate all genres. Our brave wizard is now a cowardly jedi. I will try to incorporate the theme Take Personal Responsibility into the story.	**Main Character:** cowardly jedi **Object Seeking:** Stone of Power (power to travel through time) **Object Location:** Cave in a Forest **Sent on Quest by:** farm hand **Encounter:** Child yelling Basilisk (action) **Encounter:** Cyclops (magic) **Ending:** END2

10	**Main Character:** brave wizard **Object Seeking:** Stone of Power (power to travel through time) **Object Location**: Cave in a Forest **Sent on Quest by:** farm hand **Encounter:** Child yelling Basilisk (action) **Encounter:** Cyclops (magic) **Ending:** END5	I will change the genre to incorporate all genres. Our brave wizard is now a cowardly jedi. I will try to incorporate the theme Take Personal Responsibility into the story.	**Main Character:** cowardly jedi **Object Seeking:** Stone of Power (power to travel through time) **Object Location:** Cave in a Forest **Sent on Quest by:** farm hand **Encounter:** Child yelling Basilisk (action) **Encounter:** Cyclops (magic) **Ending:** END4
11	**Main Character:** brave wizard **Object Seeking:** Stone of Power (power to travel through time) **Object Location**: Cave in a Forest **Sent on Quest by:** farm hand **Encounter:** Child yelling Basilisk (action) **Encounter:** Cyclops (magic) **Ending:** END5	I will change the genre to incorporate all genres. Our brave wizard is now a cowardly jedi. I will try to incorporate the theme Take Personal Responsibility into the story.	**Main Character:** cowardly jedi **Object Seeking:** Stone of Power (power to travel through time) **Object Location:** Cave in a Forest **Sent on Quest by:** farm hand **Encounter:** Child yelling Basilisk (action) **Encounter:** Cyclops (magic) **Ending:** END3
12	**Main Character:** brave wizard **Object Seeking:** Stone of Power (power to travel through time) **Object Location**: Cave in a Forest **Sent on Quest by:** farm hand **Encounter:** Child yelling Basilisk (action) **Encounter:** Cyclops (magic) **Ending:** END5	I will change the genre to incorporate all genres. Our brave wizard is now a cowardly jedi. I will try to incorporate the theme Take Personal Responsibility into the story.	**Main Character:** cowardly jedi **Object Seeking:** Stone of Power (power to travel through time) **Object Location:** Cave in a Forest **Sent on Quest by:** farm hand **Encounter:** Child yelling Basilisk (action) **Encounter:** Cyclops (magic) **Ending:** END3

13	**Main Character:** brave wizard **Object Seeking:** Stone of Power (power to travel through time) **Object Location**: Cave in a Forest **Sent on Quest by:** farm hand **Encounter:** Child yelling Basilisk (action) **Encounter:** Cyclops (magic) **Ending:** END5	I will change the genre to incorporate all genres. Our brave wizard is now a cowardly jedi. I will try to incorporate the theme Take Personal Responsibility into the story.	**Main Character:** cowardly jedi **Object Seeking:** Stone of Power (power to travel through time) **Object Location:** Cave in a Forest **Sent on Quest by:** farm hand **Encounter:** Child yelling Basilisk (action) **Encounter:** Cyclops (magic) **Ending:** END1
14	**Main Character:** brave wizard **Object Seeking:** Stone of Power (power to travel through time) **Object Location**: Cave in a Forest **Sent on Quest by:** farm hand **Encounter:** Child yelling Basilisk (action) **Encounter:** Cyclops (magic) **Ending:** END5	I will change the genre to incorporate all genres. Our brave wizard is now a cowardly jedi. I will try to incorporate the theme Take Personal Responsibility into the story.	**Main Character:** cowardly jedi **Object Seeking:** Stone of Power (power to travel through time) **Object Location:** Cave in a Forest **Sent on Quest by:** farm hand **Encounter:** Child yelling Basilisk (action) **Encounter:** Cyclops (magic) **Ending:** END4
15	**Main Character:** brave wizard **Object Seeking:** Stone of Power (power to travel through time) **Object Location**: Cave in a Forest **Sent on Quest by:** farm hand **Encounter:** Child yelling Basilisk (action) **Encounter:** Cyclops (magic) **Ending:** END5	I will change the genre to incorporate all genres. Our brave wizard is now a cowardly jedi. I will try to incorporate the theme Take Personal Responsibility into the story.	**Main Character:** cowardly jedi **Object Seeking:** Stone of Power (power to travel through time) **Object Location:** Cave in a Forest **Sent on Quest by:** farm hand **Encounter:** Child yelling Basilisk (action) **Encounter:** Cyclops (magic) **Ending:** END5
16	**Main Character:** brave	I will change the genre to	**Main Character:**

	wizard **Object Seeking:** Stone of Power (power to travel through time) **Object Location**: Cave in a Forest **Sent on Quest by:** farm hand **Encounter:** Child yelling Basilisk (action) **Encounter:** Cyclops (magic) **Ending:** END5	incorporate all genres. Our brave wizard is now a cowardly jedi. I will try to incorporate the theme Take Personal Responsibility into the story.	cowardly jedi **Object Seeking:** Stone of Power (power to travel through time) **Object Location:** Cave in a Forest **Sent on Quest by:** farm hand **Encounter:** Child yelling Basilisk (action) **Encounter:** Cyclops (magic) **Ending:** END5
17	**Main Character:** brave wizard **Object Seeking:** Stone of Power (power to travel through time) **Object Location**: Cave in a Forest **Sent on Quest by:** farm hand **Encounter:** Child yelling Basilisk (action) **Encounter:** Cyclops (magic) **Ending:** END5	The Stone of Power will become the Ring of Power. The power to travel through time will become the power to rule the world. The Cave will become the Temple. The farm hand will become the knight.	**Main Character:** brave wizard **Object Seeking:** Ring of Power (power to rule the world) **Object Location:** Temple in a Forest **Sent on Quest by:** knight **Encounter:** Trapped in Labyrinth - Desert (action) **Encounter:** Basilisk (magic) **Ending:** END6
18	**Main Character:** brave wizard **Object Seeking:** Stone of Power (power to travel through time) **Object Location**: Cave in a Forest **Sent on Quest by:** farm hand **Encounter:** Child yelling Basilisk (action) **Encounter:** Cyclops (magic) **Ending:** END5	I will change the genre to incorporate all genres. Our brave wizard is now a cowardly jedi. I will try to incorporate the theme Take Personal Responsibility into the story. The Stone of Power will become the Ring of Power. The power to travel through time will become the power to rule the world. The Cave will become the Temple. The farm hand will	**Main Character:** cowardly jedi **Object Seeking:** Ring of Power (power to rule the world) **Object Location:** Temple in a Forest **Sent on Quest by:** knight **Encounter:** Sirens in a Forest (smart) **Encounter:** Budong (smart) **Ending:** END4

		become the knight.	
19	**Main Character:** brave wizard **Object Seeking:** Stone of Power (power to travel through time) **Object Location**: Cave in a Forest **Sent on Quest by:** farm hand **Encounter:** Child yelling Basilisk (action) **Encounter:** Cyclops (magic) **Ending:** END5	The wizard will solve the problem by taking action. The Cyclops will become the Dragon. The young girl will become the young boy.	**Main Character:** brave wizard **Object Seeking:** Stone of Power (power to travel through time) **Object Location:** Cave in a Forest **Sent on Quest by:** farm hand **Encounter:** Child yelling Basilisk (action) **Encounter:** Dragon (action) **Ending:** END2
20	**Main Character:** brave wizard **Object Seeking:** Stone of Power (power to travel through time) **Object Location**: Cave in a Forest **Sent on Quest by:** farm hand **Encounter:** Child yelling Basilisk (action) **Encounter:** Cyclops (magic) **Ending:** END5	I will change the genre to incorporate all genres. Our brave wizard is now a cowardly jedi. I will try to incorporate the theme Take Personal Responsibility into the story. The jedi will solve the problem by taking action. The Cyclops will become the Dragon. The young girl will become the young boy.	**Main Character:** cowardly jedi **Object Seeking:** Stone of Power (power to travel through time) **Object Location:** Cave in a Forest **Sent on Quest by:** farm hand **Encounter:** Child yelling Basilisk (action) **Encounter:** Dragon (action) **Ending:** END1
21	**Main Character:** brave wizard **Object Seeking:** Stone of Power (power to travel through time) **Object Location**: Cave in a Forest **Sent on Quest by:** farm hand **Encounter:** Child yelling Basilisk (action) **Encounter:** Cyclops (magic) **Ending:** END5	The wizard will solve the problem by using magic. The style of temptation will become the Labyrinth. The Temple will become the Forest.	**Main Character:** brave wizard **Object Seeking:** Stone of Power (power to travel through time) **Object Location:** Cave in a Forest **Sent on Quest by:** farm hand **Encounter:** Trapped in Labyrinth - Forest (magic) **Encounter:** Basilisk (magic) **Ending:** END6

22	**Main Character:** brave wizard **Object Seeking:** Stone of Power (power to travel through time) **Object Location**: Cave in a Forest **Sent on Quest by:** farm hand **Encounter:** Child yelling Basilisk (action) **Encounter:** Cyclops (magic) **Ending:** END5	I will change the genre to incorporate all genres. Our brave wizard is now a cowardly jedi. I will try to incorporate the theme Take Personal Responsibility into the story. The jedi will solve the problem by using magic. The style of temptation will become the Labyrinth. The Temple will become the Forest.	**Main Character:** cowardly jedi **Object Seeking:** Stone of Power (power to travel through time) **Object Location:** Cave in a Forest **Sent on Quest by:** farm hand **Encounter:** Trapped in Labyrinth - Forest (magic) **Encounter:** Dragon (smart) **Ending:** END1
23	**Main Character:** brave wizard **Object Seeking:** Stone of Power (power to travel through time) **Object Location**: Cave in a Forest **Sent on Quest by:** farm hand **Encounter:** Child yelling Basilisk (action) **Encounter:** Cyclops (magic) **Ending:** END5	I will give the story a happy ending.	**Main Character:** brave wizard **Object Seeking:** Stone of Power (power to travel through time) **Object Location:** Cave in a Forest **Sent on Quest by:** farm hand **Encounter:** Child yelling Basilisk (action) **Encounter:** Cyclops (magic) **Ending:** END2
24	**Main Character:** brave wizard **Object Seeking:** Stone of Power (power to travel through time) **Object Location**: Cave in a Forest **Sent on Quest by:** farm hand **Encounter:** Child yelling Basilisk (action) **Encounter:** Cyclops (magic) **Ending:** END5	The wizard will solve the problem by taking action.	**Main Character:** brave wizard **Object Seeking:** Stone of Power (power to travel through time) **Object Location:** Cave in a Forest **Sent on Quest by:** farm hand **Encounter:** Child yelling Basilisk (action) **Encounter:** Cyclops (action) **Ending:** END6
25	**Main Character:** brave	Our brave wizard is now a	**Main Character:**

	wizard **Object Seeking:** Stone of Power (power to travel through time) **Object Location**: Cave in a Forest **Sent on Quest by:** farm hand **Encounter:** Child yelling Basilisk (action) **Encounter:** Cyclops (magic) **Ending:** END5	cowardly knight. I will try to incorporate the theme Having Courage into the story.	cowardly knight **Object Seeking:** Ring of Power (power to rule the world) **Object Location:** Temple in a Forest **Sent on Quest by:** farm hand **Encounter:** Trapped in Labyrinth - Desert (magic) **Encounter:** Dragon (smart) **Ending:** END6
26	**Main Character:** ambitious thief **Object Seeking:** Ring of Power (power to rule the world) **Object Location:** Cave in a Forest **Sent on Quest by:** drifter **Encounter:** Cyclops (magic) **Encounter:** Trapped in Labyrinth - Forest (action) **Ending:** END3	I will change the genre to incorporate all genres. Our ambitious thief is now a cowardly jedi. I will try to incorporate the theme Take Personal Responsibility into the story.	**Main Character:** cowardly jedi **Object Seeking:** Stone of Power (power to grant wishes) **Object Location:** Space Station in a Radiation Storm **Sent on Quest by:** drifter **Encounter:** Budong (smart) **Encounter:** Sirens in a Forest (action) **Ending:** END6
27	**Main Character:** brave sheriff **Object Seeking:** Ring of Power (power to rule the world) **Object Location:** Temple in a Forest **Sent on Quest by:** wizard **Encounter:** Trapped in Labyrinth - Forest (action) **Encounter:** Cyclops (magic) **Ending:** END6	I will change the genre to incorporate all genres. Our ambitious thief is now a cowardly jedi. I will try to incorporate the theme Take Personal Responsibility into the story.	**Main Character:** cowardly jedi **Object Seeking:** Stone of Power (power to travel through space instantly) **Object Location:** Temple in a Asteroid **Sent on Quest by:** wizard **Encounter:** Child yelling Dragon (magic) **Encounter:** Dragon (smart) **Ending:** END2
28	**Main Character:** ambitious sheriff	I will change the genre to incorporate all genres.	**Main Character:** cowardly jedi

	Object Seeking: Ring of Power (power to rule the world) **Object Location:** Cave in a Forest **Sent on Quest by:** wizard **Encounter:** Trapped in Labyrinth - Forest (action) **Encounter:** Cyclops (magic) **Ending:** END1	Our ambitious thief is now a cowardly jedi. I will try to incorporate the theme Take Personal Responsibility into the story.	**Object Seeking:** Stone of Power (power to travel through time) **Object Location:** Temple in a Asteroid **Sent on Quest by:** wizard **Encounter:** Sirens in a Forest (magic) **Encounter:** Budong (smart) **Ending:** END3
29	**Main Character:** ambitious sheriff **Object Seeking:** Ring of Power (power to rule the world) **Object Location:** Cave in a Forest **Sent on Quest by:** wizard **Encounter:** Trapped in Labyrinth - Desert (action) **Encounter:** Basilisk (magic) **Ending:** END1	I will change the genre to incorporate all genres. Our ambitious thief is now a cowardly jedi. I will try to incorporate the theme Take Personal Responsibility into the story.	**Main Character:** cowardly jedi **Object Seeking:** Stone of Power (power to grant wishes) **Object Location:** Temple in a Asteroid **Sent on Quest by:** wizard **Encounter:** Sirens in a Desert (magic) **Encounter:** Budong (smart) **Ending:** END6
30	**Main Character:** cowardly thief **Object Seeking:** Stone of Power (power to travel through space instantly) **Object Location:** Temple in a Forest **Sent on Quest by:** sheriff **Encounter:** Sirens in a Desert (magic) **Encounter:** Dragon (smart) **Ending:** END6	I will change the genre to incorporate all genres. Our ambitious thief is now a cowardly jedi. I will try to incorporate the theme Take Personal Responsibility into the story.	**Main Character:** cowardly jedi **Object Seeking:** Stone of Power (power to travel through space instantly) **Object Location:** Temple in a Forest **Sent on Quest by:** sheriff **Encounter:** Sirens in a Desert (magic) **Encounter:** Budong (smart) **Ending:** END4
31	**Main Character:** cowardly sheriff **Object Seeking:** Ring of	I will change the genre to incorporate all genres. Our ambitious thief is now	**Main Character:** cowardly jedi **Object Seeking:** Ring

	Power (power to rule the world) **Object Location:** Temple in a Forest **Sent on Quest by:** drifter **Encounter:** Dragon (smart) **Encounter:** Child yelling Cyclops (action) **Ending:** END1	a cowardly jedi. I will try to incorporate the theme Take Personal Responsibility into the story.	of Power (power to rule the world) **Object Location:** Temple in a Forest **Sent on Quest by:** drifter **Encounter:** Dragon (smart) **Encounter:** Trapped in Labyrinth - Forest (action) **Ending:** END6
32	**Main Character:** ambitious sheriff **Object Seeking:** Stone of Power (power to travel through space instantly) **Object Location:** Temple in a Forest **Sent on Quest by:** knight **Encounter:** Sirens in a Desert (action) **Encounter:** Basilisk (magic) **Ending:** END2	I will change the genre to incorporate all genres. Our ambitious thief is now a cowardly jedi. I will try to incorporate the theme Take Personal Responsibility into the story.	**Main Character:** cowardly jedi **Object Seeking:** Stone of Power (power to travel through space instantly) **Object Location:** Temple in a Forest **Sent on Quest by:** knight **Encounter:** Sirens in a Desert (action) **Encounter:** Budong (smart) **Ending:** END5
33	**Main Character:** brave farm hand **Object Seeking:** Stone of Power (power to travel through time) **Object Location:** Cave in a Forest **Sent on Quest by:** sheriff **Encounter:** Basilisk (magic) **Encounter:** Child yelling Cyclops (smart) **Ending:** END5	I will change the genre to incorporate all genres. Our ambitious thief is now a cowardly jedi. I will try to incorporate the theme Take Personal Responsibility into the story.	**Main Character:** cowardly jedi **Object Seeking:** Stone of Power (power to travel through time) **Object Location:** Cave in a Forest **Sent on Quest by:** sheriff **Encounter:** Basilisk (magic) **Encounter:** Trapped in Labyrinth - Asteroid (action) **Ending:** END4
34	**Main Character:** ambitious drifter **Object Seeking:** Ring of Power (power to rule the	I will change the genre to incorporate all genres. Our ambitious thief is now a cowardly jedi.	**Main Character:** cowardly jedi **Object Seeking:** Ring of Power (power to

	world) **Object Location:** Cave in a Forest **Sent on Quest by:** wizard **Encounter:** Basilisk (magic) **Encounter:** Trapped in Labyrinth - Desert (action) **Ending:** END3	I will try to incorporate the theme Take Personal Responsibility into the story.	rule the world) **Object Location:** Cave in a Forest **Sent on Quest by:** wizard **Encounter:** Basilisk (magic) **Encounter:** Child yelling Budong (magic) **Ending:** END1
35	**Main Character:** cowardly thief **Object Seeking:** Ring of Power (power to rule the world) **Object Location:** Temple in a Forest **Sent on Quest by:** knight **Encounter:** Dragon (smart) **Encounter:** Trapped in Labyrinth - Desert (action) **Ending:** END4	I will change the genre to incorporate all genres. Our ambitious thief is now a cowardly jedi. I will try to incorporate the theme Take Personal Responsibility into the story.	**Main Character:** cowardly jedi **Object Seeking:** Ring of Power (power to rule the world) **Object Location:** Temple in a Forest **Sent on Quest by:** knight **Encounter:** Dragon (smart) **Encounter:** Child yelling Aliens (action) **Ending:** END6
36	**Main Character:** ambitious wizard **Object Seeking:** Stone of Power (power to travel through space instantly) **Object Location:** Cave in a Forest **Sent on Quest by:** drifter **Encounter:** Basilisk (magic) **Encounter:** Sirens in a Desert (action) **Ending:** END4	I will change the genre to incorporate all genres. Our ambitious thief is now a cowardly jedi. I will try to incorporate the theme Take Personal Responsibility into the story.	**Main Character:** cowardly jedi **Object Seeking:** Stone of Power (power to travel through space instantly) **Object Location:** Cave in a Forest **Sent on Quest by:** drifter **Encounter:** Basilisk (magic) **Encounter:** Sirens in a Forest (magic) **Ending:** END6
37	**Main Character:** brave sheriff **Object Seeking:** Ring of Power (power to rule the world) **Object Location:** Cave	I will change the genre to incorporate all genres. Our ambitious thief is now a cowardly jedi. I will try to incorporate the theme Take Personal	**Main Character:** cowardly jedi **Object Seeking:** Ring of Power (power to rule the world) **Object Location:**

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	in a Forest **Sent on Quest by:** farm hand **Encounter:** Sirens in a Forest (smart) **Encounter:** Basilisk (magic) **Ending:** END6	Responsibility into the story.	Cave in a Forest **Sent on Quest by:** farm hand **Encounter:** Sirens in a Forest (smart) **Encounter:** Basilisk (magic) **Ending:** END3
38	**Main Character:** ambitious wizard **Object Seeking:** Ring of Power (power to rule the world) **Object Location:** Temple in a Forest **Sent on Quest by:** knight **Encounter:** Cyclops (magic) **Encounter:** Trapped in Labyrinth - Desert (action) **Ending:** END2	I will change the genre to incorporate all genres. Our ambitious thief is now a cowardly jedi. I will try to incorporate the theme Take Personal Responsibility into the story.	**Main Character:** cowardly jedi **Object Seeking:** Ring of Power (power to rule the world) **Object Location:** Temple in a Forest **Sent on Quest by:** knight **Encounter:** Cyclops (magic) **Encounter:** Trapped in Labyrinth - Desert (action) **Ending:** END4
39	**Main Character:** brave sheriff **Object Seeking:** Ring of Power (power to rule the world) **Object Location:** Temple in a Forest **Sent on Quest by:** wizard **Encounter:** Basilisk (magic) **Encounter:** Child yelling Cyclops (action) **Ending:** END5	I will change the genre to incorporate all genres. Our ambitious thief is now a cowardly jedi. I will try to incorporate the theme Take Personal Responsibility into the story.	**Main Character:** brave sheriff **Object Seeking:** Ring of Power (power to rule the world) **Object Location:** Temple in a Forest **Sent on Quest by:** wizard **Encounter:** Basilisk (magic) **Encounter:** Child yelling Cyclops (action) **Ending:** END5
40	**Main Character:** brave wizard **Object Seeking:** Stone of Power (power to travel through space instantly) **Object Location:** Temple in a Forest **Sent on Quest by:** drifter	I will change the genre to incorporate all genres. Our ambitious thief is now a cowardly jedi. I will try to incorporate the theme Take Personal Responsibility into the story.	**Main Character:** cowardly jedi **Object Seeking:** Stone of Power (power to travel through space instantly) **Object Location:** Temple in a Forest

	Encounter: Basilisk (magic) **Encounter:** Child yelling Dragon (action) **Ending:** END6		**Sent on Quest by:** drifter **Encounter:** Basilisk (magic) **Encounter:** Child yelling Dragon (action) **Ending:** END3
41	**Main Character:** ambitious sheriff **Object Seeking:** Stone of Power (power to travel through space instantly) **Object Location:** Cave in a Desert **Sent on Quest by:** wizard **Encounter:** Basilisk (magic) **Encounter:** Sirens in a Desert (action) **Ending:** END4	I will change the genre to incorporate all genres. Our ambitious thief is now a cowardly jedi. I will try to incorporate the theme Take Personal Responsibility into the story.	**Main Character:** cowardly jedi **Object Seeking:** Stone of Power (power to travel through space instantly) **Object Location:** Cave in a Desert **Sent on Quest by:** wizard **Encounter:** Basilisk (magic) **Encounter:** Sirens in a Desert (action) **Ending:** END3
42	**Main Character:** ambitious thief **Object Seeking:** Stone of Power (power to travel through time) **Object Location:** Cave in a Desert **Sent on Quest by:** farm hand **Encounter:** Child yelling Dragon (action) **Encounter:** Cyclops (magic) **Ending:** END6	The Stone of Power will become the Ring of Power. The power to travel through time will become the power to rule the world. The Desert will become the Forest. The Cave will become the Temple. The farm hand will become the knight.	**Main Character:** ambitious thief **Object Seeking:** Ring of Power (power to rule the world) **Object Location:** Temple in a Forest **Sent on Quest by:** knight **Encounter:** Sirens in a Forest (action) **Encounter:** Basilisk (magic) **Ending:** END5
43	**Main Character:** ambitious drifter **Object Seeking:** Ring of Power (power to rule the world) **Object Location:** Cave in a Forest **Sent on Quest by:** farm hand **Encounter:** Basilisk	I will change the genre to incorporate all genres. Our ambitious drifter is now a cowardly jedi. I will try to incorporate the theme Take Personal Responsibility into the story. The Forest will become a different type of Forest.	**Main Character:** cowardly jedi **Object Seeking:** Ring of Power (power to rule the world) **Object Location:** Temple in a Forest **Sent on Quest by:** knight **Encounter:** Dragon

	(magic) **Encounter:** Child yelling Cyclops (smart) **Ending:** END2	The Cave will become the Temple. The farm hand will become the knight.	(smart) **Encounter:** Sirens in a Desert (smart) **Ending:** END4
44	**Main Character:** cowardly thief **Object Seeking:** Stone of Power (power to travel through space instantly) **Object Location:** Temple in a Forest **Sent on Quest by:** wizard **Encounter:** Dragon (smart) **Encounter:** Child yelling Cyclops (magic) **Ending:** END6	The thief will solve the problem by taking action.	**Main Character:** cowardly thief **Object Seeking:** Stone of Power (power to travel through space instantly) **Object Location:** Temple in a Forest **Sent on Quest by:** wizard **Encounter:** Dragon (action) **Encounter:** Sirens in a Forest (action) **Ending:** END5
45	**Main Character:** ambitious drifter **Object Seeking:** Ring of Power (power to rule the world) **Object Location:** Temple in a Forest **Sent on Quest by:** sheriff **Encounter:** Child yelling Dragon (action) **Encounter:** Basilisk (magic) **Ending:** END6	I will change the genre to incorporate all genres. Our ambitious drifter is now a cowardly jedi. I will try to incorporate the theme Take Personal Responsibility into the story. The jedi will solve the problem by taking action. The Basilisk will become the Dragon. The young girl will become the young boy.	**Main Character:** cowardly jedi **Object Seeking:** Ring of Power (power to rule the world) **Object Location:** Temple in a Forest **Sent on Quest by:** sheriff **Encounter:** Child yelling Dragon (action) **Encounter:** Dragon (action) **Ending:** END4
46	**Object Seeking:** Stone of Power (power to travel through time) **Object Location:** Cave in a Forest **Sent on Quest by:** sheriff **Encounter:** Basilisk (magic) **Encounter:** Sirens in a Desert (action) **Ending:** END2	The drifter will solve the problem by using magic. The style of temptation will become the Labyrinth. The Desert will become the Forest.	**Main Character:** ambitious drifter **Object Seeking:** Stone of Power (power to travel through time) **Object Location:** Cave in a Forest **Sent on Quest by:** sheriff **Encounter:** Basilisk (magic) **Encounter:** Trapped in Labyrinth - Forest

			(magic) **Ending:** END4
47	**Main Character:** cowardly drifter **Object Seeking:** Ring of Power (power to rule the world) **Object Location:** Temple in a Forest **Sent on Quest by:** farm hand **Encounter:** Dragon (smart) **Encounter:** Trapped in Labyrinth - Forest (action) **Ending:** END4	I will change the genre to incorporate all genres. Our drifter is now a jedi. Our cowardly drifter will now be cowardly. The jedi will solve the problem by using magic.	**Main Character:** cowardly jedi **Object Seeking:** Ring of Power (power to rule the world) **Object Location:** Temple in a Forest **Sent on Quest by:** farm hand **Encounter:** Dragon (smart) **Encounter:** Trapped in Labyrinth - Forest (magic) **Ending:** END3
48	**Main Character:** cowardly thief **Object Seeking:** Stone of Power (power to travel through space instantly) **Object Location:** Temple in a Forest **Sent on Quest by:** farm hand **Encounter:** Trapped in Labyrinth - Desert (smart) **Encounter:** Dragon (smart) **Ending:** END4	I will give the story a happy ending.	**Main Character:** cowardly thief **Object Seeking:** Stone of Power (power to travel through space instantly) **Object Location:** Temple in a Forest **Sent on Quest by:** farm hand **Encounter:** Trapped in Labyrinth - Desert (smart) **Encounter:** Dragon (smart) **Ending:** END3
49	**Main Character:** cowardly drifter **Object Seeking:** Ring of Power (power to rule the world) **Object Location:** Temple in a Forest **Sent on Quest by:** farm hand **Encounter:** Dragon (smart) **Encounter:** Child yelling Cyclops (action)	The drifter will solve the problem by taking action. The Dragon will become the Cyclops. The child will become the young girl.	**Main Character:** cowardly drifter **Object Seeking:** Ring of Power (power to rule the world) **Object Location:** Temple in a Forest **Sent on Quest by:** farm hand **Encounter:** Cyclops (action) **Encounter:** Sirens in a Forest (smart)

	Ending: END2		**Ending:** END4
50	**Main Character:** ambitious drifter **Object Seeking:** Stone of Power (power to travel through space instantly) **Object Location:** Temple in a Forest **Sent on Quest by:** farm hand **Encounter:** Child yelling Dragon (magic) **Encounter:** Basilisk (magic) **Ending:** END6	Our ambitious drifter is now a cowardly knight. I will try to incorporate the theme Having Courage into the story.	**Main Character:** cowardly knight **Object Seeking:** Ring of Power (power to rule the world) **Object Location:** Cave in a Forest **Sent on Quest by:** farm hand **Encounter:** Sirens in a Desert (magic) **Encounter:** Dragon (smart) **Ending:** END1

APPENDIX B

THE 50 STORIES OF THE FUNCTIONALITY TEST

Story 1

I'm thinking of a medieval story about a wizard named Billy. Once upon a time in a far off land, lived a brave wizard. Wondering from village to village was the life that the wizard had chosen. Presently, the wizard was heading into a village far away from any large towns. On the way into the village, Billy spotted an elderly figure in distress on the path ahead. All right. I will change the genre to incorporate all genres. Our brave wizard is now a cowardly jedi. I will try to incorporate the theme Take Personal Responsibility into the story. Let's try this instead. On the way into the village, Billy spotted an elderly figure in distress on the trail ahead. Not wanting to get involved, the jedi went and hid until nothing could be heard. After thinking coast is clear, our cowardly jedi continued towards village. When he gets to the point where the figure was, the cowardly jedi discovered a dying farm hand. The farm hand softly spoke, "Please help me! I Cannot finish my lifework. An evil lord has identified the current location of the ring of power and you must find it first to protect it but be careful as the ring of power has the power to rule the world. Will you help an old farm hand and save the world from evil?" Billy first response was the same one he has given all of his life but something was felt different this time. Our cowardly jedi want to take personal responsibility for once in his lifetime and said, "Yes!" A Brief smile appeared on the farm hand face. He then spoke up again and said, "Head north until you reach a spooky, haunted forest. Continue into the forest till you find the foreboding, enormous temple. Within the temple you will find the ring of power. This book will help you in your journey. Now go!" Our cowardly jedi reached out and took the book and headed for the temple to find the ring of power. Our cowardly jedi continued heading north for days with no sign of the forest or

the temple. As the cowardly jedi continued seeking for the ring of power, he took time to read the book because it may contain hints that would help as the farm hand said. One passage in the book troubled the jedi. It spoke of a creature that he would have to pass in order to get near the ring of power. This creature, the space sirens, lures everybody to them, trapping them forever. No one can withstand their song and once heard are forever doomed. The passage describes the space sirens as a creature that is waist down a sparrow and waist up a women. What troubled Billy the most was that, the space sirens lives within a desolate asteroid, which the jedi believes maybe nearing soon. Worried that the cold asteroid was near, the jedi wanted to have a plan ready when the time came. Knowing the space sirens only use song to call their victims, Billy decided to build a device that covers his ears to stop all sound. That way the space sirens' song has no influence on him. The jedi finished making the apparatus just in time because the next day, the jedi noticed the cold asteroid ahead. Just before entering the cold asteroid, Billy put on the hearing apparatus on and entered the asteroid. Once the hearing apparatus was on billy's head, the jedi could hear nothing and made his way into the asteroid toward the space sirens. If he could stop the space sirens' song for good, then everyone, who entered the asteroid, would be safe again. The jedi began seeking the asteroid for the space sirens. After hours of seeking, the jedi could not find any signs of the space sirens. Just as he was about to give up, the jedi spotted a young girl walking north. Convinced that the young girl is under the charm the song of the space sirens, our jedi followed the young girl. The child came to a small protected area and the jedi finally spotted the space sirens. The cowardly jedi hides behind the young girl to get closer to the space sirens. As soon as the young girl and jedi was close enough to the space sirens, the cowardly jedi

in one quick movement strikes them down. The young girl was immediately released and turned toward the jedi. Seeing the song had been broken, Billy removed the hearing apparatus. The young girl asked, "Where am I? What happen?" The jedi replied, "You are in the cold asteroid, where the space sirens use to live, but are safe now. The space sirens will never trap anybody else now." The kid responded, "Thank you for saving me oh brave jedi. I Have heard about the space sirens but never knew they were in this asteroid. I Know my way home from here and thank you again for saving me." Hey went separate ways and the jedi went back to searching for the ring of power in the temple. The cowardly jedi having barely escaped certain capture returned to his search for the ring of power. Billy continued heading north when a young girl came running down the path. The jedi, with nowhere to hide, was petrified in his tracks. The kid spotted the cowardly jedi and cried out, "Budong! Please help! My small town is under attack by a Budong! I Was the only one to make it out to get help. You must come back with me to help." Knowing how important his quest was, he wanted to forget about the Budong but seeing the desperation in the kid's eyes broke the jedi's heart. The cowardly jedi wanted to take personal responsibility and decided to help the kid with the Budong. Both of them, headed to the small town to face the Budong. For those of you from the other side of the galaxy, a Budong is a a large space worm that comes down from the sky, quietly and anything caught in the path is destroyed. They can be very dangerous! After making the decision to help the small town fight the budong, the jedi realized that he knew very little of budong's except for stories that were told. Wanting to separate truth from fiction, the cowardly jedi asked of the young girl, "What do you know about the Budong? Is there a pattern to its attacks? Do you know of, seen, or heard about any the

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Budong vulnerabilities that we can use against it?" The child thought about the questions for a minute and responded, "The Budong is dangerous and gray in color. And now that I think about it, the Budong might be looking for something. It comes down from the sky, quietly and anything caught in the path is destroyed. It is rumored that a Budong can't handle salt." The child continued, "What are we going to do?" The jedi asked, "If the Budong is searching for something, maybe the attacks will cease if the Budong gets what it is after. Did anything happen during the days before the first attack by the budong?" Nothing really occurred that I know of. I Did find an unusual rock. See?" The kid said pulling out the rock. It only took the cowardly jedi one glance at the rock to know this was no ordinary rock but an device calling the Budong. They made a plan to place the device calling the Budong at the edge of small town. That way the Budong would be able to recover the device calling the Budong without any problems. Not long after they left the device calling the budong, the Budong came moving in for another onslaught. The Budong must have perceived the device calling the Budong because it moved directly towards it. The Budong picked up the device calling the Budong and left. The young girl spoke up, "The small town had been saved! Thank you kind jedi. We will always be in you debt." The jedi responded, "No problem. I'm glad I could help but I must get back to quest now." Having helped the small town with a Budong problem, Billy left the small town went back to his quest for the ring of power. Finally, after months of travelling, the cowardly jedi saw the spooky, haunted forest ahead. Relieved that the quest was almost over, he thought back to everything he had done to get where he is at. He then remembered the old farm hand and he wondered if they had healed. Suddenly, the jedi thought of the book. Billy had been studying the book over the course

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of the journey knew every page but decided to quickly inspect it again before entering the spooky, haunted forest to search for the foreboding, enormous temple. A Section that was blank was no longer blank but contained writings. Shocked about the new section, the cowardly jedi sat down and began to read the book. The jedi read, "These tests of three, you may flee, to determine worthiness, is a must, self be true, in order to get through." The cowardly jedi realized that getting to the ring of power wasn't going to be as easy as he thought. From this point, he was going to have to be on the look out. The cowardly jedi entered the spooky, haunted forest and started to look for the temple. As the jedi continued to search for the temple, a thick, foreboding fog moved in partially obstructing the view. Suddenly, a massive River appeared in front of the jedi that was impassable without a bridge. In the distance, the jedi spotted a bridge over the River and headed that way. An old man, was standing at the entrance to the bridge and as the jedi approached, spoke up, "Stop! Who would cross the bridge of death, would answer me, these questions three, if the other side he thee would see!" The jedi a little taken back responded, "I am ready." The bridge keeper asked, "What is your name?" The jedi responded, "I am billy." The bridge keeper inquired, "What is your quest?" The jedi responded, "I seek the ring of power." The bridge keeper asked, "What have you you learned during your quest?" The jedi thought for a second and replied, "I have learned to take personal responsibility." The bridge keeper replied, "Thy self be true. Thou shall pass." The river, bridge, and bridge keeper vanished into thin air like they were never there. The jedi resumed to look for the foreboding, enormous temple. The cowardly jedi finally spotted the temple and began heading towards it. Just as the jedi approached the foreboding, enormous temple, a long stone hallway grew from the ground and formed

around him with two openings. One of the openings is directly behind the jedi and the other opening leads into the temple. As the cowardly jedi moved forward, a volley of arrows shot out of one wall and into the other wall the entire length of the hallway. The jedi stopped instantly. The arrows continued fly across the room and Billy saw no way to get to the temple but through the arrows. The jedi then remembered the protection magical spell learned from book and thought it should work to get past the arrows and enter the temple. In a clear and loud voice the jedi spoke, "Illuxerunt!" And began to walked down the hallway as the arrows passed around him. As the jedi passed through the opening nearest to the temple, the whole hallway vanished and from nowhere a voice spoke, "Thy self be true. Thou shall pass." The jedi began to search for the ring of power within the foreboding, enormous temple. The jedi entered a large room within the foreboding, enormous temple. A Ring sit upon a stone pillar in the center of the room. As the jedi approached pillar, the voice from nowhere spoke again, "You must choose. You can turn back now or risk being found unworthy. Stepping up to the stone pillar will seal you within this room for the remainder of your life with no way out. Removing the ring of power from the pillar is the only way out but only the worthy one can remove it." The jedi began thinking about the choice. He could leave now but that would mean giving up on the quest. Remembering what he learned, the cowardly jedi approached the pillar and reached out for the ring then spoke out loud, "I gave my word that I would find and protect the ring of power and I intend to do just that." Then with all his might attempted to lift the ring. The ring slowly began to move. The voice replied, "Thy self be true. Thou have passed. Enter the doorway to find the true ring of power." The stone pillar and the ring vanished from the room. Suddenly, the ground began to shake and a

doorway formed where the pillar was. The jedi approach the doorway but could not see through it as the entrance shimmers like a vertical puddle of water. As the jedi touched the vertical puddle of water, ripples went extending out from the spot. After deciding that the doorway was not dangerous, the cowardly jedi passed through the doorway and was instantaneously transported to a small stone room with a simple pedestal in the middle. All the sides on the pedestal were covered in ivory. The voice from nowhere spoke up again, "Picture in your mind where you would like to go and re-enter the doorway and you will be instantly carried there. Be careful as you may only use the doorway once." The jedi approached the and noticed nothing upon it. The voice spoke, "The genuine ring of power is no longer here. Seek it elsewhere." The cowardly jedi thought about how nice that village was that he was heading before finding the old farm hand, who started him on this quest. The jedi, without the ring of power, pictured the village in his mind and passed back through the doorway. Billy was instantly carried to the village, where he determined to put to use all that was learned throughout the journey and aid others. The end.

Story 2

I'm thinking of a medieval story about a wizard named billy. When the brave wizard crawled out bed this morning, he thought it be just another day but fate had something else in mind for that day. Never staying in one place too long, the wizard was currently heading into a village far away from any large towns. Never staying in one place too long, the wizard was currently heading into a village far away from any large towns. On the way into the village, billy spotted an elderly figure in distress on the trail ahead. The wizard ran toward the elderly figure in an attempt to help. When he made it to the figure, the brave wizard discovered a dying farm hand. You have a kind soul. Ok. I will change the genre to incorporate all genres. Our brave wizard is now a cowardly jedi. I will try to incorporate the theme Take Personal Responsibility into the story. Let's try this instead. The farm hand softly spoke, "Please help me! I Cannot finish my mission. An evil lord has discovered the current location of the ring of power and you must find it first to protect it but be careful as the ring of power has the power to rule the world. Will you help an old farm hand and save the world from evil?" Billy first response was the same one he has given all of his life but something was different this time. Our cowardly jedi want to take personal responsibility for once in his lifetime and said, "Yes!" A Brief smile appeared on the farm hand face. He then spoke up again and said, "Head west until you come to a deep, spooky forest. Continue into the forest till you find the enormous, foreboding temple. Within the temple you will find the ring of power. This scroll will help you in your trip. Now go!" Our cowardly jedi reached out and took the scroll and headed for the temple to seek the ring of power. Billy travelled for days, heading west, with no sign of the forest or the temple. The cowardly jedi's adventure took him into a

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creepy forest. This did not trouble the jedi as he has been in many forests before but this one felt bizarre. The jedi could not determine why this forest felt bizarre but knew he had to get through it before anything bad happened. Continuing to head west, billy's path was obstructed by trees and brushes too thick to pass and had no options but to go back and find another route. Suddenly, he understood why he had a dreadful feeling about the forest, all the evidence, including footprints were as if he was never there. The jedi was lost in a labyrinth of the creepy forest. Knowing the proper way was blocked, the jedi speculated his best chance of getting through the forest was to find a way to cut an opening in the brushes and trees. Looking around in the surrounding area, the cowardly jedi discovered a sharp rock. He then attached the sharp rock to a sturdy stick to form a primitive axe. Using the primitive axe, our jedi to cut a passage through the brushes and trees that blocked the trail to the west. The cutting took time to complete but finally, the cowardly jedi made his way through the foreboding forest and resumed the search for the ring of power. The cowardly jedi having barely escaped certain capture returned to his search for the ring of power. Billy continued heading west when a child came running down the trail. The jedi, with nowhere to hide, was petrified in his tracks. The kid spotted the cowardly jedi and yelled, "Dragon! Please help! My small settlement is under attack by a Dragon! I Was the only one to make it out to find help. You must help my settlement." Knowing how crucial his quest was, he wanted to ignore the child and the Dragon but seeing the desperation in the kid's eyes broke the jedi's heart. The cowardly jedi wanted to take personal responsibility and decided to help the child with the Dragon. Both of them, headed to the small settlement to face the Dragon. After making the decision to help the small settlement fight the dragon, the jedi realized that he

knew nothing of dragon's except for stories that were told. Wanting to separate fiction from truth, the cowardly jedi asked of the child, "Tell me about the Dragon. Is there a pattern to its attacks? Do you know of, seen, or heard about any the Dragon vulnerabilities that we can use?" The kid thought about the questions for a minute and responded, "The Dragon is big and red. And now that I think about it, the Dragon might be looking for something. It came down out the sky, breathing fire. Took out a building and then just left. It is rumored that a Dragon has a weak belly." The kid continued, "What are we going to do?" The jedi asked, "If the Dragon is searching for something, maybe the attacks will stop if the Dragon gets what it is after. Did anybody find anything weird during the days before the first attack by the dragon?" Nothing really happened that I know of. I Did find an interesting rock. See?" The child said pulling out the rock. It only took the cowardly jedi one look at the rock to know this was no typical rock but an dragon's egg. They then decided to place the dragon's egg at the fringe of small settlement. That way the Dragon would be able to find the dragon's egg without any problems. A Short time after they left the dragon's egg, the Dragon came flying in for another attack. The Dragon must have perceived the dragon's egg because it headed directly towards it. The Dragon picked up the dragon's egg and left. The kid spoke up, "The small settlement had been rescued! Thank you kind jedi. We will always be in you debt." The jedi responded, "No problem. I'm glad I could assist but I must get back to quest now." Having helped the small settlement with a Dragon problem, billy left the small settlement went back to his quest for the ring of power. Finally, after months of travelling, the cowardly jedi saw the deep, spooky forest ahead. Relieved that the quest was almost finished, he thought back to everything he had done to get where he is at. He

then remembered the old farm hand and he wondered if they had recovered. Suddenly, the jedi thought of the scroll. Billy had been reading the scroll over the course of the journey knew every page but decided to quickly inspect it again before entering the deep, spooky forest to search for the enormous, foreboding temple. A Section that was blank was no longer blank but held writings. Shocked about the new section, the cowardly jedi sat down and began to read the scroll. The jedi read, "These tests of three, you may flee, to determine worthiness, is a must, self be true, in order to get through." The cowardly jedi realized that getting to the ring of power wasn't going to be as easy as he thought. From this point, he was going to have to be on guard. The cowardly jedi entered the deep, spooky forest and began looking for the temple. As the jedi continued to search for the temple, a thick, moody fog rolled in partially obstructing the view. Suddenly, a massive river came into view in front of the jedi that was impassable without a bridge. In the distance, the jedi spotted a bridge over the river and headed that way. An old man, was standing at the entrance to the bridge and as the jedi came near, spoke up, "Stop! Who would cross the bridge of death, would answer me, these questions three, if the other side he thee would see!" The jedi a little taken back responded, "I am ready." The bridge keeper inquired, "What is your name?" The jedi responded, "I am billy." The bridge keeper asked, "What is your quest?" The jedi responded, "I seek the ring of power." The bridge keeper inquired, "What have you you learned during your quest?" The jedi thought for a second and responded, "I have learned to take personal responsibility." The bridge keeper replied, "Thy self be true. Thou shall pass." The river, bridge, and bridge keeper disappeared into thin air like they were never there. The jedi continued to look for the enormous, foreboding temple. The cowardly jedi finally

spotted the temple and began heading towards it. Just as the jedi approached the enormous, foreboding temple, a long stone hallway grew from the ground and formed around him with two openings. One of the openings is directly behind the jedi and the other opening leads into the temple. As the cowardly jedi moved forward, a volley of arrows shot out of one wall and into the other wall the entire length of the hallway. The jedi stopped instantly. The arrows continued fly across the room and billy saw no way to get to the temple but through the arrows. The jedi then remembered the protection magical spell learned from scroll and thought it should work to get past the arrows and enter the temple. In a clear and loud voice the jedi spoke, "Illuxerunt!" And began to walked down the hallway as the arrows passed around him. As the jedi passed through the opening nearest to the temple, the whole hallway vanished and from nowhere a voice spoke, "Thy self be true. Thou shall pass." The jedi began to search for the ring of power within the enormous, foreboding temple. The jedi entered a large room within the enormous, foreboding temple. A Ring sit upon a stone pillar in the center of the room. As the jedi approached pillar, the voice from nowhere spoke again, "You must choose. You can turn back now or risk being found unworthy. Stepping up to the stone pillar will seal you within this room for the remainder of your life with no way out. Removing the ring of power from the pillar is the only way out but only the worthy one can remove it." The jedi began thinking about the choice. He could leave now but that would mean giving up on the quest. Remembering what he learned, the cowardly jedi approached the pillar and reached out for the ring then spoke out loud, "I gave my word that I would find and protect the ring of power and I intend to do just that." Then with all his might attempted to lift the ring. The ring slowly began to move. The voice replied, "Thy self

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be true. Thou have passed. Enter the doorway to find the true ring of power." The stone pillar and the ring vanished from the room. Suddenly, the ground began to shake and a doorway formed where the pillar was. The jedi approach the doorway but could not see through it as the entrance shimmers like a vertical puddle of water. As the jedi touched the vertical puddle of water, ripples went extending out from the point. After determining that the doorway was not a trap, the cowardly jedi passed through the doorway and was instantly transported to a small stone room with a simple pedestal in the middle. All the sides on the pedestal were covered in ivory. The voice from nowhere spoke up again, "Picture in your mind where you would like to go and pass back through the doorway and you will be instantly transported to that place. Be careful as you may only use the doorway once." The jedi approached the and saw a ring upon it. He reached out and took the ring. The voice spoke, "You now possess the genuine ring of power. Use it wisely." The jedi headed toward the doorway but stopped in his tracks. Recognizing that he would have not have made it to the ring of power without the scroll, our jedi decided that the safest place for the ring of power is within this enormous, foreboding temple. The jedi replaced the ring of power back atop the along with the scroll. The voice spoke again, "You have intelligently chosen to leave the ring of power here. You will never be permitted to return. Re-enter the doorway." The cowardly jedi thought about how charming that village was that he was heading before coming across the old farm hand, who started him on this quest. The jedi, without the ring of power, he visualized the village in his mind and passed back through the doorway. Billy was instantly transported to the village, where he decided to put to use all that was learned throughout the journey and aid others. The end.

Story 3

I'm thinking of a medieval story about a wizard named billy. Once upon a time in a far off land, lived a brave wizard. Never staying in one place too long, the wizard was currently heading into a village far away from any large towns. On the way into the village, billy spotted an elderly figure in distress on the trail ahead. On the way into the village, billy spotted an elderly figure in distress on the trail ahead. The wizard ran toward the elderly figure in an attempt to help. When he made it to the figure, the brave wizard discovered a farm hand, who was near death. The farm hand softly spoke, "Please help me! I Cannot finish my mission. Ok. I will change the genre to incorporate all genres. Our brave wizard is now a cowardly jedi. I will try to incorporate the theme Take Personal Responsibility into the story. Let's try this instead. You have a kind soul. Please help me by completing my mission and find the stone of power!" Said the farm hand. He continued, "An evil lord has identified its current location. If it were to fall into his hands he would have the power to travel through space instantly. Will you help an old farm hand and save the world?" Billy first response was the same one he has given all of his life but something was felt different this time. Our cowardly jedi want to take personal responsibility for once in his lifetime and said, "Yes!" A Brief smile appeared on the farm hand face. He then spoke up again and said, "Head south until you reach to a beautiful, dangerous radiation storm. Continue into the radiation storm till you find the foreboding, abandoned space station. Within the space station you will find the stone of power. This scroll will help you in your journey. Now go!" Our cowardly jedi reached out and took the scroll and headed for the space station to find the stone of power. Our cowardly jedi continued south for days with no sign of the radiation storm or

the space station. As the cowardly jedi continued searching for the stone of power, he took time to read the scroll because it may hold clues that would help as the farm hand told. One passage in the scroll worried the jedi. It spoke of a creature that he would have to pass in order to get near the stone of power. This creature, the space sirens, lures everybody to them, trapping them forever. No one can resist their song and once heard are forever doomed. The passage describes the space sirens as a creature that is waist down a sparrow and waist up a women. What troubled billy the most was that, the space sirens lives within a foreboding forest, which the jedi believes maybe nearing soon. Fearing the foreboding forest was near, the jedi wanted to have a strategy ready when the time came. Knowing the space sirens only use song to call their victims, billy decided to build a apparatus that covers his ears to stop all sound. That way the space sirens' song has no influence on him. The jedi finished constructing the device just in time because the next day, the jedi noticed the foreboding forest ahead. Just before entering the foreboding forest, billy put on the hearing apparatus on and entered the forest. Once the hearing device was on billy's head, the jedi could hear nothing and made his way into the forest toward the space sirens. If he could stop the space sirens' song for good, then everyone, who entered the forest, would be safe again. The jedi began seeking the forest for the space sirens. After hours of seeking, the jedi could not find any signs of the space sirens. Just as he was about to give up, the jedi spotted a young girl walking south. Convinced that the kid is under the spell the song of the space sirens, our jedi followed the kid. The young girl came to a small clearing and the jedi finally spotted the space sirens. The cowardly jedi hides behind the child to get closer to the space sirens. As soon as the child and jedi was close enough to the space sirens, the cowardly jedi in one

quick movement strikes them down. The child was instantly released and turned toward the jedi. Seeing the song had been broken, billy removed the hearing apparatus. The child asked, "Where am I? What happen?" The jedi replied, "You are in the foreboding forest, where the space sirens use to live, but are safe now. The space sirens will never trap anybody else now." The child responded, "Thank you for saving me oh brave jedi. I Have heard about the space sirens but never knew they were in this forest. I Know my way home from here and thank you again for saving me." Hey went separate ways and the jedi went back to searching for the stone of power in the space station. The cowardly jedi having barely escaped certain capture returned to his search for the stone of power. Billy heard a noise coming from the path ahead. All of a sudden, a child came running down the path yelling, "Help! Dragon! I Need help!" The cowardly jedi could only stand there stunned and watch the child. Knowing the how important his quest was, he wanted to ignore the child and the Dragon but seeing the desperation in the child's eyes broke the jedi's heart. The cowardly jedi wanted to take personal responsibility and decided to help the kid with the Dragon. Both of them, headed to the small settlement to face the Dragon. After making the decision to help the small settlement fight the dragon, the jedi realized that he knew very little of dragon's except for tales that were told. Wanting to separate truth from fiction, the cowardly jedi asked of the kid, "What do you know about the Dragon? Is there a pattern to its attacks? Do you know of, seen, or heard about any the Dragon vulnerabilities that we can use?" The kid thought about the questions for a minute and responded, "The Dragon is big and red. And now that I think about it, the Dragon might be looking for something. It came down out the sky, breathing fire. Took out a building and then just left. It is rumored that a Dragon has a

weak belly." The kid continued, "What are we going to do?" The jedi asked, "If the Dragon is searching for something, maybe the attacks will stop if the Dragon gets what it is after. Did anybody find anything weird during the days before the first attack by the dragon?" Nothing really happened that I know of. I Did find an unusual rock. See?" The child said pulling out the rock. It only took the cowardly jedi one glance at the rock to know this was no typical rock but an dragon's egg. They then decided to place the dragon's egg at the fringe of small settlement. That way the Dragon would be able to find the dragon's egg without any problems. Not long after they left the dragon's egg, the Dragon came flying in for another attack. The Dragon must have sensed the dragon's egg because it moved directly towards it. The Dragon collected the dragon's egg and left. The child spoke up, "The small settlement had been rescued! Thank you kind jedi. We will always be in you debt." The jedi answered, "No problem. I'm glad I could assist but I must get back to quest now." Having helped the small settlement with a Dragon problem, billy left the small settlement went back to his quest for the stone of power. Finally, after months of travelling, the cowardly jedi saw the beautiful, dangerous radiation storm ahead. Relieved that the quest was almost over, he remembered how his life came to this point. The thoughts then turned to the old farm hand and he wondered if they had healed. Suddenly, the jedi thought of the scroll. Billy had been studying the scroll over the course of the journey knew every page but decided to quickly review it again before entering the beautiful, dangerous radiation storm to search for the foreboding, abandoned space station. A Section that was blank was no longer blank but contained writings. Shocked about the new section, the cowardly jedi sat down and began to read the scroll. The jedi read, "These tests of three, you may flee, to determine

worthiness, is a must, self be true, in order to get through." The cowardly jedi realized that getting to the stone of power wasn't going to be as simple as he thought. From this point, he was going to have to be on guard. The cowardly jedi entered the beautiful, dangerous radiation storm and started to look for the space station. As the jedi continued to look for the space station, a thick, moody fog moved in somewhat obstructing visibility. Suddenly, a massive gorge came into view in front of the jedi that was impassable without a bridge. In the distance, the jedi spotted a bridge over the gorge and headed that way. An old man, was standing at the entrance to the bridge and as the jedi came near, spoke up, "Stop! Who would cross the bridge of death, would answer me, these questions three, if the other side he thee would see!" The jedi a little taken back responded, "I am ready." The bridge keeper inquired, "What is your name?" The jedi responded, "I am billy." The bridge keeper asked, "What is your quest?" The jedi responded, "I seek the stone of power." The bridge keeper asked, "What have you you learned during your quest?" The jedi thought for a second and replied, "I have learned to take personal responsibility." The bridge keeper replied, "Thy self be true. Thou shall pass." The gorge, bridge, and bridge keeper vanished into thin air like they were never there. The jedi resumed to search for the foreboding, abandoned space station. The cowardly jedi finally spotted the space station and began heading towards it. Just as the jedi approached the foreboding, abandoned space station, a long stone hallway grew from the ground and formed around him with two openings. One of the openings is directly behind the jedi and the other opening leads into the space station. As the cowardly jedi moved forward, a volley of arrows shot out of one wall and into the other wall the entire length of the hallway. The jedi stopped instantly. The arrows continued fly across the

room and billy saw no way to get to the space station but through the arrows. The jedi then remembered the protection magical spell learned from scroll and thought it should work to get past the arrows and enter the space station. In a clear and loud voice the jedi spoke, "Illuxerunt!" And began to walked down the hallway as the arrows passed around him. As the jedi passed through the opening nearest to the space station, the whole hallway vanished and from nowhere a voice spoke, "Thy self be true. Thou shall pass." The jedi began to search for the stone of power within the foreboding, abandoned space station. The jedi entered a large room within the foreboding, abandoned space station. A Stone sit upon a stone pillar in the center of the room. As the jedi approached pillar, the voice from nowhere spoke again, "You must choose. You can turn back now or risk being found unworthy. Stepping up to the stone pillar will seal you within this room for the remainder of your life with no way out. Removing the stone of power from the pillar is the only way out but only the worthy one can remove it." The jedi began thinking about the choice. He could leave now but that would mean giving up on the quest. Remembering what he learned, the cowardly jedi approached the pillar and reached out for the stone then spoke out loud, "I gave my word that I would find and protect the stone of power and I intend to do just that." Then with all his might attempted to lift the stone. The stone slowly began to move. The voice replied, "Thy self be true. Thou have passed. Enter the doorway to find the true stone of power." The stone pillar and the stone vanished from the room. Suddenly, the ground began to shake and a doorway formed where the pillar was. The jedi approach the doorway but could not see through it as the entrance shimmers like a vertical puddle of water. As the jedi touched the vertical puddle of water, ripples went extending out from the point. After determining that the

doorway was not a trap, the cowardly jedi passed through the doorway and was instantly carried to a small stone room with a modest pedestal in the middle. The sides on the pedestal were coated with ivory. The voice from nowhere spoke up again, "Picture in your mind where you would like to go and re-enter the doorway and you will be instantaneously carried there. Be careful as you may only use the doorway once." The jedi approached the and noticed a stone sitting on it. He reached out and took the stone. The voice spoke, "You now possess the true stone of power. Use it wisely." The jedi started moving toward the doorway but stopped in his tracks. Recognizing that he would have not have made it to the stone of power without the scroll, our jedi determined that the safest place for the stone of power is within this foreboding, abandoned space station. The jedi replaced the stone of power back upon the along with the scroll. The voice spoke again, "You have wisely chosen to leave the stone of power here. You will never be permitted to return. Pass back through the doorway." The cowardly jedi thought about how nice that village was that he was going to before finding the old farm hand, who started him on this quest. The jedi, without the stone of power, pictured the village in his mind and entered back through the doorway. Billy was instantaneously carried to the village, where he decided to put to use all that was learned throughout the journey and aid others. The end.

I'm thinking of a medieval story about a wizard named billy. When the brave wizard crawled out bed this morning, he thought it be just another day but fate had something else in mind for that day. Wondering from village to village was the life that the wizard had chosen. Presently, the wizard was heading into a village far away from any large towns. On the way into the village, billy spotted an elderly figure in distress on the trail ahead. The wizard ran toward the elderly figure in an attempt to help. When he made it to the figure, the brave wizard discovered a dying farm hand. You have a kind soul. You have a kind soul. Please help me by finishing my mission and find the stone of power!" Said the farm hand. He continued, "An evil lord has identified its current location. If it were to fall into his hands he would have the power to travel through time. Ok. I will change the genre to incorporate all genres. Our brave wizard is now a cowardly jedi. I will try to incorporate the theme Take Personal Responsibility into the story. Let's try this instead. You have a kind soul. Please help me by finishing my mission and find the stone of power!" Said the farm hand. He continued, "An evil lord has discovered its current location. If it were to fall into his hands he would have the power to travel through space instantly. Will you help an old farm hand and save the world?" Billy first response was the same one he has given all of his life but something was different this time. Our cowardly jedi want to take personal responsibility for once in his lifetime and said, "Yes!" A Brief smile appeared on the farm hand face. He then spoke up again and said, "Head east until you reach to a beautiful, dangerous radiation storm. Continue into the radiation storm till you find the abandoned, foreboding space station. Within the space station you will find the stone of power. This book will help you in your journey.

Now go!" Our cowardly jedi reached out and took the book and headed for the space station to find the stone of power. Billy travelled for days, heading east, with no sign of the radiation storm or the space station. As the cowardly jedi continued searching for the stone of power, he took time to read the book because it may hold hints that would assist as the farm hand told. One portion in the book troubled the jedi. It spoke of a creature that he would have to pass in order to get near the stone of power. This creature, the space sirens, lures everybody to them, trapping them forever. No one can resist their song and once heard are forever doomed. The portion describes the space sirens as a creature that is waist down a sparrow and waist up a women. What worried billy the most was that, the space sirens lives within a rocky desert, which the jedi believes maybe nearing soon. Fearing the hilly desert was near, the jedi wanted to have a plan ready when the time came. The portion in the book also spoke of a force trick that would stop all sound in the vicinity. No one would be able to talk within the hilly desert ever again but the space sirens would never be able to use their song to lure people into a captivity. The jedi spotted the hilly desert ahead and before entering the desert, billy shouted, "Non auditus desert-us!" In order to see if the force trick worked, the jedi picked up a stone and threw it into the desert. Never hearing the stone land, the jedi knew the force trick had worked and it was safe to enter. Continuing to head east, the jedi ran into a young boy, who was acting scared and confused. The young boy spotted the jedi, ran to him and tried to say something but nothing came out. Billy took the young boy by the hand and led them west until they had made it through the desert. The jedi spoke, "You were in the desert of the space sirens but are safe now. I Used a force trick to prevent anyone from being lured by the space sirens' song. No one can hear anything in the hilly desert

ever again. The space sirens will never trap anybody else now." The child responded, "Thank you for rescuing me oh brave jedi. I Have been told about the space sirens but never knew they were in this desert. I Know my way home from here and thank you again for rescuing me." Hey went separate ways and the jedi went back to seeking for the stone of power in the space station. The cowardly jedi having barely escaped certain capture returned to his search for the stone of power. Billy continued heading east when a young girl came running down the trail. The jedi, with nowhere to hide, was frozen in his tracks. The child spotted the cowardly jedi and yelled, "Budong! Please help! My small settlement is under attack by a Budong! I Was the only one to make it out to get help. You must come back with me to help." Knowing how important his quest was, he wanted to forget about the Budong but seeing the urgency in the child's eyes broke the jedi's heart. The cowardly jedi wanted to take personal responsibility and decided to help the child with the Budong. Both of them, headed to the small settlement to face the Budong. For those of you from the other side of the galaxy, a Budong is a a large space worm that comes down from the sky, quietly and anything caught in the path is destroyed. They can be very dangerous! After making the choice to help the small settlement fight the budong, the jedi realized that he knew nothing of budong's except for tales that were told. Wanting to separate truth from fiction, the cowardly jedi asked of the young girl, "Tell me about the Budong. Is there a pattern to its attacks? Do you know of, seen, or heard about any the Budong weaknesses that we can use against it?" The young girl thought about the questions for a minute and said, "The Budong is dangerous and gray. And now that I think about it, the Budong might be looking for something. It comes down from the sky, quietly and anything caught in the path is

destroyed. It is rumored that a Budong can't handle salt." The kid continued, "What are we going to do?" The jedi asked, "If the Budong is searching for something, maybe the attacks will stop if the Budong gets what it is after. Did anybody find anything weird during the days before the first attack by the budong?" Nothing really happened that I know of. I Did find an unusual rock. See?" The child said pulling out the rock. It only took the cowardly jedi one glance at the rock to know this was no typical rock but an device calling the Budong. They then decided to place the device calling the Budong at the fringe of small settlement. That way the Budong would be able to recover the device calling the Budong without any anybody getting hurt. Not long after they left the device calling the budong, the Budong came moving in for another attack. The Budong must have sensed the device calling the Budong because it moved directly towards it. The Budong picked up the device calling the Budong and left. The child spoke up, "The small settlement had been rescued! Thank you kind jedi. We will forever be in you debt." The jedi answered, "No problem. I'm glad I could help but I must get back to quest now." Having helped the small settlement with a Budong problem, billy left the small settlement went back to his quest for the stone of power. Finally, after months of travelling, the cowardly jedi saw the beautiful, dangerous radiation storm ahead. Relieved that the quest was almost finished, he thought back to everything he had done to get where he is at. He then remembered the old farm hand and he wondered if they had healed. Suddenly, the jedi thought of the book. Billy had been studying the book over the course of the journey knew every page but decided to quickly inspect it again before entering the beautiful, dangerous radiation storm to search for the abandoned, foreboding space station. A Section that was blank was no longer blank but contained writings.

Shocked about the new section, the cowardly jedi sat down and began to read the book. The jedi read, "These tests of three, you may flee, to determine worthiness, is a must, self be true, in order to get through." The cowardly jedi realized that getting to the stone of power wasn't going to be as easy as he thought. From this point, he was going to have to be on guard. The cowardly jedi entered the beautiful, dangerous radiation storm and started to look for the space station. As the jedi continued to search for the space station, a thick, moody fog rolled in somewhat blocking the view. Suddenly, a large river came into view in front of the jedi that was impassable without a bridge. In the distance, the jedi spotted a bridge over the river and headed that way. An old man, was standing at the entry to the bridge and as the jedi came near, spoke up, "Stop! Who would cross the bridge of death, would answer me, these questions three, if the other side he thee would see!" The jedi a little taken back responded, "I am ready." The bridge keeper inquired, "What is your name?" The jedi replied, "I am billy." The bridge keeper inquired, "What is your quest?" The jedi responded, "I seek the stone of power." The bridge keeper inquired, "What have you you learned during your quest?" The jedi thought for a second and replied, "I have learned to take personal responsibility." The bridge keeper replied, "Thy self be true. Thou shall pass." The river, bridge, and bridge keeper vanished into thin air like they were never there. The jedi resumed to search for the abandoned, foreboding space station. The cowardly jedi finally spotted the space station and began heading towards it. Just as the jedi approached the abandoned, foreboding space station, a long stone hallway grew from the ground and formed around him with two openings. One of the openings is directly behind the jedi and the other opening leads into the space station. As the cowardly jedi moved forward, a volley of arrows shot out of one wall and

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into the other wall the entire length of the hallway. The jedi stopped instantly. The arrows continued fly across the room and billy saw no way to get to the space station but through the arrows. The jedi then remembered the protection magical spell learned from book and thought it should work to get past the arrows and enter the space station. In a clear and loud voice the jedi spoke, "Illuxerunt!" And began to walked down the hallway as the arrows passed around him. As the jedi passed through the opening nearest to the space station, the whole hallway vanished and from nowhere a voice spoke, "Thy self be true. Thou shall pass." The jedi began to search for the stone of power within the abandoned, foreboding space station. The jedi entered a large room within the abandoned, foreboding space station. A Stone sit upon a stone pillar in the center of the room. As the jedi approached pillar, the voice from nowhere spoke again, "You must choose. You can turn back now or risk being found unworthy. Stepping up to the stone pillar will seal you within this room for the remainder of your life with no way out. Removing the stone of power from the pillar is the only way out but only the worthy one can remove it." The jedi began thinking about the choice. He could leave now but that would mean giving up on the quest. Remembering what he learned, the cowardly jedi approached the pillar and reached out for the stone then spoke out loud, "I gave my word that I would find and protect the stone of power and I intend to do just that." Then with all his might attempted to lift the stone. The stone slowly began to move. The voice replied, "Thy self be true. Thou have passed. Enter the doorway to find the true stone of power." The stone pillar and the stone vanished from the room. Suddenly, the ground began to shake and a doorway formed where the pillar was. The jedi approach the doorway but could not see through it as the entrance shimmers like a vertical puddle of

water. As the jedi touched the vertical puddle of water, ripples went extending out from the point. After deciding that the doorway was not dangerous, the cowardly jedi passed through the doorway and was instantaneously carried to a small stone room with a modest pedestal in the center. All the sides on the pedestal were coated with ivory. The voice from nowhere spoke up again, "Picture in your mind where you would like to go and re-enter the doorway and you will be instantly carried there. Be careful as you may only use the doorway once." The jedi approached the and saw a stone sitting on it. He reached out and took the stone. The voice spoke, "You now possess the genuine stone of power. Use it wisely." The cowardly jedi thought about how nice that village was that he was going to before finding the old farm hand, who started him on this quest. The jedi, with the stone of power in hand, he visualized the old farm hand in his mind and entered back through the doorway. Billy was instantly carried to the old farm hand. Upon seeing the jedi, the old farm hand spoke, "Where did you come from? What did you do with the stone of power and is it protected?" "I had amazing journey. I Made it through the trials and recovered the stone of power. See?" Replied the jedi pulling out the stone of power. Suddenly, a puff of smoke enveloped the old farm hand and an villainous laugh was heard. A Hand stretched out from the smoke and took the stone of power. A Sinister voice spoke from the smoke, "You fool! I Have deceived you into finding the stone of power for me. Now, I will use its power to rule the world!" The smoke faded away along with the old farm hand and the stone of power. Now more driven to undo what just occurred, our cowardly jedi ventured off to find the stone of power, again. The end?

Story 5

Let me tell you the story about a wizard named billy. When the brave wizard crawled out bed this morning, he thought it be just another day but fate had something else in mind for that day. Wondering from village to village was the life that the wizard had chosen. Presently, the wizard was heading into a village far away from any large towns. On the way into the village, billy spotted an elderly figure in distress on the path ahead. The wizard ran toward the elderly figure in an attempt to assist. When he made it to the figure, the brave wizard discovered a dying farm hand. The farm hand softly spoke, "Please help me! I Cannot finish my mission. An evil lord has discovered the current location of the stone of power and you must find it first to protect it but be careful as the stone of power has the power to travel through time. Will you help an old farm hand and save the world from evil?" Billy thought about it for a minute and responded with a resounding, "Yes!" A Brief smile appeared on the farm hand face. He then spoke up again and said, "Head south until you come to a foreboding, creepy forest. Continue into the forest till you find the rocky, sheer cave. Within the cave you will find the stone of power. This book will help you in your trip. Now go!" Our brave wizard reached out and took the book and headed for the cave to seek the stone of power. Our brave wizard continued heading south for days with no clue of the forest or the cave. Billy continued heading south when a child came running down the trail. Billy continued heading south when a child came running down the trail. The child spotted the brave wizard and cried out, "Basilisk! Please help!. I Know where the basilisk is hiding. It is in a enormous and foreboding temple. Ok. I will change the genre to incorporate all genres. Our brave wizard is now a cowardly jedi. I will try to incorporate the theme Take Personal

Responsibility into the story. Let's try this instead. Billy continued heading south when a child came running down the trail. The jedi, with nowhere to hide, was frozen in his tracks. The child caught a glimpse of the cowardly jedi and yelled, "Basilisk! Please help!. I Know where the basilisk is hiding. It is in a foreboding and enormous temple. We can sneak in and take it out!" Knowing how important his quest was, he wanted to ignore the kid and the basilisk but seeing the kid broke the jedi's heart. The cowardly jedi decided to help the child with the basilisk. Both of them, headed to the temple to face the basilisk. Along the way to the temple, the jedi asked of the child, "What do you know about the basilisk?" The child rapidly responded, "The basilisk is snake like and is hiding in a temple ahead. Let's get it" The rapid response and the way the kid spoke didn't make sense in the jedi's mind. Everything sounded right yet felt wrong. But before the jedi could inquire further they had reached the temple. The jedi recalled a force trick that he was taught a long time ago that may come in handy. This force trick makes others see what they want to see and billy decided to cast it upon the child. As they approached the temple, the jedi hid near the entrance. The force trick worked and the child saw the jedi enter the temple. Not five minutes later, the child shouted, "I have you now! There is no way you can escape this temple." You will be forever trapped." The jedi appeared behind the child and said, "Nice try! You will never stop me from finding the stone of power! I Gave my word that I would protect it." Suddenly, the child vanished into a puff of smoke and with no basilisk to fight, billy went back to the quest. The cowardly jedi having barely escaped certain capture returned to his search for the stone of power. Billy continued heading south when a young boy came running down the trail. The jedi, with nowhere to hide, was petrified in his tracks. The child caught a glimpse of the cowardly

jedi and yelled, "Budong! Please help! My small settlement is under attack by a Budong! I Was the only one to make it out to get help. You must help my settlement." Knowing how crucial his quest was, he wanted to ignore the young boy and the Budong but seeing the urgency in the kid's eyes broke the jedi's heart. The cowardly jedi wanted to take personal responsibility and decided to help the child with the Budong. Both of them, headed to the small settlement to face the Budong. For those of you from the other side of the galaxy, a Budong is a a large space worm that comes down from the sky, quietly and anything caught in the path is destroyed. They can be very dangerous! After making the choice to help the small settlement fight the budong, the jedi realized that he knew nothing of budong's except for tales that were told. Wanting to separate fiction from truth, the cowardly jedi asked of the young boy, "What do you know about the Budong? Is there a pattern to its attacks? Do you know of, seen, or heard about any the Budong weaknesses that we can use?" The child thought about the questions for a little bit and said, "The Budong is gray and dangerous. And now that I think about it, the Budong might be looking for something. It comes down from the sky, quietly and anything caught in the path is destroyed. It is rumored that a Budong can't handle salt." The child continued, "What are we going to do?" The jedi asked, "If the Budong is looking for something, maybe the attacks will cease if the Budong gets what it is after. Did anything happen during the days before the first attack by the budong?" Nothing really happened that I know of. I Did find an unusual rock. See?" The child said pulling out the rock. It only took the cowardly jedi one look at the rock to know this was no typical rock but an device calling the Budong. They made a plan to place the device calling the Budong at the edge of small settlement. That way the Budong would be able

to find the device calling the Budong without any anybody getting hurt. A Short time after they left the device calling the budong, the Budong came moving in for another attack. The Budong must have sensed the device calling the Budong because it headed directly towards it. The Budong picked up the device calling the Budong and left. The kid spoke up, "The small settlement had been rescued! Thank you kind jedi. We will forever be in you debt." The jedi responded, "No problem. I'm glad I could assist but I must get back to quest now." Having helped the small settlement with a Budong problem, billy left the small settlement went back to his quest for the stone of power. Finally, after months of travelling, the cowardly jedi saw the foreboding, creepy forest ahead. Relieved that the quest was almost over, he remembered how his life came to this point. The thoughts then turned to the old farm hand and he wondered if they had recovered. Suddenly, the jedi thought of the book. Billy had been studying the book over the course of the journey knew every page but decided to quickly inspect it again before entering the foreboding, creepy forest to search for the rocky, sheer cave. A Section that was blank was no longer blank but contained writings. Shocked about the new section, the cowardly jedi sat down and began to read the book. The jedi read, "These tests of three, you may flee, to determine worthiness, is a must, self be true, in order to get through." The cowardly jedi realized that getting to the stone of power wasn't going to be as simple as he thought. From this point, he was going to have to be on guard. The cowardly jedi entered the foreboding, creepy forest and started to look for the cave. As the jedi continued to look for the cave, a thick, moody fog moved in somewhat obstructing visibility. Suddenly, a massive river came into view in front of the jedi that was impassable without a bridge. In the distance, the jedi spotted a bridge over

the river and headed that way. An old man, was standing at the entry to the bridge and as the jedi came near, spoke up, "Stop! Who would cross the bridge of death, would answer me, these questions three, if the other side he thee would see!" The jedi a little taken back responded, "I am ready." The bridge keeper asked, "What is your name?" The jedi replied, "I am billy." The bridge keeper inquired, "What is your quest?" The jedi responded, "I seek the stone of power." The bridge keeper asked, "What have you you learned during your quest?" The jedi thought for a second and replied, "I have learned to take personal responsibility." The bridge keeper replied, "Thy self be true. Thou shall pass." The river, bridge, and bridge keeper vanished into thin air like they were never there. The jedi resumed to look for the rocky, sheer cave. The cowardly jedi finally spotted the cave and began heading towards it. Just as the jedi approached the rocky, sheer cave, a long stone hallway grew from the ground and formed around him with two openings. One of the openings is directly behind the jedi and the other opening leads into the cave. As the cowardly jedi moved forward, a volley of arrows shot out of one wall and into the other wall the entire length of the hallway. The jedi stopped instantly. The arrows continued fly across the room and billy saw no way to get to the cave but through the arrows. The jedi then remembered the protection magical spell learned from book and thought it should work to get past the arrows and enter the cave. In a clear and loud voice the jedi spoke, "Illuxerunt!" And began to walked down the hallway as the arrows passed around him. As the jedi passed through the opening nearest to the cave, the whole hallway vanished and from nowhere a voice spoke, "Thy self be true. Thou shall pass." The jedi began to search for the stone of power within the rocky, sheer cave. The jedi entered a large room within the rocky, sheer cave. A Stone sit upon a stone pillar in the

center of the room. As the jedi approached pillar, the voice from nowhere spoke again, "You must choose. You can turn back now or risk being found unworthy. Stepping up to the stone pillar will seal you within this room for the remainder of your life with no way out. Removing the stone of power from the pillar is the only way out but only the worthy one can remove it." The jedi began thinking about the choice. He could leave now but that would mean giving up on the quest. Remembering what he learned, the cowardly jedi approached the pillar and reached out for the stone then spoke out loud, "I gave my word that I would find and protect the stone of power and I intend to do just that." Then with all his might attempted to lift the stone. The stone slowly began to move. The voice replied, "Thy self be true. Thou have passed. Enter the doorway to find the true stone of power." The stone pillar and the stone vanished from the room. Suddenly, the ground began to shake and a doorway formed where the pillar was. The jedi approach the doorway but could not see through it as the entryway shimmers like a vertical puddle of water. As the jedi touched the vertical puddle of water, ripples went spreading out from the spot. After determining that the doorway was not a trap, the cowardly jedi passed through the doorway and was instantaneously transported to a small stone room with a simple pedestal in the center. All the sides on the pedestal were coated with ivory. The voice from nowhere spoke up again, "Think of where you would like to go and pass back through the doorway and you will be instantaneously transported to that place. Be careful as you may only use the doorway once." The jedi approached the and saw a stone sitting on it. He reached out and took the stone. The voice spoke, "You now possess the genuine stone of power. Use it wisely." The cowardly jedi thought about how nice that village was that he was heading before finding the old farm hand, who first told him of

this quest. The jedi, with the stone of power in hand, pictured the village in his mind and passed back through the doorway. Billy was instantaneously carried to the village. Realizing that the evil lord will continue to hunt for the stone of power, the jedi decided to continue wondering from village to village forever protecting the stone from anyone who would abuse it. The end.

Let me tell you the story about a wizard named billy. When the brave wizard crawled out bed this morning, he thought it be just another day but fate had something else in mind for that day. Wondering from village to village was the life that the wizard had chosen. Presently, the wizard was heading into a village far away from any large towns. On the way into the village, billy spotted an elderly figure in distress on the trail ahead. The wizard ran toward the elderly figure in an attempt to help. When he made it to the figure, the brave wizard discovered a farm hand, who was near death. You have a kind soul. Please help me by completing my lifework and find the stone of power!" Said the farm hand. He continued, "An evil lord has identified its current location. If it were to fall into his hands he would have the power to travel through time. Will you help an old farm hand and save the world from evil?" Billy thought about it for a minute and responded with a resounding, "Yes!" A Brief smile appeared on the farm hand face. He then spoke up again and said, "Head south until you reach to a foreboding, creepy forest. Continue into the forest till you find the rocky, sheer cave. Within the cave you will find the stone of power. This book will help you in your journey. Now go!" Our brave wizard reached out and took the book and headed for the cave to find the stone of power. Our brave wizard continued south for days with no sign of the forest or the cave. Billy continued heading south when a child came running down the path. The child caught a glimpse of the brave wizard and yelled, "Basilisk! Please help!. I Know where the basilisk is hiding. It is in a enormous and foreboding temple. We can sneak in and take it out!" Knowing how important his quest was, he wanted to ignore the child and the basilisk but seeing the kid broke the wizard's heart. The brave wizard decided to help the child with

the basilisk. Both of them, headed to the temple to face the basilisk. Along the way to the temple, the wizard asked of the child, "What do you know about the basilisk?" Along the way to the temple, the wizard asked of the child, "What do you know about the basilisk?" The child instantly responded, "The basilisk is snake like and is staying in a temple ahead. Let's get it" The rapid response and the tone the child spoke didn't make sense in the wizard's mind. The words were right but the passion behind them was all wrong. Ok. I will change the genre to incorporate all genres. Our brave wizard is now a cowardly jedi. I will try to incorporate the theme Take Personal Responsibility into the story. Let's try this instead. When they arrived at the temple entrance, the child said, "Oh brave jedi why don't I wait here and let you face the basilisk. I Would only get in the way." Not fully trusting the kid, the jedispoke up and said, "I'm not sure what a basilisk looks like. We will enter the temple together." Not far into the temple, they came across a fork. The kid said, "If we spilt up, we will have a better chance of finding the basilisk." Testing his theory, the cowardly jedi went a different way but waited until the kid was out of sight before he made his way back to the temple entrance and hid nearby. Not five minutes later, the child emerged from the temple and shouted back, "I have you now! There is no way you can escape this temple. You will be forever trapped." The jedi appeared behind the kid and said, "Nice try! You will never stop me from finding the stone of power! I Gave my word that I would protect it." Suddenly, the child vanished into a puff of smoke and with no basilisk to fight, billy went back to the quest. The cowardly jedi having barely escaped certain capture returned to his search for the stone of power. Billy heard a noise coming from the trail ahead. All of a sudden, a young girl came running down the trail crying out, "Help! Budong! I Need help!" The cowardly

jedi could only stand there bewildered and watch the young girl. Knowing the how crucial his quest was, he wanted to forget about the Budong but seeing the desperation in the child's eyes broke the jedi's heart. The cowardly jedi wanted to take personal responsibility and decided to help the child with the Budong. Both of them, headed to the small colony to face the Budong. For those of you from the other side of the galaxy, a Budong is a a large space worm that comes down from the sky, quietly and anything caught in the path is destroyed. They can be very dangerous! After making the decision to help the small colony fight the budong, the jedi realized that he knew nothing of budong's except for tales that were told. Wanting to separate fiction from truth, the cowardly jedi asked of the child, "What do you know about the Budong? Is there a pattern to its attacks? Do you know of, seen, or heard about any the Budong vulnerabilities that we can use?" The child thought about the questions for a minute and said, "The Budong is dangerous and gray. And now that I think about it, the Budong might be looking for something. It comes down from the sky, quietly and anything caught in the path is destroyed. It is rumored that a Budong can't handle salt." The child continued, "What are we going to do?" The jedi asked, "If the Budong is looking for something, maybe the attacks will stop if the Budong gets what it is after. Did anybody find anything weird during the days before the first attack by the budong?" Nothing really occurred that I know of. I Did find an unusual rock. See?" The child said pulling out the rock. It only took the cowardly jedi one glance at the rock to know this was no ordinary rock but an device calling the Budong. They then decided to place the device calling the Budong at the edge of small colony. That way the Budong would be able to recover the device calling the Budong without any anybody getting hurt. Not long after

they left the device calling the budong, the Budong came moving in for another onslaught. The Budong must have perceived the device calling the Budong because it moved directly towards it. The Budong collected the device calling the Budong and left. The young girl spoke up, "The small colony had been saved! Thank you kind jedi. We will forever be in you debt." The jedi answered, "No problem. I'm glad I could assist but I must get back to quest now." Having helped the small colony with a Budong problem, billy left the small colony went back to his quest for the stone of power. Finally, after months of travelling, the cowardly jedi saw the foreboding, creepy forest ahead. Relieved that the quest was almost finished, he remembered how his life came to this point. The thoughts then turned to the old farm hand and he wondered if they had recovered. Suddenly, the jedi thought of the book. Billy had been reading the book over the course of the journey knew every page but decided to quickly review it again before entering the foreboding, creepy forest to search for the rocky, sheer cave. A Section that was blank was no longer blank but held writings. Shocked about the new section, the cowardly jedi sat down and began to read the book. The jedi read, "These tests of three, you may flee, to determine worthiness, is a must, self be true, in order to get through." The cowardly jedi realized that getting to the stone of power wasn't going to be as simple as he thought. From this point, he was going to have to be on the look out. The cowardly jedi entered the foreboding, creepy forest and began looking for the cave. As the jedi continued to search for the cave, a thick, moody fog rolled in somewhat blocking the view. Suddenly, a large river appeared in front of the jedi that was impassable without a bridge. In the distance, the jedi spotted a bridge over the river and headed that way. An old man, was standing at the entrance to the bridge and as the jedi approached, spoke up,

"Stop! Who would cross the bridge of death, would answer me, these questions three, if the other side he thee would see!" The jedi a little taken back responded, "I am ready." The bridge keeper asked, "What is your name?" The jedi responded, "I am billy." The bridge keeper asked, "What is your quest?" The jedi replied, "I seek the stone of power." The bridge keeper asked, "What have you you learned during your quest?" The jedi thought for a second and replied, "I have learned to take personal responsibility." The bridge keeper replied, "Thy self be true. Thou shall pass." The river, bridge, and bridge keeper disappeared into thin air like they were never there. The jedi continued to look for the rocky, sheer cave. The cowardly jedi finally spotted the cave and began heading towards it. Just as the jedi approached the rocky, sheer cave, a long stone hallway grew from the ground and formed around him with two openings. One of the openings is directly behind the jedi and the other opening leads into the cave. As the cowardly jedi moved forward, a volley of arrows shot out of one wall and into the other wall the entire length of the hallway. The jedi stopped instantly. The arrows continued fly across the room and billy saw no way to get to the cave but through the arrows. The jedi then remembered the protection magical spell learned from book and thought it should work to get past the arrows and enter the cave. In a clear and loud voice the jedi spoke, "Illuxerunt!" And began to walked down the hallway as the arrows passed around him. As the jedi passed through the opening nearest to the cave, the whole hallway vanished and from nowhere a voice spoke, "Thy self be true. Thou shall pass." The jedi began to search for the stone of power within the rocky, sheer cave. The jedi entered a large room within the rocky, sheer cave. A Stone sit upon a stone pillar in the center of the room. As the jedi approached pillar, the voice from nowhere spoke again, "You must choose.

You can turn back now or risk being found unworthy. Stepping up to the stone pillar will seal you within this room for the remainder of your life with no way out. Removing the stone of power from the pillar is the only way out but only the worthy one can remove it." The jedi began thinking about the choice. He could leave now but that would mean giving up on the quest. Remembering what he learned, the cowardly jedi approached the pillar and reached out for the stone then spoke out loud, "I gave my word that I would find and protect the stone of power and I intend to do just that." Then with all his might attempted to lift the stone. The stone slowly began to move. The voice replied, "Thy self be true. Thou have passed. Enter the doorway to find the true stone of power." The stone pillar and the stone vanished from the room. Suddenly, the ground began to shake and a doorway formed where the pillar was. The jedi approach the doorway but could not see through it as the entrance shimmers like a vertical puddle of water. As the jedi touched the vertical puddle of water, ripples went extending out from the point. After deciding that the doorway was not dangerous, the cowardly jedi passed through the doorway and was instantly transported to a small stone room with a modest pedestal in the center. All the sides on the pedestal were coated with ivory. The voice from nowhere spoke up again, "Picture in your mind where you would like to go and re-enter the doorway and you will be instantly carried to that place. Be careful as you may only use the doorway once." The jedi approached the and noticed a stone sitting on it. He reached out and took the stone. The voice spoke, "You now hold in your hands the genuine stone of power. Use it wisely." The cowardly jedi thought about how nice that village was that he was going to before coming across the old farm hand, who started him on this quest. The jedi, with the stone of power in hand, pictured the old farm hand in his mind and

entered back through the doorway. Billy was instantaneously carried to the old farm hand. Upon noticing the jedi, the old farm hand spoke, "How did you get here? What did you do with the stone of power and is it protected?" "I had amazing quest. I Passed the tests and recovered the stone of power. See?" Replied the jedi taking out the stone of power. Suddenly, a puff of smoke enveloped the old farm hand and an evil laugh was heard. A Hand reached out from the smoke and took the stone of power. A Sinister voice spoke from the smoke, "You fool! I Have tricked you into finding the stone of power for me. Now, I will use its power to rule the world!" The smoke faded away and there was nothing left. Now more driven to undo what just happened, our cowardly jedi ventured off to find the stone of power, again. The end?

<u>Story 7</u>

Let me tell you the story about a wizard named billy. Once upon a time in a far off land, lived a brave wizard. Wondering from village to village was the life that the wizard had chosen. Presently, the wizard was heading into a village far away from any large towns. On the way into the village, billy spotted an elderly figure in distress on the trail ahead. The wizard ran toward the elderly figure in an attempt to assist. When he made it to the figure, the brave wizard discovered a farm hand, who was near death. You have a kind soul. Please help me by completing my mission and find the stone of power!" Said the farm hand. He continued, "An evil lord has discovered its current location. If it were to fall into his hands he would have the power to travel through time. Will you help an old farm hand and save the world from evil?" Billy thought about it for a minute and responded with a resounding, "Yes!" A Brief smile appeared on the farm hand face. He then spoke up again and said, "Head north until you reach to a foreboding, creepy forest. Continue into the forest till you find the rocky, sheer cave. Within the cave you will find the stone of power. This book will help you in your journey. Now go!" Our brave wizard reached out and took the book and headed for the cave to find the stone of power. Billy travelled for days, heading north, with no clue of the forest or the cave. Billy heard a noise coming from the path ahead. All of a sudden, a child came running down the path crying out, "Help! Basilisk! I Need help! I Know where the basilisk is hiding. It is in a foreboding and enormous temple. We can sneak in and take it out!" The brave wizard could only stand there stunned and watch the child. Knowing how crucial his quest was, he wanted to forget about the basilisk but seeing the kid broke the wizard's heart. The brave wizard decided to help the kid with the basilisk. Both of them, headed to the

temple to face the basilisk. Along the way to the temple, the wizard asked of the child, "What do you know about the basilisk?" The child instantly responded, "The basilisk is snake like and is hiding in a temple ahead. Let's get it" The rapid response and the tone the kid spoke didn't add up in the wizard's mind. The words were right but the passion behind them was all wrong. But before the wizard could inquire further they had reached the temple. When they arrived at the temple entrance, the child said, "Oh brave wizard why don't I wait here and let you face the basilisk. When they arrived at the temple entrance, the child said, "Oh brave wizard why don't I wait here and let you face the basilisk. I Would only get in the way." Not fully trusting the kid, the wizardspoke up and said, "I'm not sure what a basilisk looks like. We will enter the temple together." Not far into the temple, they came across a fork. Ok. I will change the genre to incorporate all genres. Our brave wizard is now a cowardly jedi. I will try to incorporate the theme Take Personal Responsibility into the story. Let's try this instead. When they arrived at the temple entrance, the child said, "Oh brave jedi why don't I wait here and let you face the basilisk. I Would only get in the way." Not fully trusting the kid, the jedispoke up and said, "I'm not sure what a basilisk looks like. We will enter the temple together." Not far into the temple, they came across a fork. The kid said, "If we spilt up, we will have a better chance of finding the basilisk." Putting his theory to the test, the cowardly jedi went a different way but waited until the child was out of sight before he made his way back to the temple entrance and hid nearby. Not five minutes later, the kid emerged from the temple and shouted back, "I have you now! There is no way you can escape this temple. You will be forever trapped." The jedi revealed himself to the child and said, "Nice try! You will never stop me from finding the stone of power! I Gave my

word that I would protect it." Suddenly, the child vanished into a puff of smoke and with no basilisk to fight, billy went back to the quest. The cowardly jedi having barely escaped certain capture returned to his search for the stone of power. Billy heard a noise coming from the trail ahead. All of a sudden, a child came running down the trail yelling, "Help! Budong! I Need help!" The cowardly jedi could only stand there stunned and watch the child. Knowing the how important his quest was, he wanted to forget about the Budong but seeing the desperation in the child's eyes broke the jedi's heart. The cowardly jedi wanted to take personal responsibility and decided to help the kid with the Budong. Both of them, headed to the small town to face the Budong. For those of you from the other side of the galaxy, a Budong is a a large space worm that comes down from the sky, quietly and anything caught in the path is destroyed. They can be very dangerous! After making the decision to help the small town fight the budong, the jedi realized that he knew very little of budong's except for stories that were told. Wanting to separate truth from fiction, the cowardly jedi asked of the child, "Tell me about the Budong. Is there a pattern to its attacks? Do you know of, seen, or heard about any the Budong weaknesses that we can use?" The kid thought about the questions for a little bit and said, "The Budong is gray and dangerous. And now that I think about it, the Budong might be looking for something. It comes down from the sky, quietly and anything caught in the path is destroyed. It is rumored that a Budong can't handle salt." The child continued, "What are we going to do?" The jedi asked, "If the Budong is looking for something, maybe the attacks will cease if the Budong gets what it is after. Did anybody find anything weird during the days before the first attack by the budong?" Nothing really happened that I know of. I Did find an interesting rock. See?" The kid said

pulling out the rock. It only took the cowardly jedi one glance at the rock to know this was no ordinary rock but an device calling the Budong. They then decided to place the device calling the Budong at the fringe of small town. That way the Budong would be able to recover the device calling the Budong without any problems. Not long after they left the device calling the budong, the Budong came moving in for another onslaught. The Budong must have sensed the device calling the Budong because it moved directly towards it. The Budong picked up the device calling the Budong and left. The child spoke up, "The small town had been saved! Thank you kind jedi. We will forever be in you debt." The jedi responded, "No problem. I'm glad I could help but I must get back to quest now." Having helped the small town with a Budong problem, billy left the small town went back to his quest for the stone of power. Finally, after months of travelling, the cowardly jedi saw the foreboding, creepy forest ahead. Relieved that the quest was almost over, he thought back to everything he had done to get where he is at. The thoughts then turned to the old farm hand and he wondered if they had healed. Suddenly, the jedi thought of the book. Billy had been reading the book over the course of the journey knew every page but decided to quickly inspect it again before entering the foreboding, creepy forest to search for the rocky, sheer cave. A Section that was blank was no longer blank but held writings. Shocked about the new section, the cowardly jedi sat down and began to read the book. The jedi read, "These tests of three, you may flee, to determine worthiness, is a must, self be true, in order to get through." The cowardly jedi realized that getting to the stone of power wasn't going to be as easy as he thought. From this point, he was going to have to be on the look out. The cowardly jedi entered the foreboding, creepy forest and began looking for the cave. As the jedi continued to

look for the cave, a thick, moody fog rolled in partially blocking the view. Suddenly, a large gorge appeared in front of the jedi that was impassable without a bridge. In the distance, the jedi spotted a bridge over the gorge and headed that way. An old man, was standing at the entry to the bridge and as the jedi came near, spoke up, "Stop! Who would cross the bridge of death, would answer me, these questions three, if the other side he thee would see!" The jedi a little taken back responded, "I am ready." The bridge keeper asked, "What is your name?" The jedi replied, "I am billy." The bridge keeper inquired, "What is your quest?" The jedi responded, "I seek the stone of power." The bridge keeper asked, "What have you you learned during your quest?" The jedi thought for a second and replied, "I have learned to take personal responsibility." The bridge keeper replied, "Thy self be true. Thou shall pass." The gorge, bridge, and bridge keeper vanished into thin air like they were never there. The jedi resumed to look for the rocky, sheer cave. The cowardly jedi finally spotted the cave and began heading towards it. Just as the jedi approached the rocky, sheer cave, a long stone hallway grew from the ground and formed around him with two openings. One of the openings is directly behind the jedi and the other opening leads into the cave. As the cowardly jedi moved forward, a volley of arrows shot out of one wall and into the other wall the entire length of the hallway. The jedi stopped instantly. The arrows continued fly across the room and billy saw no way to get to the cave but through the arrows. The jedi then remembered the protection magical spell learned from book and thought it should work to get past the arrows and enter the cave. In a clear and loud voice the jedi spoke, "Illuxerunt!" And began to walked down the hallway as the arrows passed around him. As the jedi passed through the opening nearest to the cave, the whole hallway vanished and from nowhere a

voice spoke, "Thy self be true. Thou shall pass." The jedi began to search for the stone

of power within the rocky, sheer cave. The jedi entered a large room within the rocky,

sheer cave. A Stone sit upon a stone pillar in the center of the room. As the jedi

approached pillar, the voice from nowhere spoke again, "You must choose. You can turn

back now or risk being found unworthy. Stepping up to the stone pillar will seal you

within this room for the remainder of your life with no way out. Removing the stone of

power from the pillar is the only way out but only the worthy one can remove it." The

jedi began thinking about the choice. He could leave now but that would mean giving up

on the quest. Remembering what he learned, the cowardly jedi approached the pillar and

reached out for the stone then spoke out loud, "I gave my word that I would find and

protect the stone of power and I intend to do just that." Then with all his might attempted

to lift the stone. The stone slowly began to move. The voice replied, "Thy self be true.

Thou have passed. Enter the doorway to find the true stone of power." The stone pillar

and the stone vanished from the room. Suddenly, the ground began to shake and a

doorway formed where the pillar was. The jedi approach the doorway but could not see

through it as the entryway shimmers like a vertical puddle of water. As the jedi touched

the vertical puddle of water, ripples went extending out from the spot. After deciding

that the doorway was not dangerous, the cowardly jedi passed through the doorway and

was instantaneously carried to a small stone room with a simple pedestal in the middle.

The sides on the pedestal were covered in ivory. The voice from nowhere spoke up

again, "Picture in your mind where you would like to go and re-enter the doorway and

you will be instantaneously carried there. Be careful as you may only use the doorway

once." The jedi approached the and saw a stone sitting on it. He reached out and took

the stone. The voice spoke, "You now hold in your hands the true stone of power. Use it wisely." The jedi headed toward the doorway but stopped in his tracks. Recognizing that he would have not have made it to the stone of power without the book, our jedi decided that the safest place for the stone of power is within this rocky, sheer cave. The jedi replaced the stone of power back atop the along with the book. The voice spoke again, "You have intelligently chosen to leave the stone of power here. You will never be permitted to return. Pass back through the doorway." The cowardly jedi thought about how charming that village was that he was heading before coming across the old farm hand, who first told him of this quest. The jedi, without the stone of power, pictured the village in his mind and passed back through the doorway. Billy was instantly carried to the village, where he decided to put to use all that was learned throughout the quest and aid others. The end.

I'm thinking of a medieval story about a wizard named billy. Once upon a time in a far off land, lived a brave wizard. Never staying in one place too long, the wizard was currently heading into a village far away from any large towns. On the way into the village, billy spotted an elderly figure in distress on the trail ahead. The wizard ran toward the elderly figure in an attempt to assist. When he made it to the figure, the brave wizard discovered a farm hand, who was near death. The farm hand softly spoke, "Please help me! I Cannot finish my lifework. An evil lord has discovered the current location of the stone of power and you must find it first to protect it but be careful as the stone of power has the power to travel through time. Will you help an old farm hand and save the world from evil?" Billy thought about it for a minute and responded with a resounding, "Yes!" A Brief smile appeared on the farm hand face. He then spoke up again and said, "Head north until you reach a foreboding, creepy forest. Continue into the forest till you find the rocky, sheer cave. Within the cave you will find the stone of power. This book will help you in your journey. Now go!" Our brave wizard reached out and took the book and headed for the cave to find the stone of power. Billy travelled for days, heading north, with no sign of the forest or the cave. Billy heard a noise coming from the trail ahead. All of a sudden, a child came running down the trail yelling, "Help! Basilisk! I Need help! I Know where the basilisk is hiding. It is in a foreboding and enormous temple. We can sneak in and take it out!" The brave wizard could only stand there stunned and watch the child. Knowing how crucial his quest was, he wanted to ignore the kid and the basilisk but seeing the kid broke the wizard's heart. The brave wizard decided to help the child with the basilisk. Both of them, headed to the temple to face the

basilisk. Along the way to the temple, the wizard asked of the child, "What do you know about the basilisk?" The child rapidly responded, "The basilisk is snake like and is hiding in a temple ahead. Let's get it" The quick response and the tone the kid spoke didn't add up in the wizard's mind. Everything sounded right yet felt wrong. But before the wizard could inquire further they had reached the temple. When they arrived at the temple entrance, the child said, "Oh brave wizard why don't I wait here and let you face the basilisk. I Would only get in the way." Not fully trusting the kid, the wizardspoke up and said, "I'm not sure what a basilisk looks like. We will enter the temple together." Not far into the temple, they came across a fork. The kid said, "If we spilt up, we will have a better chance of finding the basilisk." Putting his theory to the test, the brave wizard went a different way but waited until the kid was out of sight before he made his way back to the temple entrance and hid nearby. Not five minutes later, the kid emerged from the temple and shouted back, "I have you now! There is no way you can escape this temple. You will be forever trapped." The wizard appeared behind the child and said, "Nice try! You will never stop me from finding the stone of power! I Gave my word that I would protect it." Suddenly, the child vanished into a puff of smoke and with no basilisk to fight, billy went back to the quest. The brave wizard having barely escaped certain capture returned to his search for the stone of power. Billy was heading north just like any other day in the quest for the stone of power, when billy noticed loud screams coming from further ahead. Billy was heading north just like any other day in the quest for the stone of power, when billy noticed loud screams coming from further ahead. As the wizard neared a small village, he saw giant footprints all around and then witnessed a cyclops walking. The brave wizard was always told stories about cyclops' when he was

little but never gave them any thought till now. The wizard looked for someone to talk to and investigate. The brave wizard spotted a young girl and went over to them Ok. I will change the genre to incorporate all genres. Our brave wizard is now a cowardly jedi. I will try to incorporate the theme Take Personal Responsibility into the story. Let's try this instead. After making the decision to help the small village fight the cyclops, the jedi realized that he knew very little of cyclops' except for stories that were told. Wanting to separate fiction from truth, the cowardly jedi asked of the young girl, "Tell me about the cyclops. Is there a pattern to its attacks? Do you know of, seen, or heard about any the cyclops vulnerabilities that we can use?" The child thought about the questions for a minute and said, "The cyclops is human like with one eye and tall and seems to attacks randomly. It comes through the small village at different times, knocking down any buildings in the way. I Was told that a cyclops can't reason well but we have not been able to try it yet." The child continued, "What are we going to do?" The jedi spoke up, "I was taught a force trick that might help with the cyclops but it has been while since I have tried it. I Don't know if it will work but it is worth a chance." " The cowardly jedi continued, "This force trick will cause the cyclops see a giant hole where the small village is located. He will then avoid the small village completely." The young girl replied, "Do you think that could really work?"   "It is worth a try." Said the cowardly jedi. He continued, "There is just one catch. I Need to be near the cyclops to perform the force trick." The young girl spoke up again, "We can wait for him at the edge of the small village."   "Sounds like a good plan to me." Replied the cowardly jedi. They headed to the edge of small village to wait for the cyclops. It didn't take long before the group spotted the cyclops heading their way. The cowardly jedi stood up and shouted,

"Thou shall not see!" The young girl continued to listen as the cowardly jedi spoke a few line in an unknown language. Just as the cyclops was about to enter the small village, he stopped and started to walk around the small village. We are safe! I Can't believe that worked." The young girl said jumping up and down. Having helped the small village with a cyclops problem, billy left the small village went back to his quest for the stone of power. Finally, after months of travelling, the cowardly jedi saw the foreboding, creepy forest ahead. Relieved that the quest was almost over, he thought back to everything he had done to get where he is at. The thoughts then turned to the old farm hand and he wondered if they had healed. Suddenly, the jedi thought of the book. Billy had been reading the book over the course of the journey knew every page but decided to quickly review it again before entering the foreboding, creepy forest to search for the rocky, sheer cave. A Section that was blank was no longer blank but held writings. Shocked about the new section, the cowardly jedi sat down and began to read the book. The jedi read, "These tests of three, you may flee, to determine worthiness, is a must, self be true, in order to get through." The cowardly jedi realized that getting to the stone of power wasn't going to be as simple as he thought. From this point, he was going to have to be on the look out. The cowardly jedi entered the foreboding, creepy forest and started to look for the cave. As the jedi continued to look for the cave, a thick, moody fog rolled in partially obstructing visibility. Suddenly, a large gorge appeared in front of the jedi that was impassable without a bridge. In the distance, the jedi spotted a bridge over the gorge and headed that way. An old man, was standing at the entrance to the bridge and as the jedi came near, spoke up, "Stop! Who would cross the bridge of death, would answer me, these questions three, if the other side he thee would see!" The jedi a little taken

back responded, "I am ready." The bridge keeper inquired, "What is your name?" The jedi responded, "I am billy." The bridge keeper inquired, "What is your quest?" The jedi replied, "I seek the stone of power." The bridge keeper inquired, "What have you you learned during your quest?" The jedi thought for a second and responded, "I have learned to take personal responsibility." The bridge keeper replied, "Thy self be true. Thou shall pass." The gorge, bridge, and bridge keeper disappeared into thin air like they were never there. The jedi continued to search for the rocky, sheer cave. The cowardly jedi finally spotted the cave and began heading towards it. Just as the jedi approached the rocky, sheer cave, a long stone hallway grew from the ground and formed around him with two openings. One of the openings is directly behind the jedi and the other opening leads into the cave. As the cowardly jedi moved forward, a volley of arrows shot out of one wall and into the other wall the entire length of the hallway. The jedi stopped instantly. The arrows continued fly across the room and billy saw no way to get to the cave but through the arrows. The jedi then remembered the protection magical spell learned from book and thought it should work to get past the arrows and enter the cave. In a clear and loud voice the jedi spoke, "Illuxerunt!" And began to walked down the hallway as the arrows passed around him. As the jedi passed through the opening nearest to the cave, the whole hallway vanished and from nowhere a voice spoke, "Thy self be true. Thou shall pass." The jedi began to search for the stone of power within the rocky, sheer cave. The jedi entered a large room within the rocky, sheer cave. A Stone sit upon a stone pillar in the center of the room. As the jedi approached pillar, the voice from nowhere spoke again, "You must choose. You can turn back now or risk being found unworthy. Stepping up to the stone pillar will seal you within this room for the

remainder of your life with no way out. Removing the stone of power from the pillar is the only way out but only the worthy one can remove it." The jedi began thinking about the choice. He could leave now but that would mean giving up on the quest. Remembering what he learned, the cowardly jedi approached the pillar and reached out for the stone then spoke out loud, "I gave my word that I would find and protect the stone of power and I intend to do just that." Then with all his might attempted to lift the stone. The stone slowly began to move. The voice replied, "Thy self be true. Thou have passed. Enter the doorway to find the true stone of power." The stone pillar and the stone vanished from the room. Suddenly, the ground began to shake and a doorway formed where the pillar was. The jedi approach the doorway but could not see through it as the entrance shimmers like a vertical puddle of water. As the jedi touched the vertical puddle of water, ripples went extending out from the point. After determining that the doorway was not dangerous, the cowardly jedi passed through the doorway and was instantly carried to a small stone room with a modest pedestal in the middle. All the sides on the pedestal were covered in ivory. The voice from nowhere spoke up again, "Picture in your mind where you would like to go and pass back through the doorway and you will be instantaneously carried there. Be careful as you may only use the doorway once." The jedi approached the and saw a stone upon it. He reached out and took the stone. The voice spoke, "You now possess the genuine stone of power. Use it wisely." The cowardly jedi thought about how nice that village was that he was going to before coming across the old farm hand, who first told him of this quest. The jedi, with the stone of power in hand, he visualized the old farm hand in his mind and passed back through the doorway. Billy was instantly transported to the old farm hand. Upon seeing

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the jedi, the old farm hand spoke, "How did you get here? What did you do with the stone of power and is it safe?"   "I had incredible quest. I Passed the tests and recovered the stone of power. See?" Replied the jedi pulling out the stone of power. Suddenly, a puff of smoke enveloped the old farm hand and an evil laugh was heard. A Hand reached out from the smoke and took the stone of power. A Voice spoke from the smoke, "You fool! I Have deceived you into recovering the stone of power for me. Now, I will use its power to conquer the universe!" The smoke faded away along with the old farm hand and the stone of power. Now more driven to undo what just happened, our cowardly jedi set off to find the stone of power, again. The end?

Let me tell you the story about a wizard named billy. Once upon a time in a far off land, lived a brave wizard. Wondering from village to village was the life that the wizard had chosen. Presently, the wizard was heading into a village far away from any large towns. On the way into the village, billy spotted an elderly figure in distress on the trail ahead. The wizard ran toward the elderly figure in an attempt to assist. When he made it to the figure, the brave wizard discovered a farm hand, who was near death. You have a kind soul. Please help me by completing my mission and find the stone of power!" Said the farm hand. He continued, "An evil lord has discovered its current location. If it were to fall into his hands he would have the power to travel through time. Will you help an old farm hand and save the world from evil?" Billy thought about it for a minute and responded with a resounding, "Yes!" A Brief smile appeared on the farm hand face. He then spoke up again and said, "Head south until you reach to a foreboding, creepy forest. Continue into the forest till you find the rocky, sheer cave. Inside the cave you will find the stone of power. This scroll will help you in your trip. Now go!" Our brave wizard reached out and took the scroll and headed for the cave to seek the stone of power. Our brave wizard continued south for days with no sign of the forest or the cave. Billy heard a noise coming from the trail ahead. All of a sudden, a child came running down the trail yelling, "Help! Basilisk! I Need help! I Know where the basilisk is hiding. It is in a foreboding and enormous temple. We can sneak in and take it out!" The brave wizard could only stand there stunned and watch the child. Knowing how important his quest was, he wanted to forget about the basilisk but seeing the kid broke the wizard's heart. The brave wizard decided to help the child with the basilisk. Both of them, headed to the

temple to face the basilisk. Along the way to the temple, the wizard asked of the child, "What do you know about the basilisk?" The child rapidly responded, "The basilisk is snake like and is hiding in a temple ahead. Let's get it" The quick response and the way the kid spoke didn't make sense in the wizard's mind. Everything sounded right yet felt wrong. But before the wizard could inquire further they had reached the temple. When they arrived at the temple entrance, the child said, "Oh brave wizard why don't I wait here and let you face the basilisk. I Would only get in the way." Not fully trusting the child, the wizardspoke up and said, "I'm not sure what a basilisk looks like. We will enter the temple together." Not far into the temple, they came across a fork. The child said, "If we spilt up, we will have a better chance of finding the basilisk." Testing his theory, the brave wizard went a different way but waited until the child was out of sight before he made his way back to the temple entrance and hid nearby. Not five minutes later, the kid emerged from the temple and shouted back, "I have you now! There is no way you can escape this temple. You will be forever trapped." The wizard revealed himself to the kid and said, "Nice try! You will never stop me from finding the stone of power! I Gave my word that I would protect it." Suddenly, the child vanished into a puff of smoke and with no basilisk to fight, billy went back to the quest. The brave wizard having barely escaped certain capture returned to his search for the stone of power. Billy was heading south just like any other day in search for the stone of power, as he was passing a small village and noticed giant footprints all around. Bewildered, the wizard looked for someone to talk to and inquire. The brave wizard spotted a young girl and went over to talk to them The kid responded, "A cyclops is terrorizing the village and no one has been able to help. The cyclops caused the giant footprints all around. Get away from here before the cyclops

gets you too." After making the choice to help the small village fight the cyclops, the wizard realized that he knew very little of cyclops' except for stories that were told. After making the choice to help the small village fight the cyclops, the wizard realized that he knew very little of cyclops' except for stories that were told. Wanting to separate truth from fiction, the brave wizard asked of the child, "What do you know about the cyclops? Is there a pattern to its attacks? Do you know of, seen, or heard about any the cyclops vulnerabilities that we can use against it?" The child thought about the questions for a minute and said, "The cyclops is human like with one eye and tall and seems to attacks randomly. Ok. I will change the genre to incorporate all genres. Our brave wizard is now a cowardly jedi. I will try to incorporate the theme Take Personal Responsibility into the story. Let's try this instead. After making the decision to help the small village fight the cyclops, the jedi realized that he knew very little of cyclops' except for tales that were told. Wanting to separate truth from fiction, the cowardly jedi asked of the child, "Tell me about the cyclops. Is there a pattern to its attacks? Do you know of, seen, or heard about any the cyclops vulnerabilities that we can use?" The kid thought about the questions for a little bit and said, "The cyclops is human like with one eye and tall and seems to attacks randomly. It comes through the small village at different times, knocking down any buildings in the way. I Was told that a cyclops can't reason well but we have not been able to try it yet." The young girl continued, "What are we going to do?" The jedi spoke up, "I was taught a force trick that might help with the cyclops but it has been while since I have tried it. I Don't know if it will work but it is worth a chance." " The cowardly jedi continued, "This force trick will cause the cyclops see a giant hole where the small village is located. He will then avoid the small village completely." The

child replied, "Do you think that could really work?" "It is worth a try." Said the cowardly jedi. He continued, "There is just one catch. I Need to be near the cyclops to perform the force trick." The child spoke up again, "We can wait for him at the edge of the small village." "Sounds like a good plan to me." Replied the cowardly jedi. They headed to the edge of small village to wait for the cyclops. It didn't take long before the group spotted the cyclops heading their way. The cowardly jedi stood up and shouted, "Thou shall not see!" The child continued to listen as the cowardly jedi spoke a few line in an unknown language. Just as the cyclops was about to enter the small village, he stopped and started to walk around the small village. We are safe! I Can't believe that worked." The child said jumping up and down. Having helped the small village with a cyclops problem, billy left the small village went back to his quest for the stone of power.

Finally, after months of travelling, the cowardly jedi saw the foreboding, creepy forest ahead. Relieved that the quest was almost over, he thought back to everything he had done to get where he is at. The thoughts then turned to the old farm hand and he wondered if they had healed. Suddenly, the jedi thought of the scroll. Billy had been reading the scroll over the course of the journey knew every page but decided to quickly inspect it again before entering the foreboding, creepy forest to search for the rocky, sheer cave. A Section that was blank was no longer blank but held writings. Shocked about the new section, the cowardly jedi sat down and began to read the scroll. The jedi read, "These tests of three, you may flee, to determine worthiness, is a must, self be true, in order to get through." The cowardly jedi realized that getting to the stone of power wasn't going to be as simple as he thought. From this point, he was going to have to be on the look out. The cowardly jedi entered the foreboding, creepy forest and started to

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look for the cave. As the jedi continued to look for the cave, a thick, moody fog rolled in somewhat obstructing visibility. Suddenly, a large gorge came into view in front of the jedi that was impassable without a bridge. In the distance, the jedi spotted a bridge over the gorge and headed that way. An old man, was standing at the entry to the bridge and as the jedi came near, spoke up, "Stop! Who would cross the bridge of death, would answer me, these questions three, if the other side he thee would see!" The jedi a little taken back responded, "I am ready." The bridge keeper inquired, "What is your name?" The jedi responded, "I am billy." The bridge keeper inquired, "What is your quest?" The jedi replied, "I seek the stone of power." The bridge keeper asked, "What have you you learned during your quest?" The jedi thought for a second and replied, "I have learned to take personal responsibility." The bridge keeper replied, "Thy self be true. Thou shall pass." The gorge, bridge, and bridge keeper vanished into thin air like they were never there. The jedi continued to look for the rocky, sheer cave. The cowardly jedi finally spotted the cave and began heading towards it. Just as the jedi approached the rocky, sheer cave, a long stone hallway grew from the ground and formed around him with two openings. One of the openings is directly behind the jedi and the other opening leads into the cave. As the cowardly jedi moved forward, a volley of arrows shot out of one wall and into the other wall the entire length of the hallway. The jedi stopped instantly. The arrows continued fly across the room and billy saw no way to get to the cave but through the arrows. The jedi then remembered the protection magical spell learned from scroll and thought it should work to get past the arrows and enter the cave. In a clear and loud voice the jedi spoke, "Illuxerunt!" And began to walked down the hallway as the arrows passed around him. As the jedi passed through the opening nearest to the cave, the whole

hallway vanished and from nowhere a voice spoke, "Thy self be true. Thou shall pass."
The jedi began to search for the stone of power within the rocky, sheer cave. The jedi
entered a large room within the rocky, sheer cave. A Stone sit upon a stone pillar in the
center of the room. As the jedi approached pillar, the voice from nowhere spoke again,
"You must choose. You can turn back now or risk being found unworthy. Stepping up to
the stone pillar will seal you within this room for the remainder of your life with no way
out. Removing the stone of power from the pillar is the only way out but only the worthy
one can remove it." The jedi began thinking about the choice. He could leave now but
that would mean giving up on the quest. Remembering what he learned, the cowardly
jedi approached the pillar and reached out for the stone then spoke out loud, "I gave my
word that I would find and protect the stone of power and I intend to do just that." Then
with all his might attempted to lift the stone. The stone slowly began to move. The voice
replied, "Thy self be true. Thou have passed. Enter the doorway to find the true stone of
power." The stone pillar and the stone vanished from the room. Suddenly, the ground
began to shake and a doorway formed where the pillar was. The jedi approach the
doorway but could not see through it as the entryway shimmers like a vertical puddle of
water. As the jedi touched the vertical puddle of water, ripples went spreading out from
the point. After deciding that the doorway was not dangerous, the cowardly jedi passed
through the doorway and was instantly carried to a small stone room with a modest
pedestal in the center. The sides on the pedestal were coated with ivory. The voice from
nowhere spoke up again, "Picture in your mind where you would like to go and re-enter
the doorway and you will be instantaneously transported there. Be careful as you may
only use the doorway once." The jedi approached the and saw a stone upon it. He

reached out and took the stone. The voice spoke, "You now hold in your hands the genuine stone of power. Use it wisely." The cowardly jedi thought about how charming that village was that he was going to before coming across the old farm hand, who started him on this quest. The jedi, with the stone of power in hand, pictured the village in his mind and started towards the doorway. Suddenly, the jedi tripped and fell down dropping the stone of power. The ground started to shake and a small crack formed beneath the stone. The stone of power fell into the crack and the ground closed up around the stone sealing it in the ground. The voice spoke again, "You have wisely chosen to destroy the stone of power keeping it safe forever. Pass back through the doorway." Understanding that he had accomplished his promise to the old farm hand, just not in the way he thought he would. The jedi passed through the doorway and was instantly transported to the village. The end.

Story 10

Let me tell you the story about a wizard named billy. Once upon a time in a far off land, lived a brave wizard. Never staying in one place too long, the wizard was currently heading into a village far away from any large towns. On the way into the village, billy spotted an elderly figure in distress on the path ahead. The wizard ran toward the elderly figure in an attempt to help. When he made it to the figure, the brave wizard discovered a farm hand, who was near death. You have a kind soul. Please help me by completing my lifework and find the stone of power!" Said the farm hand. He continued, "An evil lord has discovered its current location. If it were to fall into his hands he would have the power to travel through time. Will you help an old farm hand and save the world from evil?" Billy thought about it for a minute and responded with a thunderous, "Yes!" A Brief smile appeared on the farm hand face. He then spoke up again and said, "Head east until you reach to a foreboding, creepy forest. Continue into the forest till you find the rocky, sheer cave. Within the cave you will find the stone of power. This book will help you in your journey. Now go!" Our brave wizard reached out and took the book and headed for the cave to find the stone of power. Our brave wizard continued east for days with no clue of the forest or the cave. Billy heard a noise coming from the path ahead. All of a sudden, a child came running down the path yelling, "Help! Basilisk! I Need help! I Know where the basilisk is hiding. It is in a enormous and foreboding temple. We can sneak in and take it out!" The brave wizard could only stand there stunned and watch the kid. Knowing how important his quest was, he wanted to ignore the child and the basilisk but seeing the child broke the wizard's heart. The brave wizard decided to help the child with the basilisk. Both of them, headed to the temple to face the basilisk.

Along the way to the temple, the wizard asked of the child, "What do you know about the basilisk?" The child rapidly responded, "The basilisk is snake like and is hiding in a temple ahead. Let's get it" The quick response and the tone the kid spoke didn't make sense in the wizard's mind. Everything sounded right yet felt wrong. But before the wizard could inquire further they had reached the temple. When they arrived at the temple entrance, the child said, "Oh brave wizard why don't I wait here and let you face the basilisk. I Would only get in the way." Not fully trusting the kid, the wizardspoke up and said, "I'm not sure what a basilisk looks like. We will enter the temple together." Not far into the temple, they came across a fork. The kid said, "If we spilt up, we will have a better chance of finding the basilisk." Putting his theory to the test, the brave wizard went a different way but waited until the child was out of sight before he made his way back to the temple entrance and hid nearby. Not five minutes later, the kid emerged from the temple and shouted back, "I have you now! There is no way you can escape this temple. You will be forever trapped." The wizard appeared behind the child and said, "Nice try! You will never stop me from finding the stone of power! I Gave my word that I would protect it." Suddenly, the kid vanished into a puff of smoke and with no basilisk to fight, billy went back to the quest. The brave wizard having barely escaped certain capture returned to his search for the stone of power. Billy was heading east just like any other day in the quest for the stone of power, when billy noticed loud screams coming from further ahead. As the wizard approached a small village, he saw giant footprints all around and then spotted a cyclops walking. The brave wizard was always told stories about cyclops' when he was younger but never gave them any thought till now. The wizard looked for someone to talk to and investigate. The brave wizard spotted a young

girl and went over to them After making the choice to help the small village fight the cyclops, the wizard realized that he knew nothing of cyclops' except for tales that were told. Wanting to separate truth from fiction, the brave wizard asked of the young girl, "What do you know about the cyclops? Is there a pattern to its attacks? Do you know of, seen, or heard about any the cyclops vulnerabilities that we can use against it?" The child thought about the questions for a minute and responded, "The cyclops is human like with one eye and tall and seems to attacks randomly. It comes through the small village at different times, knocking down any buildings in the way. I Was told that a cyclops can't reason well but we have not been able to try it yet." The young girl continued, "What are we going to do?" The wizard spoke up, "I was taught a magical spell that might help with the cyclops but it has been while since I have tried it. The wizard spoke up, "I was taught a magical spell that might help with the cyclops but it has been while since I have tried it. I Don't know if it will work but it is worth a chance." " The brave wizard continued, "This magical spell will cause the cyclops see a giant hole where the small village is located. He will then avoid the small village completely." Ok. I will change the genre to incorporate all genres. Our brave wizard is now a cowardly jedi. I will try to incorporate the theme Take Personal Responsibility into the story. Let's try this instead. The jedi spoke up, "I was taught a force trick that might help with the cyclops but it has been while since I have tried it. I Don't know if it will work but it is worth a chance." " The cowardly jedi continued, "This force trick will cause the cyclops see a giant hole where the small village is located. He will then avoid the small village completely." The young girl replied, "Do you think that could really work?"   "It is worth a try." Said the cowardly jedi. He continued, "There is just one catch. I Need to be near the cyclops to

perform the force trick." The young girl spoke up again, "We can wait for him at the edge of the small village." "Sounds like a good plan to me." Replied the cowardly jedi. They headed to the edge of small village to wait for the cyclops. It didn't take long before the group spotted the cyclops heading their way. The cowardly jedi stood up and shouted, "Thou shall not see!" The young girl continued to listen as the cowardly jedi spoke a few line in an unknown language. Just as the cyclops was about to enter the small village, he stopped and started to walk around the small village. We are safe! I Can't believe that worked." The young girl said jumping up and down. Having helped the small village with a cyclops problem, billy left the small village went back to his quest for the stone of power. Finally, after months of travelling, the cowardly jedi saw the foreboding, creepy forest ahead. Relieved that the quest was almost finished, he remembered how his life came to this point. He then remembered the old farm hand and he wondered if they had recovered. Suddenly, the jedi thought of the book. Billy had been studying the book over the course of the journey knew every page but decided to quickly inspect it again before entering the foreboding, creepy forest to search for the rocky, sheer cave. A Section that was blank was no longer blank but contained writings. Shocked about the new section, the cowardly jedi sat down and began to read the book. The jedi read, "These tests of three, you may flee, to determine worthiness, is a must, self be true, in order to get through." The cowardly jedi realized that getting to the stone of power wasn't going to be as easy as he thought. From this point, he was going to have to be on guard. The cowardly jedi entered the foreboding, creepy forest and began looking for the cave. As the jedi continued to search for the cave, a thick, moody fog rolled in partially obstructing the view. Suddenly, a large gorge appeared in front of the jedi that

was impassable without a bridge. In the distance, the jedi spotted a bridge over the gorge and headed that way. An old man, was standing at the entry to the bridge and as the jedi approached, spoke up, "Stop! Who would cross the bridge of death, would answer me, these questions three, if the other side he thee would see!" The jedi a little taken back responded, "I am ready." The bridge keeper inquired, "What is your name?" The jedi replied, "I am billy." The bridge keeper inquired, "What is your quest?" The jedi replied, "I seek the stone of power." The bridge keeper inquired, "What have you you learned during your quest?" The jedi thought for a second and responded, "I have learned to take personal responsibility." The bridge keeper replied, "Thy self be true. Thou shall pass." The gorge, bridge, and bridge keeper disappeared into thin air like they were never there. The jedi continued to look for the rocky, sheer cave. The cowardly jedi finally spotted the cave and began heading towards it. Just as the jedi approached the rocky, sheer cave, a long stone hallway grew from the ground and formed around him with two openings. One of the openings is directly behind the jedi and the other opening leads into the cave. As the cowardly jedi moved forward, a volley of arrows shot out of one wall and into the other wall the entire length of the hallway. The jedi stopped instantly. The arrows continued fly across the room and billy saw no way to get to the cave but through the arrows. The jedi then remembered the protection magical spell learned from book and thought it should work to get past the arrows and enter the cave. In a clear and loud voice the jedi spoke, "Illuxerunt!" And began to walked down the hallway as the arrows passed around him. As the jedi passed through the opening nearest to the cave, the whole hallway vanished and from nowhere a voice spoke, "Thy self be true. Thou shall pass." The jedi began to search for the stone of power within the rocky, sheer cave. The jedi

entered a large room within the rocky, sheer cave. A Stone sit upon a stone pillar in the center of the room. As the jedi approached pillar, the voice from nowhere spoke again, "You must choose. You can turn back now or risk being found unworthy. Stepping up to the stone pillar will seal you within this room for the remainder of your life with no way out. Removing the stone of power from the pillar is the only way out but only the worthy one can remove it." The jedi began thinking about the choice. He could leave now but that would mean giving up on the quest. Remembering what he learned, the cowardly jedi approached the pillar and reached out for the stone then spoke out loud, "I gave my word that I would find and protect the stone of power and I intend to do just that." Then with all his might attempted to lift the stone. The stone slowly began to move. The voice replied, "Thy self be true. Thou have passed. Enter the doorway to find the true stone of power." The stone pillar and the stone vanished from the room. Suddenly, the ground began to shake and a doorway formed where the pillar was. The jedi approach the doorway but could not see through it as the entryway shimmers like a vertical puddle of water. As the jedi touched the vertical puddle of water, ripples went spreading out from the point. After deciding that the doorway was not dangerous, the cowardly jedi passed through the doorway and was instantaneously carried to a small stone room with a simple pedestal in the center. All the sides on the pedestal were coated with ivory. The voice from nowhere spoke up again, "Picture in your mind where you would like to go and pass back through the doorway and you will be instantaneously transported there. Be careful as you may only use the doorway once." The jedi approached the and saw a stone upon it. He reached out and took the stone. The voice spoke, "You now hold in your hands the true stone of power. Use it wisely." The cowardly jedi thought about how charming

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that village was that he was going to before finding the old farm hand, who first told him of this quest. The jedi, with the stone of power in hand, pictured the old farm hand in his mind and passed back through the doorway. Billy was instantaneously transported to the old farm hand. Upon seeing the jedi, the old farm hand spoke, "Where did you come from? What did you do with the stone of power and is it safe?" "I had incredible quest. I Made it through the trials and recovered the stone of power. See?" Replied the jedi pulling out the stone of power. Suddenly, a puff of smoke enveloped the old farm hand and an villainous laugh was heard. A Hand stretched out from the smoke and grabbed the stone of power. A Voice spoke from the smoke, "You fool! I Have deceived you into finding the stone of power for me. Now, I will use its power to rule the world!" The smoke faded away along with the old farm hand and the stone of power. Now more determined to undo what just happened, our cowardly jedi ventured off to find the stone of power, again. The end?

Story 11

I'm thinking of a medieval story about a wizard named billy. When the brave wizard crawled out bed this morning, he thought it be just another day but fate had something else in mind for that day. Never staying in one place too long, the wizard was currently heading into a village far away from any large towns. On the way into the village, billy spotted an elderly figure in distress on the path ahead. The wizard ran toward the elderly figure in an attempt to help. When he made it to the figure, the brave wizard discovered a farm hand, who was near death. The farm hand softly spoke, "Please help me! I Cannot finish my mission. An evil lord has discovered the current location of the stone of power and you must find it first to protect it but be careful as the stone of power has the power to travel through time. Will you help an old farm hand and save the world from evil?" Billy thought about it for a minute and responded with a resounding, "Yes!" A Brief smile appeared on the farm hand face. He then spoke up again and said, "Head south until you come to a foreboding, creepy forest. Continue into the forest till you find the rocky, sheer cave. Within the cave you will find the stone of power. This book will help you in your trip. Now go!" Our brave wizard reached out and took the book and headed for the cave to seek the stone of power. Our brave wizard continued south for days with no sign of the forest or the cave. Billy heard a noise coming from the path ahead. All of a sudden, a child came running down the path yelling, "Help! Basilisk! I Need help! I Know where the basilisk is hiding. It is in a enormous and foreboding temple. We can sneak in and take it out!" The brave wizard could only stand there bewildered and watch the child. Knowing how crucial his quest was, he wanted to ignore the kid and the basilisk but seeing the child broke the wizard's heart. The brave wizard decided to help

the child with the basilisk. Both of them, headed to the temple to face the basilisk.

Along the way to the temple, the wizard asked of the child, "What do you know about the

basilisk?" The child instantly responded, "The basilisk is snake like and is hiding in a

temple ahead. Let's get it" The quick response and the tone the kid spoke didn't make

sense in the wizard's mind. Everything sounded right yet felt wrong. But before the

wizard could inquire further they had reached the temple. When they arrived at the

temple entrance, the child said, "Oh brave wizard why don't I wait here and let you face

the basilisk. I Would only get in the way." Not fully trusting the child, the wizardspoke

up and said, "I'm not sure what a basilisk looks like. We will enter the temple together."

Not far into the temple, they came across a fork. The child said, "If we go different ways,

we will double our chances of finding the basilisk." Testing his theory, the brave wizard

went a different way but waited until the kid was out of sight before he made his way

back to the temple entrance and hid nearby. Not five minutes later, the child emerged

from the temple and shouted back, "I have you now! There is no way you can escape this

temple. You will be forever trapped." The wizard revealed himself to the kid and said,

"Nice try! You will never stop me from finding the stone of power! I Gave my word that

I would protect it." Suddenly, the child vanished into a puff of smoke and with no

basilisk to fight, billy went back to the quest. The brave wizard having barely escaped

certain capture returned to his search for the stone of power. Billy was heading south just

like any other day, as he was passing a small village and noticed giant footprints all

around. Puzzled, the wizard looked for someone to talk to and investigate. The brave

wizard spotted a young girl and went over to talk to them The young girl responded, "A

cyclops is terrorizing the village and no one has been able to help. The cyclops caused

the giant footprints all around. Flee before the cyclops gets you too." After making the choice to help the small village fight the cyclops, the wizard realized that he knew very little of cyclops' except for stories that were told. Wanting to separate truth from fiction, the brave wizard asked of the child, "Tell me about the cyclops. Is there a pattern to its attacks? Do you know of, seen, or heard about any the cyclops vulnerabilities that we can use against it?" The young girl thought about the questions for a minute and responded, "The cyclops is human like with one eye and tall and seems to attacks randomly. It comes through the small village at different times, knocking down any buildings in the way. I Was told that a cyclops can't reason well but we have not been able to try it yet." The child continued, "What are we going to do?" The wizard spoke up, "I was taught a magical spell that might help with the cyclops but it has been while since I have tried it. I Don't know if it will work but it is worth a chance." " The brave wizard continued, "This magical spell will cause the cyclops see a giant hole where the small village is located. He will then avoid the small village completely." The child replied, "Do you think that could really work?"   "It is worth a try." Said the brave wizard. He continued, "There is just one catch. I Need to be near the cyclops to perform the magical spell." The child spoke up again, "We can wait for him at the edge of the small village."   "Sounds like a good plan to me." Replied the brave wizard. They headed to the edge of small village to wait for the cyclops. It didn't take long before the group spotted the cyclops heading their way. The brave wizard stood up and shouted, "Thou shall not see!" The child continued to listen as the brave wizard spoke a few line in an unknown language. Just as the cyclops was about to enter the small village, he stopped and started to walk around the small village. We are safe! I Can't believe that

worked." The child said jumping up and down. Having helped the small village with a cyclops problem, billy left the small village went back to his quest for the stone of power. Finally, after months of travelling, the brave wizard saw the foreboding, creepy forest ahead. Finally, after months of travelling, the brave wizard saw the foreboding, creepy forest ahead. Relieved that the quest was almost finished, he remembered how his life came to this point. The thoughts then turned to the old farm hand and he wondered if they had healed. Suddenly, the wizard thought of the book. Billy had been studying the book over the course of the journey knew every page but decided to quickly inspect it again before entering the foreboding, creepy forest to search for the rocky, sheer cave. Ok. I will change the genre to incorporate all genres. Our brave wizard is now a cowardly jedi. I will try to incorporate the theme Take Personal Responsibility into the story. Let's try this instead. Finally, after months of travelling, the cowardly jedi saw the foreboding, creepy forest ahead. Relieved that the quest was almost over, he thought back to everything he had done to get where he is at. The thoughts then turned to the old farm hand and he wondered if they had healed. Suddenly, the jedi thought of the book. Billy had been reading the book over the course of the journey knew every page but decided to quickly review it again before entering the foreboding, creepy forest to search for the rocky, sheer cave. A Section that was blank was no longer blank but contained writings. Shocked about the new section, the cowardly jedi sat down and began to read the book. The jedi read, "These tests of three, you may flee, to determine worthiness, is a must, self be true, in order to get through." The cowardly jedi realized that getting to the stone of power wasn't going to be as easy as he thought. From this point, he was going to have to be on the look out. The cowardly jedi entered the foreboding, creepy forest and

started to look for the cave. As the jedi continued to search for the cave, a thick, moody fog rolled in somewhat obstructing the view. Suddenly, a large gorge came into view in front of the jedi that was impassable without a bridge. In the distance, the jedi spotted a bridge over the gorge and headed that way. An old man, was standing at the entrance to the bridge and as the jedi came near, spoke up, "Stop! Who would cross the bridge of death, would answer me, these questions three, if the other side he thee would see!" The jedi a little taken back responded, "I am ready." The bridge keeper inquired, "What is your name?" The jedi replied, "I am billy." The bridge keeper inquired, "What is your quest?" The jedi responded, "I seek the stone of power." The bridge keeper inquired, "What have you you learned during your quest?" The jedi thought for a second and responded, "I have learned to take personal responsibility." The bridge keeper replied, "Thy self be true. Thou shall pass." The gorge, bridge, and bridge keeper disappeared into thin air like they were never there. The jedi continued to look for the rocky, sheer cave. The cowardly jedi finally spotted the cave and began heading towards it. Just as the jedi approached the rocky, sheer cave, a long stone hallway grew from the ground and formed around him with two openings. One of the openings is directly behind the jedi and the other opening leads into the cave. As the cowardly jedi moved forward, a volley of arrows shot out of one wall and into the other wall the entire length of the hallway. The jedi stopped instantly. The arrows continued fly across the room and billy saw no way to get to the cave but through the arrows. The jedi then remembered the protection magical spell learned from book and thought it should work to get past the arrows and enter the cave. In a clear and loud voice the jedi spoke, "Illuxerunt!" And began to walked down the hallway as the arrows passed around him. As the jedi passed through

the opening nearest to the cave, the whole hallway vanished and from nowhere a voice spoke, "Thy self be true. Thou shall pass." The jedi began to search for the stone of power within the rocky, sheer cave. The jedi entered a large room within the rocky, sheer cave. A Stone sit upon a stone pillar in the center of the room. As the jedi approached pillar, the voice from nowhere spoke again, "You must choose. You can turn back now or risk being found unworthy. Stepping up to the stone pillar will seal you within this room for the remainder of your life with no way out. Removing the stone of power from the pillar is the only way out but only the worthy one can remove it." The jedi began thinking about the choice. He could leave now but that would mean giving up on the quest. Remembering what he learned, the cowardly jedi approached the pillar and reached out for the stone then spoke out loud, "I gave my word that I would find and protect the stone of power and I intend to do just that." Then with all his might attempted to lift the stone. The stone slowly began to move. The voice replied, "Thy self be true. Thou have passed. Enter the doorway to find the true stone of power." The stone pillar and the stone vanished from the room. Suddenly, the ground began to shake and a doorway formed where the pillar was. The jedi approach the doorway but could not see through it as the entryway shimmers like a vertical puddle of water. As the jedi touched the vertical puddle of water, ripples went extending out from the point. After deciding that the doorway was not a trap, the cowardly jedi passed through the doorway and was instantly carried to a small stone room with a simple pedestal in the middle. All the sides on the pedestal were covered in ivory. The voice from nowhere spoke up again, "Picture in your mind where you would like to go and re-enter the doorway and you will be instantaneously transported there. Be careful as you may only use the doorway once."

The jedi approached the and saw a stone upon it. He reached out and took the stone. The voice spoke, "You now hold in your hands the true stone of power. Use it wisely." The jedi headed toward the doorway but stopped in his tracks. Recognizing that he would have not have made it to the stone of power without the book, our jedi determined that the most secure place for the stone of power is within this rocky, sheer cave. The jedi restored the stone of power back upon the along with the book. The voice spoke again, "You have wisely chosen to leave the stone of power here. You will never be allowed to return. Pass back through the doorway." The cowardly jedi thought about how charming that village was that he was going to before coming across the old farm hand, who started him on this quest. The jedi, without the stone of power, pictured the village in his mind and passed back through the doorway. Billy was instantly transported to the village, where he decided to put to use all that was learned throughout the quest and help others. The end.

Story 12

Let me tell you the story about a wizard named billy. Once upon a time in a far off land,
lived a brave wizard. Wondering from village to village was the life that the wizard had
chosen. Presently, the wizard was heading into a village far away from any large towns.
On the way into the village, billy spotted an elderly figure in distress on the path ahead.
The wizard ran toward the elderly figure in an attempt to assist. When he made it to the
figure, the brave wizard discovered a farm hand, who was near death. You have a kind
soul. Please help me by finishing my mission and find the stone of power!" Said the
farm hand. He continued, "An evil lord has discovered its current location. If it were to
fall into his hands he would have the power to travel through time. Will you help an old
farm hand and save the world?" Billy thought about it for a minute and responded with a
resounding, "Yes!" A Brief smile appeared on the farm hand face. He then spoke up
again and said, "Head east until you reach to a foreboding, creepy forest. Continue into
the forest till you find the rocky, sheer cave. Inside the cave you will find the stone of
power. This book will help you in your trip. Now go!" Our brave wizard reached out
and took the book and headed for the cave to seek the stone of power. Billy travelled for
days, heading east, with no clue of the forest or the cave. Billy heard a noise coming
from the trail ahead. All of a sudden, a child came running down the trail yelling, "Help!
Basilisk! I Need help! I Know where the basilisk is hiding. It is in a foreboding and
enormous temple. We can sneak in and take it out!" The brave wizard could only stand
there bewildered and observe the kid. Knowing how crucial his quest was, he wanted to
forget about the basilisk but seeing the child broke the wizard's heart. The brave wizard
decided to help the child with the basilisk. Both of them, headed to the temple to face the

basilisk. Along the way to the temple, the wizard asked of the child, "What do you know about the basilisk?" The child rapidly responded, "The basilisk is snake like and is hiding in a temple ahead. Let's get it" The quick response and the way the kid spoke didn't make sense in the wizard's mind. The words were right but the passion behind them was all wrong. But before the wizard could inquire further they had reached the temple. When they arrived at the temple entrance, the child said, "Oh brave wizard why don't I wait here and let you face the basilisk. I Would only get in the way." Not fully trusting the child, the wizardspoke up and said, "I'm not sure what a basilisk looks like. We will enter the temple together." Not far into the temple, they came across a fork. The child said, "If we spilt up, we will have a better chance of finding the basilisk." Testing his theory, the brave wizard went a different way but waited until the child was out of sight before he made his way back to the temple entrance and hid nearby. Not five minutes later, the kid emerged from the temple and shouted back, "I have you now! There is no way you can escape this temple. You will be forever trapped." The wizard appeared behind the child and said, "Nice try! You will never stop me from finding the stone of power! I Gave my word that I would protect it." Suddenly, the kid vanished into a puff of smoke and with no basilisk to fight, billy went back to the quest. The brave wizard having barely escaped certain capture returned to his search for the stone of power. Billy was heading east just like any other day, as he was passing a small village and noticed giant footprints all around. Bewildered, the wizard looked for someone to talk to and investigate. The brave wizard spotted a young girl and went over to talk to them The kid responded, "A cyclops is terrorizing the village and no one has been able to stop it. The cyclops caused the giant footprints all around. Flee before the cyclops gets you too."

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After making the decision to help the small village fight the cyclops, the wizard realized that he knew nothing of cyclops' except for tales that were told. Wanting to separate reality from fiction, the brave wizard asked of the child, "What do you know about the cyclops? Is there a pattern to its attacks? Do you know of, seen, or heard about any the cyclops weaknesses that we can use?" The child thought about the questions for a little bit and said, "The cyclops is tall and human like with one eye and seems to attacks randomly. It comes through the small village at different times, knocking down any buildings in the way. I Was told that a cyclops can't reason well but we have not been able to try it yet." The kid continued, "What are we going to do?" The wizard spoke up, "I was taught a magical spell that might help with the cyclops but it has been while since I have tried it. I Don't know if it will work but it is worth a chance." " The brave wizard continued, "This magical spell will cause the cyclops see a giant hole where the small village is located. He will then avoid the small village completely." The young girl replied, "Do you think that could really work?" "It is worth a try." Said the brave wizard. He continued, "There is just one catch. I Need to be near the cyclops to perform the magical spell." The young girl spoke up again, "We can wait for him at the edge of the small village." "Sounds like a good plan to me." Replied the brave wizard. They headed to the edge of small village to wait for the cyclops. It didn't take long before the group spotted the cyclops heading their way. The brave wizard stood up and shouted, "Thou shall not see!" The young girl continued to listen as the brave wizard spoke a few line in an unknown language. Just as the cyclops was about to enter the small village, he stopped and started to walk around the small village. We are safe! I Can't believe that worked." The young girl said jumping up and down. Having helped the small village

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with a cyclops problem, billy left the small village went back to his quest for the stone of power. Finally, after months of travelling, the brave wizard saw the foreboding, creepy forest ahead. Relieved that the quest was almost over, he thought back to everything he had done to get where he is at. He then remembered the old farm hand and he wondered if they had recovered. Suddenly, the wizard thought of the book. Billy had been studying the book over the course of the journey knew every page but decided to quickly inspect it again before entering the foreboding, creepy forest to search for the rocky, sheer cave. A Section that was blank was no longer blank but held writings. Shocked about the new section, the brave wizard sat down and began to read the book. The wizard read, "These tests of three, you may flee, to determine worthiness, is a must, self be true, in order to get through." The brave wizard realized that getting to the stone of power wasn't going to be as simple as he thought. From this point, he was going to have to be on guard. The brave wizard entered the foreboding, creepy forest and began looking for the cave. The brave wizard entered the foreboding, creepy forest and began looking for the cave. As the wizard searched for the rocky, sheer cave, a long stone hallway grew from the ground and formed around him with two openings. One of the openings is directly behind the wizard and the other opening leads further into the foreboding, creepy forest. As the brave wizard moved forward, a volley of arrows shot out of one wall and into the other wall the entire length of the hallway. The wizard stopped instantly. Ok. I will change the genre to incorporate all genres. Our brave wizard is now a cowardly jedi. I will try to incorporate the theme Take Personal Responsibility into the story. Let's try this instead. The cowardly jedi entered the foreboding, creepy forest and started to look for the cave. As the jedi searched for the

rocky, sheer cave, a long stone hallway grew from the ground and formed around him with two openings. One of the openings is directly behind the jedi and the other opening leads further into the foreboding, creepy forest. As the cowardly jedi moved forward, a volley of arrows shot out of one wall and into the other wall the entire length of the hallway. The jedi stopped instantly. The arrows continued fly across the room and billy saw no way to get further into the foreboding, creepy forest but through the arrows. The jedi then remembered the protection magical spell and thought it should work to get past the arrows. In a clear and loud voice the jedi spoke, "Illuxerunt!" And began to walked down the hallway as the arrows passed around him. As the jedi passed through the opening on the other side of the hallway, the whole hallway vanished and from nowhere a voice spoke, "Thy self be true. Thou shall pass." The jedi continued to search for the rocky, sheer cave. The cowardly jedi finally spotted the cave and began heading towards it. As the jedi neared the cave, a thick, moody fog moved in partially obstructing visibility. Suddenly, a large gorge appeared in front of the jedi that was impassable without a bridge. In the distance, the jedi spotted a bridge over the gorge and headed that way. An old man, was standing at the entrance to the bridge and as the jedi came near, spoke up, "Stop! Who would cross the bridge of death, would answer me, these questions three, if the other side he thee would see!" The jedi a little taken back responded, "I am ready." The bridge keeper asked, "What is your name?" The jedi replied, "I am billy." The bridge keeper inquired, "What is your quest?" The jedi responded, "I seek the stone of power." The bridge keeper inquired, "What have you you learned during your quest?" The jedi thought for a second and replied, "I have learned to take personal responsibility." The bridge keeper replied, "Thy self be true. Thou shall

pass." The gorge, bridge, and bridge keeper vanished into thin air like they were never there. The jedi entered the rocky, sheer cave and began the exploration for the stone of power. The jedi entered a large room within the rocky, sheer cave. A Stone sit upon a stone pillar in the center of the room. As the jedi approached pillar, the voice from nowhere spoke again, "You must choose. You can turn back now or risk being found unworthy. Stepping up to the stone pillar will seal you within this room for the remainder of your life with no way out. Removing the stone of power from the pillar is the only way out but only the worthy one can remove it." The jedi began thinking about the choice. He could leave now but that would mean giving up on the quest. Remembering what he learned, the cowardly jedi approached the pillar and reached out for the stone then spoke out loud, "I gave my word that I would find and protect the stone of power and I intend to do just that." Then with all his might attempted to lift the stone. The stone slowly began to move. The voice replied, "Thy self be true. Thou have passed. Enter the doorway to find the true stone of power." The stone pillar and the stone vanished from the room. Suddenly, the ground began to shake and a doorway formed where the pillar was. The jedi approach the doorway but could not see through it as the entrance shimmers like a vertical puddle of water. As the jedi touched the vertical puddle of water, ripples went spreading out from the spot. After deciding that the doorway was not a trap, the cowardly jedi passed through the doorway and was instantaneously transported to a small stone room with a simple pedestal in the middle. All the sides on the pedestal were covered in ivory. The voice from nowhere spoke up again, "Think of where you would like to go and re-enter the doorway and you will be instantly transported there. Be careful as you may only use the doorway once." The jedi

approached the and saw a stone sitting on it. He reached out and took the stone. The voice spoke, "You now hold in your hands the true stone of power. Use it wisely." The jedi started moving toward the doorway but stopped in his tracks. Realizing that he would have not have reached the stone of power without the book, our jedi decided that the safest place for the stone of power is within this rocky, sheer cave. The jedi replaced the stone of power back upon the along with the book. The voice spoke again, "You have intelligently chosen to leave the stone of power here. You will never be allowed to return. Re-enter the doorway." The cowardly jedi thought about how nice that village was that he was going to before finding the old farm hand, who started him on this quest. The jedi, without the stone of power, pictured the village in his mind and entered back through the doorway. Billy was instantly carried to the village, where he determined to put to use all that was learned throughout the quest and aid others. The end.

I'm thinking of a medieval story about a wizard named billy. Once upon a time in a far off land, lived a brave wizard. Wondering from village to village was the life that the wizard had chosen. Presently, the wizard was heading into a village far away from any large towns. On the way into the village, billy spotted an elderly figure in distress on the path ahead. The wizard ran toward the elderly figure in an attempt to help. When he made it to the figure, the brave wizard discovered a dying farm hand. The farm hand softly spoke, "Please help me! I Cannot finish my lifework. An evil lord has discovered the current location of the stone of power and you must find it first to protect it but be careful as the stone of power has the power to travel through time. Will you help an old farm hand and save the world from evil?" Billy thought about it for a minute and responded with a resounding, "Yes!" A Brief smile appeared on the farm hand face. He then spoke up again and said, "Head west until you reach a foreboding, creepy forest. Continue into the forest till you find the rocky, sheer cave. Inside the cave you will find the stone of power. This scroll will help you in your trip. Now go!" Our brave wizard reached out and took the scroll and headed for the cave to seek the stone of power. Our brave wizard continued west for days with no clue of the forest or the cave. Billy continued heading west when a child came running down the trail. The child spotted the brave wizard and cried out, "Basilisk! Please help!. I Know where the basilisk is hiding. It is in a foreboding and enormous temple. We can sneak in and take it out!" Knowing how crucial his quest was, he wanted to ignore the child and the basilisk but seeing the child broke the wizard's heart. The brave wizard decided to help the child with the basilisk. Both of them, headed to the temple to face the basilisk. Along the way to the

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temple, the wizard asked of the child, "What do you know about the basilisk?" The child rapidly responded, "The basilisk is snake like and is staying in a temple ahead. Let's get it" The quick response and the tone the kid spoke didn't make sense in the wizard's mind. Everything sounded right yet felt wrong. But before the wizard could inquire further they had reached the temple. When they arrived at the temple entrance, the child said, "Oh brave wizard why don't I wait here and let you face the basilisk. I Would only get in the way." Not fully trusting the child, the wizardspoke up and said, "I'm not sure what a basilisk looks like. We will enter the temple together." Not far into the temple, they came across a fork. The child said, "If we go different ways, we will double our chances of finding the basilisk." Testing his theory, the brave wizard went a different way but waited until the child was out of sight before he made his way back to the temple entrance and hid nearby. Not five minutes later, the kid emerged from the temple and shouted back, "I have you now! There is no way you can escape this temple. You will be forever trapped." The wizard revealed himself to the kid and said, "Nice try! You will never stop me from finding the stone of power! I Gave my word that I would protect it." Suddenly, the kid vanished into a puff of smoke and with no basilisk to fight, billy went back to the quest. The brave wizard having barely escaped certain capture returned to his search for the stone of power. Billy was heading west just like any other day in search for the stone of power, as he was passing a small village and noticed giant footprints all around. Puzzled, the wizard looked for someone to talk to and inquire. The brave wizard spotted a young girl and went over to talk to them The child responded, "A cyclops is terrorizing the village and no one has been able to help. The cyclops caused the giant footprints all around. Get away from here before the cyclops gets you too." After

making the decision to help the small village fight the cyclops, the wizard realized that he knew nothing of cyclops' except for tales that were told. Wanting to separate fiction from truth, the brave wizard asked of the child, "Tell me about the cyclops. Is there a pattern to its attacks? Do you know of, seen, or heard about any the cyclops weaknesses that we can use?" The child thought about the questions for a minute and responded, "The cyclops is human like with one eye and tall and seems to attacks randomly. It comes through the small village at different times, knocking down any buildings in the way. I Was told that a cyclops can't reason well but we have not been able to try it yet." The kid continued, "What are we going to do?" The wizard spoke up, "I was taught a magical spell that might help with the cyclops but it has been while since I have tried it. I Don't know if it will work but it is worth a chance." " The brave wizard continued, "This magical spell will cause the cyclops see a giant hole where the small village is located. He will then avoid the small village completely." The kid replied, "Do you think that could really work?" "It is worth a try." Said the brave wizard. He continued, "There is just one catch. I Need to be near the cyclops to perform the magical spell." The kid spoke up again, "We can wait for him at the edge of the small village." "Sounds like a good plan to me." Replied the brave wizard. They headed to the edge of small village to wait for the cyclops. It didn't take long before the group spotted the cyclops heading their way. The brave wizard stood up and shouted, "Thou shall not see!" The kid continued to listen as the brave wizard spoke a few line in an unknown language. Just as the cyclops was about to enter the small village, he stopped and started to walk around the small village. We are safe! I Can't believe that worked." The kid said jumping up and down. Having helped the small village with a cyclops problem, billy left the small village went

back to his quest for the stone of power. Finally, after months of travelling, the brave wizard saw the foreboding, creepy forest ahead. Relieved that the quest was almost finished, he thought back to everything he had done to get where he is at. He then remembered the old farm hand and he wondered if they had recovered. Suddenly, the wizard thought of the scroll. Billy had been reading the scroll over the course of the journey knew every page but decided to quickly review it again before entering the foreboding, creepy forest to search for the rocky, sheer cave. A Section that was blank was no longer blank but contained writings. Shocked about the new section, the brave wizard sat down and began to read the scroll. The wizard read, "These tests of three, you may flee, to determine worthiness, is a must, self be true, in order to get through." The brave wizard realized that getting to the stone of power wasn't going to be as easy as he thought. From this point, he was going to have to be on guard. The brave wizard entered the foreboding, creepy forest and began looking for the cave. As the wizard searched for the rocky, sheer cave, a long stone hallway grew from the ground and formed around him with two openings. One of the openings is directly behind the wizard and the other opening leads further into the foreboding, creepy forest. As the brave wizard moved forward, a volley of arrows shot out of one wall and into the other wall the entire length of the hallway. The wizard stopped instantly. The arrows continued fly across the room and billy saw no way to get further into the foreboding, creepy forest but through the arrows. The wizard then remembered the protection magical spell and thought it should work to get past the arrows. In a clear and loud voice the wizard spoke, "Illuxerunt!" And began to walked down the hallway as the arrows passed around him. As the wizard passed through the opening on the other side of the hallway, the whole hallway vanished

and from nowhere a voice spoke, "Thy self be true. Thou shall pass." The wizard continued to look for the rocky, sheer cave. The brave wizard finally spotted the cave and began heading towards it. The brave wizard finally spotted the cave and began heading towards it. As the wizard neared the cave, a thick, moody fog moved in somewhat blocking the view. Suddenly, a massive river came into view in front of the wizard that was impassable without a bridge. In the distance, the wizard spotted a bridge over the river and headed that way. An old man, was standing at the entrance to the bridge and as the wizard approached, spoke up, "Stop! Ok. I will change the genre to incorporate all genres. Our brave wizard is now a cowardly jedi. I will try to incorporate the theme Take Personal Responsibility into the story. Let's try this instead. The cowardly jedi finally spotted the cave and began heading towards it. As the jedi neared the cave, a thick, moody fog rolled in somewhat blocking the view. Suddenly, a massive river appeared in front of the jedi that was impassable without a bridge. In the distance, the jedi spotted a bridge over the river and headed that way. An old man, was standing at the entry to the bridge and as the jedi came near, spoke up, "Stop! Who would cross the bridge of death, would answer me, these questions three, if the other side he thee would see!" The jedi a little taken back responded, "I am ready." The bridge keeper inquired, "What is your name?" The jedi replied, "I am billy." The bridge keeper inquired, "What is your quest?" The jedi replied, "I seek the stone of power." The bridge keeper asked, "What have you you learned during your quest?" The jedi thought for a second and replied, "I have learned to take personal responsibility." The bridge keeper replied, "Thy self be true. Thou shall pass." The river, bridge, and bridge keeper disappeared into thin air like they were never there. The jedi entered the rocky, sheer cave and began the

search for the stone of power. The jedi entered a large room within the rocky, sheer cave.

A Stone sit upon a stone pillar in the center of the room. As the jedi approached pillar, the voice from nowhere spoke again, "You must choose. You can turn back now or risk being found unworthy. Stepping up to the stone pillar will seal you within this room for the remainder of your life with no way out. Removing the stone of power from the pillar is the only way out but only the worthy one can remove it." The jedi began thinking about the choice. He could leave now but that would mean giving up on the quest. Remembering what he learned, the cowardly jedi approached the pillar and reached out for the stone then spoke out loud, "I gave my word that I would find and protect the stone of power and I intend to do just that." Then with all his might attempted to lift the stone. The stone slowly began to move. The voice replied, "Thy self be true. Thou have passed. Enter the doorway to find the true stone of power." The stone pillar and the stone vanished from the room. Suddenly, the ground began to shake and a doorway formed where the pillar was. The jedi approach the doorway but could not see through it as the entryway shimmers like a vertical puddle of water. As the jedi touched the vertical puddle of water, ripples went spreading out from the point. After deciding that the doorway was not a trap, the cowardly jedi passed through the doorway and was instantaneously carried to a small stone room with a modest pedestal in the middle. All the sides on the pedestal were covered in ivory. The voice from nowhere spoke up again, "Think of where you would like to go and re-enter the doorway and you will be instantaneously carried there. Be careful as you may only use the doorway once." The jedi approached the and saw a stone upon it. He reached out and took the stone. The voice spoke, "You now possess the true stone of power. Use it wisely." The cowardly

jedi thought about how nice that village was that he was heading before coming across the old farm hand, who first told him of this quest. The jedi, with the stone of power in hand, pictured the village in his mind and entered back through the doorway. Billy was instantly transported to the village. Realizing that the evil lord will continue to search for the stone of power, the jedi decided to continue wondering from village to village eternally protecting the stone from anyone who would abuse it. The end.

Story 14

Let me tell you the story about a wizard named billy. When the brave wizard crawled out bed this morning, he thought it be just another day but fate had something else in mind for that day. Wondering from village to village was the life that the wizard had chosen. Presently, the wizard was heading into a village far away from any large towns. On the way into the village, billy spotted an elderly figure in distress on the trail ahead. The wizard ran toward the elderly figure in an attempt to assist. When he made it to the figure, the brave wizard discovered a farm hand, who was near death. The farm hand softly spoke, "Please help me! I Cannot finish my lifework. An evil lord has discovered the current location of the stone of power and you must find it first to protect it but be careful as the stone of power has the power to travel through time. Will you help an old farm hand and save the world from evil?" Billy thought about it for a minute and responded with a resounding, "Yes!" A Brief smile appeared on the farm hand face. He then spoke up again and said, "Head north until you reach a foreboding, creepy forest. Continue into the forest till you find the rocky, sheer cave. Inside the cave you will find the stone of power. This book will help you in your trip. Now go!" Our brave wizard reached out and took the book and headed for the cave to seek the stone of power. Our brave wizard continued heading north for days with no clue of the forest or the cave. Billy continued heading north when a child came running down the trail. The child spotted the brave wizard and yelled, "Basilisk! Please help!. I Know where the basilisk is hiding. It is in a foreboding and enormous temple. We can sneak in and take it out!" Knowing how crucial his quest was, he wanted to ignore the child and the basilisk but seeing the kid broke the wizard's heart. The brave wizard decided to help the child with

the basilisk. Both of them, headed to the temple to face the basilisk. Along the way to the temple, the wizard asked of the child, "What do you know about the basilisk?" The child instantly responded, "The basilisk is snake like and is staying in a temple ahead. Let's get it" The quick response and the way the kid spoke didn't add up in the wizard's mind. Everything sounded right yet felt wrong. But before the wizard could inquire further they had reached the temple. When they arrived at the temple entrance, the child said, "Oh brave wizard why don't I wait here and let you face the basilisk. I Would only get in the way." Not fully trusting the kid, the wizardspoke up and said, "I'm not sure what a basilisk looks like. We will enter the temple together." Not far into the temple, they came across a fork. The kid said, "If we go different ways, we will double our chances of finding the basilisk." Putting his theory to the test, the brave wizard went a different way but waited until the kid was out of sight before he made his way back to the temple entrance and hid nearby. Not five minutes later, the child emerged from the temple and shouted back, "I have you now! There is no way you can escape this temple. You will be forever trapped." The wizard revealed himself to the kid and said, "Nice try! You will never stop me from finding the stone of power! I Gave my word that I would protect it." Suddenly, the kid vanished into a puff of smoke and with no basilisk to fight, billy went back to the quest. The brave wizard having barely escaped certain capture returned to his search for the stone of power. Billy was heading north just like any other day in the quest for the stone of power, when billy noticed loud screams coming from further ahead. As the wizard approached a small village, he saw giant footprints all around and then witnessed a cyclops walking. The brave wizard was always told tales about cyclops' when he was younger but never gave them any thought till now. The

wizard looked for someone to talk to and inquire. The brave wizard spotted a young girl and went over to them   After making the decision to help the small village fight the cyclops, the wizard realized that he knew nothing of cyclops' except for stories that were told. Wanting to separate truth from fiction, the brave wizard asked of the kid, "Tell me about the cyclops. Is there a pattern to its attacks? Do you know of, seen, or heard about any the cyclops weaknesses that we can use?"   The young girl thought about the questions for a little bit and responded, "The cyclops is tall and human like with one eye and seems to attacks randomly. It comes through the small village at different times, knocking down any buildings in the way. I Was told that a cyclops can't reason well but we have not been able to try it yet." The young girl continued, "What are we going to do?" The wizard spoke up, "I was taught a magical spell that might help with the cyclops but it has been while since I have tried it. I Don't know if it will work but it is worth a chance." " The brave wizard continued, "This magical spell will cause the cyclops see a giant hole where the small village is located. He will then avoid the small village completely." The young girl replied, "Do you think that could really work?"   "It is worth a try." Said the brave wizard. He continued, "There is just one catch. I Need to be near the cyclops to perform the magical spell." The young girl spoke up again, "We can wait for him at the edge of the small village."   "Sounds like a good plan to me." Replied the brave wizard. They headed to the edge of small village to wait for the cyclops. It didn't take long before the group spotted the cyclops heading their way. The brave wizard stood up and shouted, "Thou shall not see!" The young girl continued to listen as the brave wizard spoke a few line in an unknown language. Just as the cyclops was about to enter the small village, he stopped and started to walk around the small village. We are

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safe! I Can't believe that worked." The young girl said jumping up and down. Having helped the small village with a cyclops problem, billy left the small village went back to his quest for the stone of power. Finally, after months of travelling, the brave wizard saw the foreboding, creepy forest ahead. Relieved that the quest was almost finished, he thought back to everything he had done to get where he is at. He then remembered the old farm hand and he wondered if they had recovered. Suddenly, the wizard thought of the book. Billy had been reading the book over the course of the journey knew every page but decided to quickly inspect it again before entering the foreboding, creepy forest to search for the rocky, sheer cave. A Section that was blank was no longer blank but held writings. Shocked about the new section, the brave wizard sat down and began to read the book. The wizard read, "These tests of three, you may flee, to determine worthiness, is a must, self be true, in order to get through." The brave wizard realized that getting to the stone of power wasn't going to be as simple as he thought. From this point, he was going to have to be on the look out. The brave wizard entered the foreboding, creepy forest and began looking for the cave. As the wizard searched for the rocky, sheer cave, a long stone hallway grew from the ground and formed around him with two openings. One of the openings is directly behind the wizard and the other opening leads further into the foreboding, creepy forest. As the brave wizard moved forward, a volley of arrows shot out of one wall and into the other wall the entire length of the hallway. The wizard stopped instantly. The arrows continued fly across the room and billy saw no way to get further into the foreboding, creepy forest but through the arrows. The wizard then remembered the protection magical spell and thought it should work to get past the arrows. In a clear and loud voice the wizard spoke, "Illuxerunt!"

And began to walked down the hallway as the arrows passed around him. As the wizard passed through the opening on the other side of the hallway, the whole hallway vanished and from nowhere a voice spoke, "Thy self be true. Thou shall pass." The wizard resumed to look for the rocky, sheer cave. The brave wizard finally spotted the cave and began heading towards it. As the wizard neared the cave, a thick, moody fog moved in somewhat blocking visibility. Suddenly, a massive river appeared in front of the wizard that was impassable without a bridge. In the distance, the wizard spotted a bridge over the river and headed that way. An old man, was standing at the entry to the bridge and as the wizard came near, spoke up, "Stop! Who would cross the bridge of death, would answer me, these questions three, if the other side he thee would see!" The wizard a little taken back responded, "I am ready." The bridge keeper asked, "What is your name?" The wizard responded, "I am billy." The bridge keeper inquired, "What is your quest?" The wizard replied, "I seek the stone of power." The bridge keeper asked, "What have you you learned during your quest?" The wizard thought for a second and responded, "I have learned things are not always what they seem." The bridge keeper replied, "Thy self be true. Thou shall pass." The river, bridge, and bridge keeper vanished into thin air like they were never there. The wizard entered the rocky, sheer cave and began the search for the stone of power. The wizard entered a large room within the rocky, sheer cave. The wizard entered a large room within the rocky, sheer cave. Several stones sit upon a stone pillar in the center of the room. As the wizard approached pillar, the voice from nowhere spoke again, "You must choose. But choose wisely, for as the true stone of power will bring the power to travel through time, the false stone of power will only bring death." The wizard began checking the book for any help in figuring out which stone was the true

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stone of power but no information was there. Ok. I will change the genre to incorporate

all genres. Our brave wizard is now a cowardly jedi. I will try to incorporate the theme

Take Personal Responsibility into the story. Let's try this instead. The jedi entered a

large room within the rocky, sheer cave. Several stones sit upon a stone pillar in the

center of the room. As the jedi approached pillar, the voice from nowhere spoke again,

"You must choose. But choose wisely, for as the true stone of power will bring the

power to travel through time, the false stone of power will only bring death." The jedi

began checking the book for any help in figuring out which stone was the true stone of

power but no information was there. Billy started to analyze each stone without touching

the stones. Unable to tell one stone from the other and remembering what he learned, the

cowardly jedi spoke, "If I can't tell the stones apart, then none of these stones are the true

stone of power." The voice replied, "Thy self be true. Thou have passed. Enter the

doorway to find the true stone of power." The stone pillar with the several stones

vanished from the room and the ground began to shake. Suddenly, a doorway formed

where the pillar was. The jedi approach the doorway but could not see through it as the

entrance shimmers like a vertical puddle of water. As the jedi touched the vertical puddle

of water, ripples went extending out from the spot. After determining that the doorway

was not a trap, the cowardly jedi passed through the doorway and was instantly

transported to a small stone room with a simple pedestal in the center. All the sides on

the pedestal were coated with ivory. The voice from nowhere spoke up again, "Picture in

your mind where you would like to go and pass back through the doorway and you will

be instantly transported to that place. Be careful as you may only use the doorway once."

The jedi approached the and noticed a stone upon it. He reached out and took the stone.

The voice spoke, "You now possess the genuine stone of power. Use it wisely." The cowardly jedi thought about how charming that village was that he was heading before finding the old farm hand, who started him on this quest. The jedi, with the stone of power in hand, pictured the old farm hand in his mind and entered back through the doorway. Billy was instantly transported to the old farm hand. Upon seeing the jedi, the old farm hand spoke, "How did you get here? What did you do with the stone of power and is it protected?"   "I had incredible quest. I Made it through the trials and recovered the stone of power. See?" Replied the jedi taking out the stone of power. Suddenly, a puff of smoke surrounded the old farm hand and an evil laugh was heard. A Hand stretched out from the smoke and took the stone of power. A Sinister voice spoke from the smoke, "You fool! I Have deceived you into finding the stone of power for me. Now, I will use its power to rule the world!" The smoke faded away and there was nothing left. Now more determined to undo what just happened, our cowardly jedi ventured off to find the stone of power, again. The end?

I'm thinking of a medieval story about a wizard named billy. Once upon a time in a far off land, lived a brave wizard. Never staying in one place too long, the wizard was currently heading into a village far away from any large towns. On the way into the village, billy spotted an elderly figure in distress on the trail ahead. The wizard ran toward the elderly figure in an attempt to help. When he made it to the figure, the brave wizard discovered a farm hand, who was near death. The farm hand softly spoke, "Please help me! I Cannot finish my mission. An evil lord has identified the current location of the stone of power and you must find it first to protect it but be careful as the stone of power has the power to travel through time. Will you help an old farm hand and save the world from evil?" Billy thought about it for a few minutes and responded with a thunderous, "Yes!" A Brief smile appeared on the farm hand face. He then spoke up again and said, "Head north until you reach a foreboding, creepy forest. Continue into the forest till you find the rocky, sheer cave. Inside the cave you will find the stone of power. This book will help you in your journey. Now go!" Our brave wizard reached out and took the book and headed for the cave to find the stone of power. Our brave wizard continued heading north for days with no clue of the forest or the cave. Billy continued heading north when a child came running down the trail. The kid spotted the brave wizard and yelled, "Basilisk! Please help!. I Know where the basilisk is hiding. It is in a foreboding and enormous temple. We can sneak in and take it out!" Knowing how important his quest was, he wanted to forget about the basilisk but seeing the kid broke the wizard's heart. The brave wizard decided to help the kid with the basilisk. Both of them, headed to the temple to face the basilisk. Along the way to the temple, the

wizard asked of the child, "What do you know about the basilisk?" The child rapidly responded, "The basilisk is snake like and is staying in a temple ahead. Let's get it" The quick response and the tone the child spoke didn't add up in the wizard's mind. Everything sounded right yet felt wrong. But before the wizard could inquire further they had reached the temple. When they arrived at the temple entrance, the child said, "Oh brave wizard why don't I wait here and let you face the basilisk. I Would only get in the way." Not fully trusting the child, the wizardspoke up and said, "I'm not sure what a basilisk looks like. We will enter the temple together." Not far into the temple, they came across a fork. The child said, "If we go different ways, we will double our chances of finding the basilisk." Putting his theory to the test, the brave wizard went a different way but waited until the kid was out of sight before he made his way back to the temple entrance and hid nearby. Not five minutes later, the child emerged from the temple and shouted back, "I have you now! There is no way you can escape this temple. You will be forever trapped." The wizard revealed himself to the kid and said, "Nice try! You will never stop me from finding the stone of power! I Gave my word that I would protect it." Suddenly, the child vanished into a puff of smoke and with no basilisk to fight, billy went back to the quest. The brave wizard having barely escaped certain capture returned to his search for the stone of power. Billy was heading north just like any other day in search for the stone of power, as he was passing a small village and noticed giant footprints all around. Puzzled, the wizard looked for someone to talk to and investigate. The brave wizard spotted a young girl and went over to talk to them The child responded, "A cyclops is terrorizing the village and no one has been able to help. The cyclops caused the giant footprints all around. Get away from here before the cyclops gets you too."

After making the choice to help the small village fight the cyclops, the wizard realized that he knew nothing of cyclops' except for tales that were told. Wanting to separate truth from fiction, the brave wizard asked of the child, "Tell me about the cyclops. Is there a pattern to its attacks? Do you know of, seen, or heard about any the cyclops vulnerabilities that we can use?" The child thought about the questions for a minute and responded, "The cyclops is human like with one eye and tall and seems to attacks randomly. It comes through the small village at different times, knocking down any buildings in the way. I Was told that a cyclops can't reason well but we have not been able to try it yet." The kid continued, "What are we going to do?" The wizard spoke up, "I was taught a magical spell that might help with the cyclops but it has been while since I have tried it. I Don't know if it will work but it is worth a chance." " The brave wizard continued, "This magical spell will cause the cyclops see a giant hole where the small village is located. He will then avoid the small village completely." The young girl replied, "Do you think that could really work?" "It is worth a try." Said the brave wizard. He continued, "There is just one catch. I Need to be near the cyclops to perform the magical spell." The young girl spoke up again, "We can wait for him at the edge of the small village." "Sounds like a good plan to me." Replied the brave wizard. They headed to the edge of small village to wait for the cyclops. It didn't take long before the group spotted the cyclops heading their way. The brave wizard stood up and shouted, "Thou shall not see!" The young girl continued to listen as the brave wizard spoke a few line in an unknown language. Just as the cyclops was about to enter the small village, he stopped and started to walk around the small village. We are safe! I Can't believe that worked." The young girl said jumping up and down. Having helped the small village

with a cyclops problem, billy left the small village went back to his quest for the stone of power. Finally, after months of travelling, the brave wizard saw the foreboding, creepy forest ahead. Relieved that the quest was almost over, he remembered how his life came to this point. He then remembered the old farm hand and he wondered if they had recovered. Suddenly, the wizard thought of the book. Billy had been reading the book over the course of the journey knew every page but decided to quickly inspect it again before entering the foreboding, creepy forest to search for the rocky, sheer cave. A Section that was blank was no longer blank but contained writings. Shocked about the new section, the brave wizard sat down and began to read the book. The wizard read, "These tests of three, you may flee, to determine worthiness, is a must, self be true, in order to get through." The brave wizard realized that getting to the stone of power wasn't going to be as simple as he thought. From this point, he was going to have to be on guard. The brave wizard entered the foreboding, creepy forest and began looking for the cave. As the wizard searched for the rocky, sheer cave, a long stone hallway grew from the ground and formed around him with two openings. One of the openings is directly behind the wizard and the other opening leads further into the foreboding, creepy forest. As the brave wizard moved forward, a volley of arrows shot out of one wall and into the other wall the entire length of the hallway. The wizard stopped instantly. The arrows continued fly across the room and billy saw no way to get further into the foreboding, creepy forest but through the arrows. The wizard then remembered the protection magical spell and thought it should work to get past the arrows. In a clear and loud voice the wizard spoke, "Illuxerunt!" And began to walked down the hallway as the arrows passed around him. As the wizard passed through the opening on the other side of the

hallway, the whole hallway vanished and from nowhere a voice spoke, "Thy self be true. Thou shall pass." The wizard resumed to search for the rocky, sheer cave. The brave wizard finally spotted the cave and began heading towards it. As the wizard neared the cave, a thick, moody fog rolled in partially blocking the view. Suddenly, a large river appeared in front of the wizard that was impassable without a bridge. In the distance, the wizard spotted a bridge over the river and headed that way. An old man, was standing at the entrance to the bridge and as the wizard approached, spoke up, "Stop! Who would cross the bridge of death, would answer me, these questions three, if the other side he thee would see!" The wizard a little taken back responded, "I am ready." The bridge keeper asked, "What is your name?" The wizard replied, "I am billy." The bridge keeper asked, "What is your quest?" The wizard responded, "I seek the stone of power." The bridge keeper asked, "What have you you learned during your quest?" The wizard thought for a second and responded, "I have learned things are not always what they seem." The bridge keeper replied, "Thy self be true. Thou shall pass." The river, bridge, and bridge keeper vanished into thin air like they were never there. The wizard entered the rocky, sheer cave and began the exploration for the stone of power. The wizard entered a large room within the rocky, sheer cave. Several stones sit upon a stone pillar in the center of the room. As the wizard approached pillar, the voice from nowhere spoke again, "You must choose. But choose wisely, for as the true stone of power will bring the power to travel through time, the false stone of power will only bring death." The wizard began checking the book for any help in figuring out which stone was the true stone of power but no information was there. Billy started to analyze each stone without touching the stones. Unable to tell one stone from the other and remembering what he learned, the

brave wizard spoke, "If I can't tell the stones apart, then none of these stones are the true stone of power." The voice replied, "Thy self be true. Thou have passed. Enter the doorway to find the true stone of power." The stone pillar with the several stones vanished from the room and the ground began to shake. Suddenly, a doorway formed where the pillar was. The wizard approach the doorway but could not see through it as the entryway shimmers like a vertical puddle of water. The wizard approach the doorway but could not see through it as the entryway shimmers like a vertical puddle of water. As the wizard touched the vertical puddle of water, ripples went extending out from the point. After deciding that the doorway was not a trap, the brave wizard passed through the doorway and was instantaneously transported to a small stone room with a simple pedestal in the middle. The sides on the pedestal were covered in ivory. The voice from nowhere spoke up again, "Think of where you would like to go and pass back through the doorway and you will be instantly transported there. Ok. I will change the genre to incorporate all genres. Our brave wizard is now a cowardly jedi. I will try to incorporate the theme Take Personal Responsibility into the story. Let's try this instead. The jedi approached the and noticed a stone upon it. He reached out and took the stone. The voice spoke, "You now possess the genuine stone of power. Use it wisely." The room began to shake and the entrance of the doorway began to ripple out from the middle. Suddenly, the old farm hand emerged from the doorway. Astounded the jedi asked, "How are you here? I Thought you were dying? What is going on?" The old farm hand replied, "I got better. Is that the genuine stone of power?" Still astonished at the return of the old farm hand, the jedi held out the stone of power and said, "Yes! You made it in time, I just located the genuine stone of power." Suddenly, a puff of smoke enveloped

the old farm hand and an villainous laugh was heard. A Hand reached out from the smoke and grabbed the stone of power. A Sinister voice spoke from the smoke, "You fool! I Have tricked you into finding the stone of power for me. Now, I will use its power to rule the world!" The smoke faded away and there was nothing left. Now more driven to undo what just happened, our cowardly jedi passed through the doorway and set off to find the stone of power, again. The end?

<u>**Story 16**</u>

Let me tell you the story about a wizard named billy. When the brave wizard crawled out bed this morning, he thought it be just another day but fate had something else in mind for that day. Wondering from village to village was the life that the wizard had chosen. Presently, the wizard was heading into a village far away from any large towns. On the way into the village, billy spotted an elderly figure in distress on the trail ahead. The wizard ran toward the elderly figure in an attempt to help. When he made it to the figure, the brave wizard discovered a farm hand, who was near death. You have a kind soul. Please help me by finishing my mission and find the stone of power!" Said the farm hand. He continued, "An evil lord has identified its current location. If it were to fall into his hands he would have the power to travel through time. Will you help an old farm hand and save the world from evil?" Billy thought about it for a few minutes and responded with a thunderous, "Yes!" A Brief smile appeared on the farm hand face. He then spoke up again and said, "Head west until you come to a foreboding, creepy forest. Continue into the forest till you find the rocky, sheer cave. Inside the cave you will find the stone of power. This scroll will help you in your trip. Now go!" Our brave wizard reached out and took the scroll and headed for the cave to seek the stone of power. Billy travelled for days, heading west, with no sign of the forest or the cave. Billy heard a noise coming from the trail ahead. All of a sudden, a child came running down the trail yelling, "Help! Basilisk! I Need help! I Know where the basilisk is hiding. It is in a enormous and foreboding temple. We can sneak in and take it out!" The brave wizard could only stand there bewildered and watch the kid. Knowing how crucial his quest was, he wanted to ignore the kid and the basilisk but seeing the child broke the wizard's

heart. The brave wizard decided to help the child with the basilisk. Both of them, headed to the temple to face the basilisk. Along the way to the temple, the wizard asked of the child, "What do you know about the basilisk?" The child rapidly responded, "The basilisk is snake like and is hiding in a temple ahead. Let's get it" The rapid response and the tone the kid spoke didn't make sense in the wizard's mind. The words were right but the passion behind them was all wrong. But before the wizard could inquire further they had reached the temple. When they arrived at the temple entrance, the child said, "Oh brave wizard why don't I wait here and let you face the basilisk. I Would only get in the way." Not fully trusting the child, the wizardspoke up and said, "I'm not sure what a basilisk looks like. We will enter the temple together." Not far into the temple, they came across a fork. The child said, "If we go different ways, we will double our chances of finding the basilisk." Putting his theory to the test, the brave wizard went a different way but waited until the kid was out of sight before he made his way back to the temple entrance and hid nearby. Not five minutes later, the child emerged from the temple and shouted back, "I have you now! There is no way you can escape this temple. You will be forever trapped." The wizard revealed himself to the kid and said, "Nice try! You will never stop me from finding the stone of power! I Gave my word that I would protect it." Suddenly, the kid vanished into a puff of smoke and with no basilisk to fight, billy went back to the quest. The brave wizard having barely escaped certain capture returned to his search for the stone of power. Billy was heading west just like any other day, as he was passing a small village and noticed giant footprints all around. Bewildered, the wizard looked for someone to talk to and investigate. The brave wizard spotted a young girl and went over to talk to them The young girl responded, "A cyclops is terrorizing the village

and no one has been able to help. The cyclops caused the giant footprints all around. Get away from here before the cyclops gets you too." After making the choice to help the small village fight the cyclops, the wizard realized that he knew very little of cyclops' except for tales that were told. Wanting to separate truth from fiction, the brave wizard asked of the child, "Tell me about the cyclops. Is there a pattern to its attacks? Do you know of, seen, or heard about any the cyclops weaknesses that we can use?" The kid thought about the questions for a minute and said, "The cyclops is tall and human like with one eye and seems to attacks randomly. It comes through the small village at different times, knocking down any buildings in the way. I Was told that a cyclops can't reason well but we have not been able to try it yet." The child continued, "What are we going to do?" The wizard spoke up, "I was taught a magical spell that might help with the cyclops but it has been while since I have tried it. I Don't know if it will work but it is worth a chance." " The brave wizard continued, "This magical spell will cause the cyclops see a giant hole where the small village is located. He will then avoid the small village completely." The young girl replied, "Do you think that could really work?" "It is worth a try." Said the brave wizard. He continued, "There is just one catch. I Need to be near the cyclops to perform the magical spell." The young girl spoke up again, "We can wait for him at the edge of the small village." "Sounds like a good plan to me." Replied the brave wizard. They headed to the edge of small village to wait for the cyclops. It didn't take long before the group spotted the cyclops heading their way. The brave wizard stood up and shouted, "Thou shall not see!" The young girl continued to listen as the brave wizard spoke a few line in an unknown language. Just as the cyclops was about to enter the small village, he stopped and started to walk around the small

village. We are safe! I Can't believe that worked." The young girl said jumping up and down. Having helped the small village with a cyclops problem, billy left the small village went back to his quest for the stone of power. Finally, after months of travelling, the brave wizard saw the foreboding, creepy forest ahead. Relieved that the quest was almost finished, he remembered how his life came to this point. He then remembered the old farm hand and he wondered if they had recovered. Suddenly, the wizard thought of the scroll. Billy had been studying the scroll over the course of the journey knew every page but decided to quickly review it again before entering the foreboding, creepy forest to search for the rocky, sheer cave. A Section that was blank was no longer blank but contained writings. Shocked about the new section, the brave wizard sat down and began to read the scroll. The wizard read, "These tests of three, you may flee, to determine worthiness, is a must, self be true, in order to get through." The brave wizard realized that getting to the stone of power wasn't going to be as simple as he thought. From this point, he was going to have to be on the look out. The brave wizard entered the foreboding, creepy forest and started to look for the cave. As the wizard searched for the rocky, sheer cave, a long stone hallway grew from the ground and formed around him with two openings. One of the openings is directly behind the wizard and the other opening leads further into the foreboding, creepy forest. As the brave wizard moved forward, a volley of arrows shot out of one wall and into the other wall the entire length of the hallway. The wizard stopped instantly. The arrows continued fly across the room and billy saw no way to get further into the foreboding, creepy forest but through the arrows. The wizard then remembered the protection magical spell and thought it should work to get past the arrows. In a clear and loud voice the wizard spoke, "Illuxerunt!"

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And began to walked down the hallway as the arrows passed around him. As the wizard passed through the opening on the other side of the hallway, the whole hallway vanished and from nowhere a voice spoke, "Thy self be true. Thou shall pass." The wizard resumed to search for the rocky, sheer cave. The brave wizard finally spotted the cave and began heading towards it. As the wizard neared the cave, a thick, moody fog rolled in partially blocking visibility. Suddenly, a large river came into view in front of the wizard that was impassable without a bridge. In the distance, the wizard spotted a bridge over the river and headed that way. An old man, was standing at the entrance to the bridge and as the wizard approached, spoke up, "Stop! Who would cross the bridge of death, would answer me, these questions three, if the other side he thee would see!" The wizard a little taken back responded, "I am ready." The bridge keeper inquired, "What is your name?" The wizard responded, "I am billy." The bridge keeper asked, "What is your quest?" The wizard replied, "I seek the stone of power." The bridge keeper inquired, "What have you you learned during your quest?" The wizard thought for a second and responded, "I have learned things are not always what they seem." The bridge keeper replied, "Thy self be true. Thou shall pass." The river, bridge, and bridge keeper vanished into thin air like they were never there. The wizard entered the rocky, sheer cave and began the search for the stone of power. The wizard entered a large room within the rocky, sheer cave. Several stones sit upon a stone pillar in the center of the room. As the wizard approached pillar, the voice from nowhere spoke again, "You must choose. But choose wisely, for as the true stone of power will bring the power to travel through time, the false stone of power will only bring death." The wizard began checking the scroll for any help in figuring out which stone was the true stone of power but no

information was there. Billy started to analyze each stone without touching the stones. Unable to tell one stone from the other and remembering what he learned, the brave wizard spoke, "If I can't tell the stones apart, then none of these stones are the true stone of power." The voice replied, "Thy self be true. Thou have passed. Enter the doorway to find the true stone of power." The stone pillar with the several stones vanished from the room and the ground began to shake. Suddenly, a doorway formed where the pillar was. The wizard approach the doorway but could not see through it as the entryway shimmers like a vertical puddle of water. As the wizard touched the vertical puddle of water, ripples went spreading out from the point. After deciding that the doorway was not a trap, the brave wizard passed through the doorway and was instantaneously transported to a small stone room with a modest pedestal in the middle. All the sides on the pedestal were coated with ivory. The voice from nowhere spoke up again, "Picture in your mind where you would like to go and re-enter the doorway and you will be instantaneously transported to that place. Be careful as you may only use the doorway once." The wizard approached the and noticed a stone upon it. The wizard approached the and noticed a stone upon it. He reached out and took the stone. The voice spoke, "You now hold in your hands the genuine stone of power. Use it wisely." The room started to shake and the entrance of the doorway began to ripple out from the middle. Ok. I will change the genre to incorporate all genres. Our brave wizard is now a cowardly jedi. I will try to incorporate the theme Take Personal Responsibility into the story. Let's try this instead. The jedi approached the and saw a stone upon it. He reached out and took the stone. The voice spoke, "You now possess the true stone of power. Use it wisely." The room began to tremble and the entrance of the doorway

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began to ripple out from the middle. Suddenly, the old farm hand emerged from the doorway. Astounded the jedi asked, "How are you here? I Thought you were dying? What is going on?" The old farm hand replied, "I got better. Is that the genuine stone of power?" Still shocked at the return of the old farm hand, the jedi showed the stone of power and said, "Yes! I Have just found the genuine stone of power." Suddenly, a puff of smoke surrounded the old farm hand and an evil laugh was heard. A Hand stretched out from the smoke and grabbed the stone of power. A Voice spoke from the smoke, "You fool! I Have deceived you into recovering the stone of power for me. Now, I will use its power to conquer the universe!" The smoke faded away along with the old farm hand and the stone of power. Now more driven to undo what just occurred, our cowardly jedi passed through the doorway and set off to find the stone of power, again. The end?

Let me tell you the story about a wizard named Billy. Let me tell you the story about a wizard named Billy. Once upon a time in a far off land, lived a brave wizard. Wondering from village to village was the life that the wizard had chosen. Presently, the wizard was heading into a village far away from any large towns. On the way into the village, Billy spotted an elderly figure in distress on the path ahead. Okay. The Stone of Power will become the Ring of Power. The power to travel through time will become the power to rule the world. The Cave will become the Temple. The farm hand will become the knight. Let's try this instead. On the way into the village, Billy spotted an elderly figure in distress on the path ahead. The wizard ran toward the elderly figure in an attempt to assist. When he made it to the figure, the brave wizard discovered a knight, who was near death. The knight softly spoke, "Please help me! I Cannot finish my lifework. An evil lord has identified the current location of the ring of power and you must find it first to protect it but be careful as the ring of power has the power to rule the world. Will you help an old knight and save the world from evil?" Billy thought about it for a few minutes and responded with a thunderous, "Yes!" A Brief smile appeared on the knight face. He then spoke up again and said, "Head north until you come to a foreboding, creepy forest. Continue into the forest till you find the enormous, foreboding temple. Within the temple you will find the ring of power. This book will help you in your trip. Now go!" Our brave wizard reached out and took the book and headed for the temple to seek the ring of power. Our brave wizard continued heading north for days with no clue of the forest or the temple. The brave wizard's adventure took him into a hilly desert. This did not trouble the wizard as he has been in many deserts before but

this one felt different. The wizard could not determine why this desert felt bizarre but knew he had to get through it as quickly as possible. Continuing to head north, billy's path was obstructed by mountain range and had no options but to go back and find another route. Suddenly, he understood why he had a bad feeling about the desert, all signs, including footprints were as if he was never there. The wizard was lost in a labyrinth of the hilly desert. Knowing travelling over the top of a mountain range is the fastest route to the ring of power, the wizard decided to do just that despite the treacherous passage. At first, the wizard enjoyed the change of climate from the hot desert to the cooler mountain but as he went higher than trees grow and the trail showed signs of snow, he began to worry about the decision. The wizard stopped suddenly when he saw the trail ahead. The walkway was not very wide with razor sharp icicles on one side and a sheer cliff face on the other. As the brave wizard slowly made his way across the walkway, the ground underneath his feet began to crumble causing him to moving faster. After making it pass the treacherous passage, the wizard felt something cold on his stomach. Looking down he then realized that his shirt was torn to pieces by the razor sharp icicles and he never knew it. After changing into a new shirt, the brave wizard made his way past the mountain range and through the hilly desert to resume the search for the ring of power. The brave wizard having barely escaped certain capture returned to his search for the ring of power. Billy was heading north just like any other day in search for the ring of power, as he was passing a small town and noticed stone statues of a average looking people looking afraid. Puzzled, the wizard looked for someone to talk to and investigate. The brave wizard spotted a young boy and went over to talk to them The child responded, "A Basilisk is terrorizing the town and no one has been able to help.

The Basilisk caused the stone statues of a average looking people looking afraid. Flee before the Basilisk gets you too." After making the choice to help the small town fight the basilisk, the wizard realized that he knew nothing of basilisk's except for tales that were told. Wanting to separate truth from fiction, the brave wizard asked of the child, "What do you know about the Basilisk? Is there a pattern to its attacks? Do you know of, seen, or heard about any the Basilisk weaknesses that we can use against it?" The child thought about the questions for a minute and responded, "The Basilisk is snake like and seems to attacks randomly. It only comes into the small town at night and anyone that makes eye contact with it, turns into stone. I Was told that a Basilisk can't look at it's own image but we have not been able to try it yet." The young boy continued, "What are we going to do?" The wizard spoke up, "I was taught a magical spell that might help with the Basilisk but it has been while since I have tried it. I Don't know if it will work but it is worth a chance." " The brave wizard continued, "This magical spell should temporary blind the Basilisk but it won't last long and it will have to be nearby." They searched the small town to gather every object they could in order to build a large maze. It took most of the day to build the maze and the trap but they finished before night fall. That night the Basilisk came into small town and followed the maze towards the dead end. The brave wizard stood up and shouted, "Thou shall not hurt anyone again!" The child continued to listen as the brave wizard spoke a few line in an unknown language. The Basilisk suddenly stopped and then ran into a wall. The brave wizard turned to the child and shouted, "Now!" They leaped out and poked out the eyes of the Basilisk so it could never harm anyone again. We are safe! The Basilisk can't hurt anybody else." The child said jumping up and down. Having helped the small town with a Basilisk

problem, Billy left the small town went back to his quest for the ring of power. Finally, after months of travelling, the brave wizard saw the foreboding, creepy forest ahead. Relieved that the quest was almost finished, he remembered how his life came to this point. He then remembered the old knight and he wondered if they had recovered. Suddenly, the wizard thought of the book. Billy had been reading the book over the course of the journey knew every page but decided to quickly inspect it again before entering the foreboding, creepy forest to search for the enormous, foreboding temple. A Section that was blank was no longer blank but held writings. Shocked about the new section, the brave wizard sat down and began to read the book. The wizard read, "These tests of three, you may flee, to determine worthiness, is a must, self be true, in order to get through." The brave wizard realized that getting to the ring of power wasn't going to be as easy as he thought. From this point, he was going to have to be on the look out. The brave wizard entered the foreboding, creepy forest and began looking for the temple. As the wizard continued to search for the temple, a thick, ghoulish fog moved in partially obstructing the view. Suddenly, a large River appeared in front of the wizard that was impassable without a bridge. In the distance, the wizard spotted a bridge over the River and headed that way. An old man, was standing at the entrance to the bridge and as the wizard approached, spoke up, "Stop! Who would cross the bridge of death, would answer me, these questions three, if the other side he thee would see!" The wizard a little taken back responded, "I am ready." The bridge keeper inquired, "What is your name?" The wizard replied, "I am billy." The bridge keeper asked, "What is your quest?" The wizard responded, "I seek the ring of power." The bridge keeper asked, "What have you you learned during your quest?" The wizard thought for a second and responded, "I have

learned things are not always what they seem." The bridge keeper replied, "Thy self be true. Thou shall pass." The river, bridge, and bridge keeper disappeared into thin air like they were never there. The wizard resumed to look for the enormous, foreboding temple. The brave wizard finally spotted the temple and began heading towards it. Just as the wizard approached the enormous, foreboding temple, a long stone hallway grew from the ground and formed around him with two openings. One of the openings is directly behind the wizard and the other opening leads into the temple. As the brave wizard moved forward, a volley of arrows shot out of one wall and into the other wall the entire length of the hallway. The wizard stopped instantly. The arrows continued fly across the room and Billy saw no way to get to the temple but through the arrows. The wizard then remembered the protection magical spell learned from book and thought it should work to get past the arrows and enter the temple. In a clear and loud voice the wizard spoke, "Illuxerunt!" And began to walked down the hallway as the arrows passed around him. As the wizard passed through the opening nearest to the temple, the whole hallway vanished and from nowhere a voice spoke, "Thy self be true. Thou shall pass." The wizard began to search for the ring of power within the enormous, foreboding temple. The wizard entered a large room within the enormous, foreboding temple. Several rings sit upon a stone pillar in the center of the room. As the wizard approached pillar, the voice from nowhere spoke again, "You must choose. But choose wisely, for as the true ring of power will bring the power to rule the world, the false ring of power will only bring death." The wizard began checking the book for any help in figuring out which ring was the true ring of power but no information was there. Billy started to analyze each ring without touching the rings. Unable to tell one ring from the other and

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remembering what he learned, the brave wizard spoke, "If I can't tell the rings apart, then none of these rings are the true ring of power." The voice replied, "Thy self be true. Thou have passed. Enter the doorway to find the true ring of power." The stone pillar with the several rings vanished from the room and the ground began to shake. Suddenly, a doorway formed where the pillar was. The wizard approach the doorway but could not see through it as the entryway shimmers like a vertical puddle of water. As the wizard touched the vertical puddle of water, ripples went extending out from the spot. After determining that the doorway was not dangerous, the brave wizard passed through the doorway and was instantly transported to a small stone room with a simple pedestal in the middle. All the sides on the pedestal were covered in ivory. The voice from nowhere spoke up again, "Picture in your mind where you would like to go and re-enter the doorway and you will be instantaneously carried to that place. Be careful as you may only use the doorway once." The wizard approached the and saw nothing sitting on it. The voice spoke, "The true ring of power is no longer here. Seek it elsewhere." The brave wizard thought about how nice that village was that he was going to before coming across the old knight, who started him on this quest. The wizard, without the ring of power, he visualized the village in his mind and passed back through the doorway. Billy was instantly carried to the village, where he determined to put to use all that was learned throughout the quest and help others. The end.

Story 18

Let me tell you the story about a wizard named Billy. Let me tell you the story about a wizard named Billy. Once upon a time in a far off land, lived a brave wizard. Never staying in one place too long, the wizard was currently heading into a village far away from any large towns. On the way into the village, Billy spotted an elderly figure in distress on the trail ahead. The wizard ran toward the elderly figure in an attempt to assist. All right. I will change the genre to incorporate all genres. Our brave wizard is now a cowardly jedi. I will try to incorporate the theme Take Personal Responsibility into the story. The Stone of Power will become the Ring of Power. The power to travel through time will become the power to rule the world. The Cave will become the Temple. The farm hand will become the knight. Let's try this instead. You have a kind soul. Please help me by completing my lifework and find the ring of power!" Said the knight. He continued, "An evil lord has identified its current location. If it were to fall into his hands he would have the power to rule the world. Will you help an old knight and save the world?" Billy first response was the same one he has given all of his life but something was felt different this time. Our cowardly jedi want to take personal responsibility for once in his lifetime and said, "Yes!" A Brief smile appeared on the knight face. He then spoke up again and said, "Head south until you reach to a foreboding, creepy forest. Continue into the forest till you find the enormous, foreboding temple. Within the temple you will find the ring of power. This book will help you in your trip. Now go!" Our cowardly jedi reached out and took the book and headed for the temple to seek the ring of power. Billy travelled for days, heading south, with no clue of the forest or the temple. As the cowardly jedi continued searching for the ring of power,

he took time to read the book because it may contain hints that would help as the knight told. One passage in the book worried the jedi. It spoke of a creature that he would have to pass in order to get near the ring of power. This creature, the sirens, lures everybody to them, trapping them forever. No one can withstand their song and once heard are forever doomed. The portion describes the sirens as a creature that is waist down a sparrow and waist up a women. What worried Billy the most was that, the sirens lives within a dark forest, which the jedi believes maybe nearing soon. Fearing the dark forest was near, the jedi wanted to have a plan ready when the time came. Knowing the sirens only use song to summon their victims, Billy decided to build a device that covers his ears to block all sound. That way the sirens' song has no affect on him. The jedi finished making the apparatus just in time because the next day, the jedi noticed the dark forest ahead. Just before entering the dark forest, Billy put on the hearing apparatus on and entered the forest. Once the hearing apparatus was on billy's head, the jedi couldn't hear anything and made his way through the forest without any complications completely avoiding the sirens. The cowardly jedi having barely escaped certain capture returned to his search for the ring of power. Billy continued heading south when a young girl came running down the path. The jedi, with nowhere to hide, was frozen in his tracks. The young girl spotted the cowardly jedi and yelled, "Budong! Please help! My small colony is under attack by a Budong! I Was the only one to make it out to get help. You must help my colony." Knowing how important his quest was, he wanted to forget about the Budong but seeing the urgency in the child's eyes broke the jedi's heart. The cowardly jedi wanted to take personal responsibility and decided to help the young girl with the Budong. Both of them, headed to the small colony to face the Budong. For those of you

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from the other side of the galaxy, a Budong is a a large space worm that comes down from the sky, quietly and anything caught in the path is destroyed. They can be very dangerous! After making the decision to help the small colony fight the budong, the jedi realized that he knew very little of budong's except for tales that were told. Wanting to separate fiction from truth, the cowardly jedi asked of the kid, "What do you know about the Budong? Is there a pattern to its attacks? Do you know of, seen, or heard about any the Budong vulnerabilities that we can use?" The child thought about the questions for a minute and said, "The Budong is gray in color and dangerous. And now that I think about it, the Budong might be looking for something. It comes down from the sky, quietly and anything caught in the path is destroyed. It is rumored that a Budong can't handle salt." The child continued, "What are we going to do?" The jedi asked, "If the Budong is searching for something, maybe the attacks will stop if the Budong gets what it is after. Did anything happen during the days before the first attack by the budong?" Nothing really happened that I know of. I Did find an unusual rock. See?" The young girl said pulling out the rock. It only took the cowardly jedi one look at the rock to know this was no typical rock but an device calling the Budong. They made a plan to place the device calling the Budong at the fringe of small colony. That way the Budong would be able to find the device calling the Budong without any anybody getting hurt. A Short time after they left the device calling the budong, the Budong came moving in for another attack. The Budong must have perceived the device calling the Budong because it moved directly towards it. The Budong picked up the device calling the Budong and left. The kid spoke up, "The small colony had been saved! Thank you kind jedi. We will always be in you debt." The jedi responded, "No problem. I'm glad I could help but I must get

back to quest now." Having helped the small colony with a Budong problem, Billy left the small colony went back to his quest for the ring of power. Finally, after months of travelling, the cowardly jedi saw the foreboding, creepy forest ahead. Relieved that the quest was almost finished, he remembered how his life came to this point. He then remembered the old knight and he wondered if they had healed. Suddenly, the jedi thought of the book. Billy had been studying the book over the course of the journey knew every page but decided to quickly review it again before entering the foreboding, creepy forest to search for the enormous, foreboding temple. A Section that was blank was no longer blank but held writings. Shocked about the new section, the cowardly jedi sat down and began to read the book. The jedi read, "These tests of three, you may flee, to determine worthiness, is a must, self be true, in order to get through." The cowardly jedi realized that getting to the ring of power wasn't going to be as simple as he thought. From this point, he was going to have to be on guard. The cowardly jedi entered the foreboding, creepy forest and started to look for the temple. As the jedi continued to search for the temple, a thick, foreboding fog rolled in somewhat blocking the view. Suddenly, a massive River appeared in front of the jedi that was impassable without a bridge. In the distance, the jedi spotted a bridge over the River and headed that way. An old man, was standing at the entrance to the bridge and as the jedi approached, spoke up, "Stop! Who would cross the bridge of death, would answer me, these questions three, if the other side he thee would see!" The jedi a little taken back responded, "I am ready." The bridge keeper asked, "What is your name?" The jedi responded, "I am billy." The bridge keeper inquired, "What is your quest?" The jedi responded, "I seek the ring of power." The bridge keeper asked, "What have you you learned during your quest?" The

jedi thought for a second and replied, "I have learned to take personal responsibility." The bridge keeper replied, "Thy self be true. Thou shall pass." The river, bridge, and bridge keeper disappeared into thin air like they were never there. The jedi resumed to look for the enormous, foreboding temple. The cowardly jedi finally spotted the temple and began heading towards it. Just as the jedi approached the enormous, foreboding temple, a long stone hallway grew from the ground and formed around him with two openings. One of the openings is directly behind the jedi and the other opening leads into the temple. As the cowardly jedi moved forward, a volley of arrows shot out of one wall and into the other wall the entire length of the hallway. The jedi stopped instantly. The arrows continued fly across the room and Billy saw no way to get to the temple but through the arrows. The jedi then remembered the protection magical spell learned from book and thought it should work to get past the arrows and enter the temple. In a clear and loud voice the jedi spoke, "Illuxerunt!" And began to walked down the hallway as the arrows passed around him. As the jedi passed through the opening nearest to the temple, the whole hallway vanished and from nowhere a voice spoke, "Thy self be true. Thou shall pass." The jedi began to search for the ring of power within the enormous, foreboding temple. The jedi entered a large room within the enormous, foreboding temple. A Ring sit upon a stone pillar in the center of the room. As the jedi approached pillar, the voice from nowhere spoke again, "You must choose. You can turn back now or risk being found unworthy. Stepping up to the stone pillar will seal you within this room for the remainder of your life with no way out. Removing the ring of power from the pillar is the only way out but only the worthy one can remove it." The jedi began thinking about the choice. He could leave now but that would mean giving up on the

quest.   Remembering what he learned, the cowardly jedi approached the pillar and reached out for the ring then spoke out loud, "I gave my word that I would find and protect the ring of power and I intend to do just that." Then with all his might attempted to lift the ring. The ring slowly began to move. The voice replied, "Thy self be true. Thou have passed. Enter the doorway to find the true ring of power." The stone pillar and the ring vanished from the room. Suddenly, the ground began to shake and a doorway formed where the pillar was. The jedi approach the doorway but could not see through it as the entryway shimmers like a vertical puddle of water. As the jedi touched the vertical puddle of water, ripples went extending out from the point. After deciding that the doorway was not a trap, the cowardly jedi passed through the doorway and was instantaneously carried to a small stone room with a modest pedestal in the center. The sides on the pedestal were coated with ivory. The voice from nowhere spoke up again, "Picture in your mind where you would like to go and re-enter the doorway and you will be instantly carried there. Be careful as you may only use the doorway once." The jedi approached the and saw a ring sitting on it. He reached out and took the ring. The voice spoke, "You now possess the true ring of power. Use it wisely." The cowardly jedi thought about how nice that village was that he was heading before finding the old knight, who first told him of this quest. The jedi, with the ring of power in hand, pictured the old knight in his mind and passed back through the doorway. Billy was instantly carried to the old knight. Upon noticing the jedi, the old knight spoke, "Where did you come from? Did you find the ring of power? Is it safe?"   "I had incredible journey. I Passed the tests and recovered the ring of power. See?" Replied the jedi pulling out the ring of power. Suddenly, a puff of smoke enveloped the old knight and an evil laugh was

heard. A Hand stretched out from the smoke and grabbed the ring of power. A Voice spoke from the smoke, "You fool! I Have deceived you into finding the ring of power for me. Now, I will use its power to conquer the universe!" The smoke faded away and there was nothing left. Now more driven to undo what just happened, our cowardly jedi set off to find the ring of power, again. The end?

Let me tell you the story about a wizard named Billy. When the brave wizard crawled out bed this morning, he thought it be just another day but fate had something else in mind for that day. Wondering from village to village was the life that the wizard had chosen. Presently, the wizard was heading into a village far away from any large towns. On the way into the village, Billy spotted an elderly figure in distress on the path ahead. The wizard ran toward the elderly figure in an attempt to help. When he made it to the figure, the brave wizard discovered a dying farm hand. The farm hand softly spoke, "Please help me! I Cannot finish my mission. An evil lord has discovered the current location of the stone of power and you must find it first to protect it but be careful as the stone of power has the power to travel through time. Will you help an old farm hand and save the world from evil?" Billy thought about it for a minute and responded with a resounding, "Yes!" A Brief smile appeared on the farm hand face. He then spoke up again and said, "Head east until you reach a foreboding, creepy forest. Continue into the forest till you find the rocky, sheer cave. Within the cave you will find the stone of power. This scroll will help you in your trip. Now go!" Our brave wizard reached out and took the scroll and headed for the cave to seek the stone of power. Our brave wizard continued heading east for days with no clue of the forest or the cave. Billy heard a noise coming from the path ahead. All of a sudden, a child came running down the path crying out, "Help! Basilisk! I Need help! I Know where the basilisk is hiding. It is in a foreboding and large temple. We can sneak in and take it out!" The brave wizard could only stand there stunned and observe the kid. Knowing how crucial his quest was, he wanted to forget about the basilisk but seeing the kid broke the wizard's heart. The brave

wizard decided to help the kid with the basilisk. Both of them, headed to the temple to face the basilisk. Along the way to the temple, the wizard asked of the child, "What do you know about the basilisk?" The child instantly responded, "The basilisk is snake like and is hiding in a temple ahead. Let's get it" The quick response and the tone the kid spoke didn't make sense in the wizard's mind. The words were right but the passion behind them was all wrong. But before the wizard could inquire further they had reached the temple. When they arrived at the temple entrance, the child said, "Oh brave wizard why don't I wait here and let you face the basilisk. I Would only get in the way." Not fully trusting the child, the wizardspoke up and said, "I'm not sure what a basilisk looks like. We will enter the temple together." Not far into the temple, they came across a fork. The child said, "If we spilt up, we will have a better chance of finding the basilisk." Testing his theory, the brave wizard went a different way but waited until the child was out of sight before he made his way back to the temple entrance and hid nearby. Not five minutes later, the child emerged from the temple and shouted back, "I have you now! There is no way you can escape this temple. You will be forever trapped." The wizard revealed himself to the child and said, "Nice try! You will never stop me from finding the stone of power! I Gave my word that I would protect it." Suddenly, the kid vanished into a puff of smoke and with no basilisk to fight, Billy went back to the quest. The brave wizard having barely escaped certain capture returned to his search for the stone of power. Billy was heading east just like any other day in the quest for the stone of power, when Billy noticed loud screams coming from further ahead. Billy was heading east just like any other day in the quest for the stone of power, when Billy noticed loud screams coming from further ahead. As the wizard approached a small village, he saw giant

footprints all around and then spotted a cyclops walking. The brave wizard was always told stories about cyclops' when he was younger but never gave them any thought till now. The wizard looked for someone to talk to and investigate. The brave wizard spotted a young girl and went over to them Okay. The wizard will solve the problem by taking action. The Cyclops will become the Dragon. The young girl will become the young boy. Let's try this instead. After making the decision to help the small village fight the dragon, the wizard realized that he knew very little of dragon's except for stories that were told. Wanting to separate truth from fiction, the brave wizard asked of the child, "Tell me about the dragon. Is there a pattern to its attacks? Do you know of, seen, or heard about any the dragon vulnerabilities that we can use against it?" The child thought about the questions for a little bit and said, "The dragon is huge and crimson in color. And now that I think about it, the dragon might be looking for something. It came down out the sky, breathing fire. Took out a building and then just left. It is rumored that a dragon has a weak belly." The kid continued, "What are we going to do?" The wizard spoke up, "From what I have heard from stories, a dragon has a weak belly. Let's try to exploit that rumored weakness." They then created a plan to lure the dragon into a trap. They spent the night and built a large crossbow to fire arrows at the dragon the next time it attacks. The young boy and the brave wizard didn't have to wait long before the dragon returned and when it was in range they fired a few arrows. Suddenly, the dragon turned around and fled. We scared it away! We missed have hit it! We are safe!" The young boy said jumping up and down. We can now protect ourselves." Having helped the small village with a dragon problem, Billy left the small village went back to his quest for the stone of power. Finally, after months of travelling, the brave wizard saw the

foreboding, creepy forest ahead. Relieved that the quest was almost finished, he remembered how his life came to this point. The thoughts then turned to the old farm hand and he wondered if they had healed. Suddenly, the wizard thought of the scroll. Billy had been reading the scroll over the course of the journey knew every page but decided to quickly review it again before entering the foreboding, creepy forest to search for the rocky, sheer cave. A Section that was blank was no longer blank but held writings. Shocked about the new section, the brave wizard sat down and began to read the scroll. The wizard read, "These tests of three, you may flee, to determine worthiness, is a must, self be true, in order to get through." The brave wizard realized that getting to the stone of power wasn't going to be as easy as he thought. From this point, he was going to have to be on guard. The brave wizard entered the foreboding, creepy forest and began looking for the cave. As the wizard continued to look for the cave, a thick, ghoulish fog rolled in partially obstructing visibility. Suddenly, a large gorge appeared in front of the wizard that was impassable without a bridge. In the distance, the wizard spotted a bridge over the gorge and headed that way. An old man, was standing at the entry to the bridge and as the wizard approached, spoke up, "Stop! Who would cross the bridge of death, would answer me, these questions three, if the other side he thee would see!" The wizard a little taken back responded, "I am ready." The bridge keeper inquired, "What is your name?" The wizard responded, "I am billy." The bridge keeper asked, "What is your quest?" The wizard replied, "I seek the stone of power." The bridge keeper inquired, "What have you you learned during your quest?" The wizard thought for a second and replied, "I have learned things are not always what they seem." The bridge keeper replied, "Thy self be true. Thou shall pass." The gorge, bridge, and

bridge keeper vanished into thin air like they were never there. The wizard resumed to search for the rocky, sheer cave. The brave wizard finally spotted the cave and began heading towards it. Just as the wizard approached the rocky, sheer cave, a long stone hallway grew from the ground and formed around him with two openings. One of the openings is directly behind the wizard and the other opening leads into the cave. As the brave wizard moved forward, a volley of arrows shot out of one wall and into the other wall the entire length of the hallway. The wizard stopped instantly. The arrows continued fly across the room and Billy saw no way to get to the cave but through the arrows. The wizard then remembered the protection magical spell learned from scroll and thought it should work to get past the arrows and enter the cave. In a clear and loud voice the wizard spoke, "Illuxerunt!" And began to walked down the hallway as the arrows passed around him. As the wizard passed through the opening nearest to the cave, the whole hallway vanished and from nowhere a voice spoke, "Thy self be true. Thou shall pass." The wizard began to search for the stone of power within the rocky, sheer cave. The wizard entered a large room within the rocky, sheer cave. Several stones sit upon a stone pillar in the center of the room. As the wizard approached pillar, the voice from nowhere spoke again, "You must choose. But choose wisely, for as the true stone of power will bring the power to travel through time, the false stone of power will only bring death." The wizard began checking the scroll for any help in figuring out which stone was the true stone of power but no information was there. Billy started to analyze each stone without touching the stones. Unable to tell one stone from the other and remembering what he learned, the brave wizard spoke, "If I can't tell the stones apart, then none of these stones are the true stone of power." The voice replied, "Thy self be

true. Thou have passed. Enter the doorway to find the true stone of power." The stone pillar with the several stones vanished from the room and the ground began to shake. Suddenly, a doorway formed where the pillar was. The wizard approach the doorway but could not see through it as the entryway shimmers like a vertical puddle of water. As the wizard touched the vertical puddle of water, ripples went spreading out from the spot. After determining that the doorway was not dangerous, the brave wizard passed through the doorway and was instantly carried to a small stone room with a simple pedestal in the middle. The sides on the pedestal were coated with ivory. The voice from nowhere spoke up again, "Think of where you would like to go and re-enter the doorway and you will be instantly transported to that place. Be careful as you may only use the doorway once." The wizard approached the and noticed a stone sitting on it. He reached out and took the stone. The voice spoke, "You now hold in your hands the true stone of power. Use it wisely." The brave wizard thought about how nice that village was that he was going to before finding the old farm hand, who first told him of this quest. The wizard, with the stone of power in hand, he visualized the village in his mind and started towards the doorway. Suddenly, the wizard tripped and fell down dropping the stone of power. The ground began to shake and a small opening formed beneath the stone. The stone of power fell into the opening and the ground closed up around the stone sealing it in the ground. The voice spoke again, "You have wisely chosen to destroy the stone of power keeping it safe for all time. Re-enter the doorway." Understanding that he had accomplished his promise to the old farm hand, just not in the way he thought he would. The wizard passed through the doorway and was instantly transported to the village. The end.

Story 20

Let me tell you the story about a wizard named Billy. Once upon a time in a far off land, lived a brave wizard. Wondering from village to village was the life that the wizard had chosen. Presently, the wizard was heading into a village far away from any large towns. On the way into the village, Billy spotted an elderly figure in distress on the path ahead. The wizard ran toward the elderly figure in an attempt to help. When he made it to the figure, the brave wizard discovered a farm hand, who was near death. You have a kind soul. Please help me by finishing my mission and find the stone of power!" Said the farm hand. He continued, "An evil lord has discovered its current location. If it were to fall into his hands he would have the power to travel through time. Will you help an old farm hand and save the world from evil?" Billy thought about it for a minute and responded with a thunderous, "Yes!" A Brief smile appeared on the farm hand face. He then spoke up again and said, "Head north until you come to a foreboding, creepy forest. Continue into the forest till you find the rocky, sheer cave. Inside the cave you will find the stone of power. This book will help you in your trip. Now go!" Our brave wizard reached out and took the book and headed for the cave to seek the stone of power. Billy travelled for days, heading north, with no sign of the forest or the cave. Billy continued heading north when a child came running down the trail. The child caught a glimpse of the brave wizard and cried out, "Basilisk! Please help!. I Know where the basilisk is hiding. It is in a moody and enormous temple. We can sneak in and take it out!" Knowing how crucial his quest was, he wanted to ignore the child and the basilisk but seeing the kid broke the wizard's heart. The brave wizard decided to help the child with the basilisk. Both of them, headed to the temple to face the basilisk. Along the way to

the temple, the wizard asked of the child, "What do you know about the basilisk?" The child rapidly responded, "The basilisk is snake like and is staying in a temple ahead. Let's get it" The quick response and the tone the kid spoke didn't add up in the wizard's mind. The words were right but the passion behind them was all wrong. But before the wizard could inquire further they had reached the temple. When they arrived at the temple entrance, the child said, "Oh brave wizard why don't I wait here and let you face the basilisk. I Would only get in the way." Not fully trusting the child, the wizardspoke up and said, "I'm not sure what a basilisk looks like. We will enter the temple together." Not far into the temple, they came across a fork. The child said, "If we go different ways, we will double our chances of finding the basilisk." Testing his theory, the brave wizard went a different way but waited until the kid was out of sight before he made his way back to the temple entrance and hid nearby. Not five minutes later, the kid emerged from the temple and shouted back, "I have you now! There is no way you can escape this temple. You will be forever trapped." The wizard revealed himself to the child and said, "Nice try! You will never stop me from finding the stone of power! I Gave my word that I would protect it." Suddenly, the child vanished into a puff of smoke and with no basilisk to fight, Billy went back to the quest. The brave wizard having barely escaped certain capture returned to his search for the stone of power. Billy was heading north just like any other day, as he was passing a small village and noticed giant footprints all around. Billy was heading north just like any other day, as he was passing a small village and noticed giant footprints all around. Bewildered, the wizard looked for someone to talk to and inquire. The brave wizard spotted a young girl and went over to talk to them The child responded, "A cyclops is terrorizing the village and no one has been able to

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help. The cyclops caused the giant footprints all around. Ok. I will change the genre to incorporate all genres. Our brave wizard is now a cowardly jedi. I will try to incorporate the theme Take Personal Responsibility into the story. The jedi will solve the problem by taking action. The Cyclops will become the Dragon. The young girl will become the young boy. Let's try this instead. After making the decision to help the small village fight the dragon, the jedi realized that he knew nothing of dragon's except for stories that were told. Wanting to separate reality from fiction, the cowardly jedi asked of the young boy, "What do you know about the dragon? Is there a pattern to its attacks? Do you know of, seen, or heard about any the dragon vulnerabilities that we can use?" The child thought about the questions for a little bit and said, "The dragon is enormous and red in color. And now that I think about it, the dragon might be looking for something. It came down out the sky, breathing fire. Took out a building and then just left. It is rumored that a dragon has a weak belly." The child continued, "What are we going to do?" The jedi spoke up, "From what I have heard from tales, a dragon has a weak belly. Let's try to use that rumored weakness." They then devised a plan to lure the dragon into a trap. They spent the night and built a large crossbow to fire arrows at the dragon the next time it attacks. The young boy and the cowardly jedi didn't have to wait long before the dragon returned and when it was in range they fired a few arrows. Suddenly, the dragon turned around and fled. We scared it away! We missed have hit it! We are safe!" The young boy said jumping up and down. We can now protect ourselves." Having helped the small village with a dragon problem, Billy left the small village went back to his quest for the stone of power. Finally, after months of travelling, the cowardly jedi saw the foreboding, creepy forest ahead. Relieved that the quest was almost finished, he

remembered how his life came to this point. The thoughts then turned to the old farm hand and he wondered if they had healed. Suddenly, the jedi thought of the book. Billy had been reading the book over the course of the journey knew every page but decided to quickly inspect it again before entering the foreboding, creepy forest to search for the rocky, sheer cave. A Section that was blank was no longer blank but held writings. Shocked about the new section, the cowardly jedi sat down and began to read the book. The jedi read, "These tests of three, you may flee, to determine worthiness, is a must, self be true, in order to get through." The cowardly jedi realized that getting to the stone of power wasn't going to be as easy as he thought. From this point, he was going to have to be on the look out. The cowardly jedi entered the foreboding, creepy forest and began looking for the cave. As the jedi continued to search for the cave, a thick, ghoulish fog moved in partially obstructing the view. Suddenly, a large River came into view in front of the jedi that was impassable without a bridge. In the distance, the jedi spotted a bridge over the River and headed that way. An old man, was standing at the entrance to the bridge and as the jedi approached, spoke up, "Stop! Who would cross the bridge of death, would answer me, these questions three, if the other side he thee would see!" The jedi a little taken back responded, "I am ready." The bridge keeper inquired, "What is your name?" The jedi replied, "I am billy." The bridge keeper asked, "What is your quest?" The jedi replied, "I seek the stone of power." The bridge keeper inquired, "What have you you learned during your quest?" The jedi thought for a second and responded, "I have learned to take personal responsibility." The bridge keeper replied, "Thy self be true. Thou shall pass." The river, bridge, and bridge keeper vanished into thin air like they were never there. The jedi continued to search for the rocky, sheer cave. The

cowardly jedi finally spotted the cave and began heading towards it. Just as the jedi approached the rocky, sheer cave, a long stone hallway grew from the ground and formed around him with two openings. One of the openings is directly behind the jedi and the other opening leads into the cave. As the cowardly jedi moved forward, a volley of arrows shot out of one wall and into the other wall the entire length of the hallway. The jedi stopped instantly. The arrows continued fly across the room and Billy saw no way to get to the cave but through the arrows. The jedi then remembered the protection magical spell learned from book and thought it should work to get past the arrows and enter the cave. In a clear and loud voice the jedi spoke, "Illuxerunt!" And began to walked down the hallway as the arrows passed around him. As the jedi passed through the opening nearest to the cave, the whole hallway vanished and from nowhere a voice spoke, "Thy self be true. Thou shall pass." The jedi began to search for the stone of power within the rocky, sheer cave. The jedi entered a large room within the rocky, sheer cave. A Stone sit upon a stone pillar in the center of the room. As the jedi approached pillar, the voice from nowhere spoke again, "You must choose. You can turn back now or risk being found unworthy. Stepping up to the stone pillar will seal you within this room for the remainder of your life with no way out. Removing the stone of power from the pillar is the only way out but only the worthy one can remove it." The jedi began thinking about the choice. He could leave now but that would mean giving up on the quest. Remembering what he learned, the cowardly jedi approached the pillar and reached out for the stone then spoke out loud, "I gave my word that I would find and protect the stone of power and I intend to do just that." Then with all his might attempted to lift the stone. The stone slowly began to move. The voice replied, "Thy self be true. Thou have

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passed. Enter the doorway to find the true stone of power." The stone pillar and the stone vanished from the room. Suddenly, the ground began to shake and a doorway formed where the pillar was. The jedi approach the doorway but could not see through it as the entrance shimmers like a vertical puddle of water. As the jedi touched the vertical puddle of water, ripples went extending out from the spot. After deciding that the doorway was not a trap, the cowardly jedi passed through the doorway and was instantly transported to a small stone room with a simple pedestal in the middle. All the sides on the pedestal were coated with ivory. The voice from nowhere spoke up again, "Picture in your mind where you would like to go and pass back through the doorway and you will be instantaneously transported there. Be careful as you may only use the doorway once." The jedi approached the and noticed a stone upon it. He reached out and took the stone. The voice spoke, "You now hold in your hands the genuine stone of power. Use it wisely." The cowardly jedi thought about how nice that village was that he was heading before finding the old farm hand, who started him on this quest. The jedi, with the stone of power in hand, he visualized the village in his mind and passed back through the doorway. Billy was instantaneously carried to the village. Recognizing that the evil lord will continue to search for the stone of power, the jedi decided to continue wondering from village to village forever protecting the stone from anyone who would abuse it. The end.

Story 21

Let me tell you the story about a wizard named Billy. Once upon a time in a far off land, lived a brave wizard. Wondering from village to village was the life that the wizard had chosen. Presently, the wizard was heading into a village far away from any large towns. On the way into the village, Billy spotted an elderly figure in distress on the trail ahead. The wizard ran toward the elderly figure in an attempt to assist. When he made it to the figure, the brave wizard discovered a dying farm hand. The farm hand softly spoke, "Please help me! I Cannot finish my lifework. An evil lord has discovered the current location of the stone of power and you must find it first to protect it but be careful as the stone of power has the power to travel through time. Will you help an old farm hand and save the world from evil?" Billy thought about it for a minute and responded with a resounding, "Yes!" A Brief smile appeared on the farm hand face. He then spoke up again and said, "Head south until you come to a foreboding, creepy forest. Continue into the forest till you find the rocky, sheer cave. Inside the cave you will find the stone of power. This book will help you in your journey. Now go!" Our brave wizard reached out and took the book and headed for the cave to find the stone of power. Billy travelled for days, heading south, with no clue of the forest or the cave. Billy heard a noise coming from the trail ahead. Billy heard a noise coming from the trail ahead. All of a sudden, a child came running down the trail crying out, "Help! Basilisk! I Need help! I Know where the basilisk is hiding. Right. The wizard will solve the problem by using magic. The style of temptation will become the Labyrinth. The Temple will become the Forest. Let me start this section over for your changes. The brave wizard's journey took him into a foreboding forest. This did not bother the wizard as he has been in many

forests before but this one felt different. The wizard could not figure out why this forest felt bizarre but knew he had to get through it before anything bad happened. Continuing to head south, billy's path was blocked by trees and brushes too thick to pass and had no options but to double back and find another way through the foreboding forest. Suddenly, he understood why he had a bad feeling about the forest, all the evidence, including footprints were gone. The wizard was lost in a labyrinth of the foreboding forest. The wizard recalled a magical spell that might help in this situation. This magical spell takes all plant life including trees and bushes and raises them just long enough to allow a person to simply walk underneath them. Once the magical spell wears off, the planet life is restored to the exact spot where they where and with no signs that they have ever been disturbed. The wizard went back to the location of the obstruction and in clear and loud tone shouted, "Plantis surgere!" All of a sudden, the obstruction of trees and brushes too thick to pass begin to raise slowly into the air and our wizard walked underneath the trees and bushes and continued south until he made his way through the ghoulish forest. The brave wizard having barely escaped certain capture returned to his search for the stone of power. Billy was heading south just like any other day in search for the stone of power, as he was passing a small settlement and noticed stone statues of a average looking people looking afraid. Bewildered, the wizard looked for someone to talk to and inquire. The brave wizard spotted a young girl and went over to talk to them The child responded, "A Basilisk is terrorizing the settlement and no one has been able to help. The Basilisk caused the stone statues of a average looking people looking afraid. Flee before the Basilisk gets you too." After making the choice to help the small settlement fight the basilisk, the wizard realized that he knew very little of basilisk's

except for stories that were told. Wanting to separate truth from fiction, the brave wizard asked of the child, "What do you know about the Basilisk? Is there a pattern to its attacks? Do you know of, seen, or heard about any the Basilisk weaknesses that we can use against it?" The kid thought about the questions for a little bit and responded, "The Basilisk is snake like and seems to attacks randomly. It only comes into the small settlement at night and anyone that makes eye contact with it, turns into stone. I Was told that a Basilisk can't look at it's own image but we have not been able to try it yet." The child continued, "What are we going to do?" The wizard spoke up, "I was taught a magical spell that might help with the Basilisk but it has been while since I have tried it. I Don't know if it will work but it is worth a chance." " The brave wizard continued, "This magical spell should temporary blind the Basilisk but it won't last long and it will have to be nearby." They searched the small settlement to gather every object they could in order to build a large maze. It took most of the day to build the maze and the trap but they finished before night fall. That night the Basilisk came into small settlement and followed the maze towards the dead end. The brave wizard stood up and shouted, "Thou shall not hurt anyone again!" The child continued to listen as the brave wizard spoke a few line in an unknown language. The Basilisk suddenly stopped and then ran into a wall. The brave wizard turned to the child and shouted, "Now!" They leaped out and poked out the eyes of the Basilisk so it could never harm anyone again. We are safe! The Basilisk can't hurt anybody else." The child said jumping up and down. Having helped the small settlement with a Basilisk problem, Billy left the small settlement went back to his quest for the stone of power. Finally, after months of travelling, the brave wizard saw the foreboding, creepy forest ahead. Relieved that the quest was almost over,

he thought back to everything he had done to get where he is at. He then remembered the old farm hand and he wondered if they had healed. Suddenly, the wizard thought of the book. Billy had been studying the book over the course of the journey knew every page but decided to quickly inspect it again before entering the foreboding, creepy forest to search for the rocky, sheer cave. A Section that was blank was no longer blank but held writings. Shocked about the new section, the brave wizard sat down and began to read the book. The wizard read, "These tests of three, you may flee, to determine worthiness, is a must, self be true, in order to get through." The brave wizard realized that getting to the stone of power wasn't going to be as easy as he thought. From this point, he was going to have to be on the look out. The brave wizard entered the foreboding, creepy forest and began looking for the cave. As the wizard continued to look for the cave, a thick, foreboding fog rolled in partially obstructing the view. Suddenly, a massive gorge appeared in front of the wizard that was impassable without a bridge. In the distance, the wizard spotted a bridge over the gorge and headed that way. An old man, was standing at the entry to the bridge and as the wizard came near, spoke up, "Stop! Who would cross the bridge of death, would answer me, these questions three, if the other side he thee would see!" The wizard a little taken back responded, "I am ready." The bridge keeper asked, "What is your name?" The wizard replied, "I am billy." The bridge keeper inquired, "What is your quest?" The wizard replied, "I seek the stone of power." The bridge keeper inquired, "What have you you learned during your quest?" The wizard thought for a second and responded, "I have learned things are not always what they seem." The bridge keeper replied, "Thy self be true. Thou shall pass." The gorge, bridge, and bridge keeper vanished into thin air like they were never there. The wizard

resumed to look for the rocky, sheer cave. The brave wizard finally spotted the cave and began heading towards it. Just as the wizard approached the rocky, sheer cave, a long stone hallway grew from the ground and formed around him with two openings. One of the openings is directly behind the wizard and the other opening leads into the cave. As the brave wizard moved forward, a volley of arrows shot out of one wall and into the other wall the entire length of the hallway. The wizard stopped instantly. The arrows continued fly across the room and Billy saw no way to get to the cave but through the arrows. The wizard then remembered the protection magical spell learned from book and thought it should work to get past the arrows and enter the cave. In a clear and loud voice the wizard spoke, "Illuxerunt!" And began to walked down the hallway as the arrows passed around him. As the wizard passed through the opening nearest to the cave, the whole hallway vanished and from nowhere a voice spoke, "Thy self be true. Thou shall pass." The wizard began to search for the stone of power within the rocky, sheer cave. The wizard entered a large room within the rocky, sheer cave. Several stones sit upon a stone pillar in the center of the room. As the wizard approached pillar, the voice from nowhere spoke again, "You must choose. But choose wisely, for as the true stone of power will bring the power to travel through time, the false stone of power will only bring death." The wizard began checking the book for any help in figuring out which stone was the true stone of power but no information was there. Billy started to analyze each stone without touching the stones. Unable to tell one stone from the other and remembering what he learned, the brave wizard spoke, "If I can't tell the stones apart, then none of these stones are the true stone of power." The voice replied, "Thy self be true. Thou have passed. Enter the doorway to find the true stone of power." The stone

pillar with the several stones vanished from the room and the ground began to shake. Suddenly, a doorway formed where the pillar was. The wizard approach the doorway but could not see through it as the entryway shimmers like a vertical puddle of water. As the wizard touched the vertical puddle of water, ripples went extending out from the spot. After deciding that the doorway was not a trap, the brave wizard passed through the doorway and was instantly transported to a small stone room with a simple pedestal in the center. The sides on the pedestal were coated with ivory. The voice from nowhere spoke up again, "Think of where you would like to go and re-enter the doorway and you will be instantly carried there. Be careful as you may only use the doorway once." The wizard approached the and saw nothing sitting on it. The voice spoke, "The true stone of power is no longer here. Seek it elsewhere." The brave wizard thought about how nice that village was that he was heading before coming across the old farm hand, who started him on this quest. The wizard, without the stone of power, pictured the village in his mind and passed back through the doorway. Billy was instantly carried to the village, where he decided to put to use all that was learned throughout the journey and aid others. The end.

<u>Story 22</u>

Let me tell you the story about a wizard named Billy. When the brave wizard crawled out bed this morning, he thought it be just another day but fate had something else in mind for that day. Never staying in one place too long, the wizard was currently heading into a village far away from any large towns. On the way into the village, Billy spotted an elderly figure in distress on the path ahead. The wizard ran toward the elderly figure in an attempt to help. When he made it to the figure, the brave wizard discovered a dying farm hand. The farm hand softly spoke, "Please help me! I Cannot finish my mission. An evil lord has identified the current location of the stone of power and you must find it first to protect it but be careful as the stone of power has the power to travel through time. Will you help an old farm hand and save the world from evil?" Billy thought about it for a few minutes and responded with a thunderous, "Yes!" A Brief smile appeared on the farm hand face. He then spoke up again and said, "Head east until you reach a foreboding, creepy forest. Continue into the forest till you find the rocky, sheer cave. Within the cave you will find the stone of power. This book will help you in your trip. Now go!" Our brave wizard reached out and took the book and headed for the cave to seek the stone of power. Billy travelled for days, heading east, with no sign of the forest or the cave. Billy continued heading east when a child came running down the path. Billy continued heading east when a child came running down the path. The child spotted the brave wizard and yelled, "Basilisk! Please help!. I Know where the basilisk is hiding. It is in a large and ghoulish temple. Right. I will change the genre to incorporate all genres. Our brave wizard is now a cowardly jedi. I will try to incorporate the theme Take Personal Responsibility into the story. The jedi will solve the problem by

using magic. The style of temptation will become the Labyrinth. The Temple will become the Forest. Let me start this section over for your changes. The cowardly jedi's adventure took him into a creepy forest. This did not bother the jedi as he has been in many forests before but this one felt different. The jedi could not determine why this forest felt different but knew he had to get through it as quickly as possible. Continuing to head east, billy's path was obstructed by trees and brushes too thick to pass and had no options but to go back and find another route. Suddenly, he understood why he had a bad feeling about the forest, all the evidence, including footprints were as if he was never there. The jedi was lost in a maze of the creepy forest. The jedi recalled a force trick that might help in this situation. This magical spell takes all plant life including trees and bushes and raises them just long enough to allow a person to simply walk underneath them. Once the magical spell wears off, the planet life is restored to the exact spot where they where and with no signs that they have ever been disturbed. The jedi went back to the location of the obstruction and in clear and loud tone shouted, "Plantis surgere!" All of a sudden, the obstruction of trees and brushes too thick to pass begin to raise slowly into the air and our jedi walked underneath the trees and bushes and continued east until he made his way through the moody forest. The cowardly jedi having barely escaped certain capture returned to his search for the stone of power. Billy continued heading east when a young girl came running down the trail. The jedi, with nowhere to hide, was frozen in his tracks. The kid spotted the cowardly jedi and cried out, "Dragon! Please help! My small town is under attack by a Dragon! I Was the only one to make it out to find help. You must help my town." Knowing how important his quest was, he wanted to forget about the Dragon but seeing the desperation in the child's eyes broke the jedi's

heart. The cowardly jedi wanted to take personal responsibility and decided to help the kid with the Dragon. Both of them, headed to the small town to face the Dragon. After making the choice to help the small town fight the dragon, the jedi realized that he knew nothing of dragon's except for tales that were told. Wanting to separate reality from fiction, the cowardly jedi asked of the kid, "Tell me about the Dragon. Is there a pattern to its attacks? Do you know of, seen, or heard about any the Dragon weaknesses that we can use against it?" The young girl thought about the questions for a little bit and said, "The Dragon is crimson in color and large. And now that I think about it, the Dragon might be looking for something. It came down out the sky, breathing fire. Took out a building and then just left. It is rumored that a Dragon has a weak belly." The young girl continued, "What are we going to do?" The jedi asked, "If the Dragon is searching for something, maybe the attacks will stop if the Dragon gets what it is after. Did anything happen during the days before the first attack by the dragon?" Nothing really happened that I know of. I Did find an interesting rock. See?" The child said pulling out the rock. It only took the cowardly jedi one look at the rock to know this was no typical rock but an dragon's egg. They then decided to place the dragon's egg at the fringe of small town. That way the Dragon would be able to recover the dragon's egg without any anybody getting hurt. A Short time after they left the dragon's egg, the Dragon came flying in for another attack. The Dragon must have perceived the dragon's egg because it moved directly towards it. The Dragon picked up the dragon's egg and left. The child spoke up, "The small town had been saved! Thank you kind jedi. We will always be in you debt." The jedi answered, "No problem. I'm glad I could help but I must get back to quest now." Having helped the small town with a Dragon problem, Billy left the small town

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went back to his quest for the stone of power. Finally, after months of travelling, the cowardly jedi saw the foreboding, creepy forest ahead. Relieved that the quest was almost finished, he thought back to everything he had done to get where he is at. He then remembered the old farm hand and he wondered if they had recovered. Suddenly, the jedi thought of the book. Billy had been studying the book over the course of the journey knew every page but decided to quickly inspect it again before entering the foreboding, creepy forest to search for the rocky, sheer cave. A Section that was blank was no longer blank but held writings. Shocked about the new section, the cowardly jedi sat down and began to read the book. The jedi read, "These tests of three, you may flee, to determine worthiness, is a must, self be true, in order to get through." The cowardly jedi realized that getting to the stone of power wasn't going to be as easy as he thought. From this point, he was going to have to be on guard. The cowardly jedi entered the foreboding, creepy forest and started to look for the cave. As the jedi continued to search for the cave, a thick, ghoulish fog rolled in partially blocking the view. Suddenly, a massive gorge came into view in front of the jedi that was impassable without a bridge. In the distance, the jedi spotted a bridge over the gorge and headed that way. An old man, was standing at the entry to the bridge and as the jedi approached, spoke up, "Stop! Who would cross the bridge of death, would answer me, these questions three, if the other side he thee would see!" The jedi a little taken back responded, "I am ready." The bridge keeper asked, "What is your name?" The jedi replied, "I am billy." The bridge keeper inquired, "What is your quest?" The jedi replied, "I seek the stone of power." The bridge keeper inquired, "What have you you learned during your quest?" The jedi thought for a second and responded, "I have learned to take personal responsibility." The bridge

keeper replied, "Thy self be true. Thou shall pass." The gorge, bridge, and bridge keeper vanished into thin air like they were never there. The jedi continued to look for the rocky, sheer cave. The cowardly jedi finally spotted the cave and began heading towards it. Just as the jedi approached the rocky, sheer cave, a long stone hallway grew from the ground and formed around him with two openings. One of the openings is directly behind the jedi and the other opening leads into the cave. As the cowardly jedi moved forward, a volley of arrows shot out of one wall and into the other wall the entire length of the hallway. The jedi stopped instantly. The arrows continued fly across the room and Billy saw no way to get to the cave but through the arrows. The jedi then remembered the protection magical spell learned from book and thought it should work to get past the arrows and enter the cave. In a clear and loud voice the jedi spoke, "Illuxerunt!" And began to walked down the hallway as the arrows passed around him. As the jedi passed through the opening nearest to the cave, the whole hallway vanished and from nowhere a voice spoke, "Thy self be true. Thou shall pass." The jedi began to search for the stone of power within the rocky, sheer cave. The jedi entered a large room within the rocky, sheer cave. A Stone sit upon a stone pillar in the center of the room. As the jedi approached pillar, the voice from nowhere spoke again, "You must choose. You can turn back now or risk being found unworthy. Stepping up to the stone pillar will seal you within this room for the remainder of your life with no way out. Removing the stone of power from the pillar is the only way out but only the worthy one can remove it." The jedi began thinking about the choice. He could leave now but that would mean giving up on the quest. Remembering what he learned, the cowardly jedi approached the pillar and reached out for the stone then spoke out loud, "I gave my word that I would find and

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protect the stone of power and I intend to do just that." Then with all his might attempted to lift the stone. The stone slowly began to move. The voice replied, "Thy self be true. Thou have passed. Enter the doorway to find the true stone of power." The stone pillar and the stone vanished from the room. Suddenly, the ground began to shake and a doorway formed where the pillar was. The jedi approach the doorway but could not see through it as the entryway shimmers like a vertical puddle of water. As the jedi touched the vertical puddle of water, ripples went extending out from the point. After determining that the doorway was not dangerous, the cowardly jedi passed through the doorway and was instantaneously carried to a small stone room with a simple pedestal in the middle. The sides on the pedestal were coated with ivory. The voice from nowhere spoke up again, "Think of where you would like to go and pass back through the doorway and you will be instantly transported to that place. Be careful as you may only use the doorway once." The jedi approached the and saw a stone upon it. He reached out and took the stone. The voice spoke, "You now possess the genuine stone of power. Use it wisely." The cowardly jedi thought about how nice that village was that he was going to before finding the old farm hand, who first told him of this quest. The jedi, with the stone of power in hand, he visualized the village in his mind and entered back through the doorway. Billy was instantaneously transported to the village. Recognizing that the evil lord will continue to search for the stone of power, the jedi decided to continue wondering from village to village eternally protecting the stone from anyone who would abuse it. The end.

I'm thinking of a medieval story about a wizard named Billy. Once upon a time in a far off land, lived a brave wizard. Wondering from village to village was the life that the wizard had chosen. Presently, the wizard was heading into a village far away from any large towns. On the way into the village, Billy spotted an elderly figure in distress on the path ahead. The wizard ran toward the elderly figure in an attempt to help. When he made it to the figure, the brave wizard discovered a farm hand, who was near death. The farm hand softly spoke, "Please help me! I Cannot finish my lifework. An evil lord has identified the current location of the stone of power and you must find it first to protect it but be careful as the stone of power has the power to travel through time. Will you help an old farm hand and save the world from evil?" Billy thought about it for a few minutes and responded with a thunderous, "Yes!" A Brief smile appeared on the farm hand face. He then spoke up again and said, "Head south until you reach a foreboding, creepy forest. Continue into the forest till you find the rocky, sheer cave. Inside the cave you will find the stone of power. This scroll will help you in your trip. Now go!" Our brave wizard reached out and took the scroll and headed for the cave to seek the stone of power. Our brave wizard continued heading south for days with no sign of the forest or the cave. Billy continued heading south when a child came running down the path. The kid caught a glimpse of the brave wizard and yelled, "Basilisk! Please help!. I Know where the basilisk is hiding. It is in a ghoulish and enormous temple. We can sneak in and take it out!" Knowing how crucial his quest was, he wanted to ignore the child and the basilisk but seeing the child broke the wizard's heart. The brave wizard decided to help the kid with the basilisk. Both of them, headed to the temple to face the basilisk. Along the way

to the temple, the wizard asked of the child, "What do you know about the basilisk?" The child instantly responded, "The basilisk is snake like and is staying in a temple ahead. Let's get it" The quick response and the way the kid spoke didn't add up in the wizard's mind. Everything sounded right yet felt wrong. But before the wizard could inquire further they had reached the temple. When they arrived at the temple entrance, the child said, "Oh brave wizard why don't I wait here and let you face the basilisk. I Would only get in the way." Not fully trusting the child, the wizardspoke up and said, "I'm not sure what a basilisk looks like. We will enter the temple together." Not far into the temple, they came across a fork. The child said, "If we spilt up, we will have a better chance of finding the basilisk." Putting his theory to the test, the brave wizard went a different way but waited until the child was out of sight before he made his way back to the temple entrance and hid nearby. Not five minutes later, the kid emerged from the temple and shouted back, "I have you now! There is no way you can escape this temple. You will be forever trapped." The wizard revealed himself to the kid and said, "Nice try! You will never stop me from finding the stone of power! I Gave my word that I would protect it." Suddenly, the kid vanished into a puff of smoke and with no basilisk to fight, Billy went back to the quest. The brave wizard having barely escaped certain capture returned to his search for the stone of power. Billy was heading south just like any other day in search for the stone of power, as he was passing a small village and noticed giant footprints all around. Bewildered, the wizard looked for someone to talk to and inquire. The brave wizard spotted a young girl and went over to talk to them The child responded, "A cyclops is terrorizing the village and no one has been able to help. The cyclops caused the giant footprints all around. Get away from here before the cyclops gets you too."

After making the choice to help the small village fight the cyclops, the wizard realized that he knew very little of cyclops' except for tales that were told. Wanting to separate fiction from truth, the brave wizard asked of the young girl, "Tell me about the cyclops. Is there a pattern to its attacks? Do you know of, seen, or heard about any the cyclops weaknesses that we can use?" The kid thought about the questions for a little bit and responded, "The cyclops is tall and human like with one eye and seems to attacks randomly. It comes through the small village at different times, knocking down any buildings in the way. I Was told that a cyclops can't reason well but we have not been able to try it yet." The kid continued, "What are we going to do?" The wizard spoke up, "I was taught a magical spell that might help with the cyclops but it has been while since I have tried it. I Don't know if it will work but it is worth a chance." " The brave wizard continued, "This magical spell will cause the cyclops see a giant hole where the small village is located. He will then avoid the small village completely." The kid replied, "Do you think that could really work?"   "It is worth a try." Said the brave wizard. He continued, "There is just one catch. I Need to be near the cyclops to perform the magical spell." The kid spoke up again, "We can wait for him at the edge of the small village." "Sounds like a good plan to me." Replied the brave wizard. They headed to the edge of small village to wait for the cyclops. It didn't take long before the group spotted the cyclops heading their way. The brave wizard stood up and shouted, "Thou shall not see!" The kid continued to listen as the brave wizard spoke a few line in an unknown language. Just as the cyclops was about to enter the small village, he stopped and started to walk around the small village. We are safe! I Can't believe that worked." The kid said jumping up and down. Having helped the small village with a cyclops problem, Billy left

the small village went back to his quest for the stone of power. Finally, after months of travelling, the brave wizard saw the foreboding, creepy forest ahead. Relieved that the quest was almost finished, he thought back to everything he had done to get where he is at. He then remembered the old farm hand and he wondered if they had recovered. Suddenly, the wizard thought of the scroll. Billy had been reading the scroll over the course of the journey knew every page but decided to quickly inspect it again before entering the foreboding, creepy forest to search for the rocky, sheer cave. A Section that was blank was no longer blank but held writings. Shocked about the new section, the brave wizard sat down and began to read the scroll. The wizard read, "These tests of three, you may flee, to determine worthiness, is a must, self be true, in order to get through." The brave wizard realized that getting to the stone of power wasn't going to be as easy as he thought. From this point, he was going to have to be on the look out. The brave wizard entered the foreboding, creepy forest and began looking for the cave. The brave wizard entered the foreboding, creepy forest and began looking for the cave. As the wizard searched for the rocky, sheer cave, a long stone hallway grew from the ground and formed around him with two openings. One of the openings is directly behind the wizard and the other opening leads further into the foreboding, creepy forest. As the brave wizard moved forward, a volley of arrows shot out of one wall and into the other wall the entire length of the hallway. The wizard stopped instantly. Well. I will give the story a happy ending. Let's try this instead. The brave wizard entered the foreboding, creepy forest and started to look for the cave. As the wizard searched for the rocky, sheer cave, a long stone hallway grew from the ground and formed around him with two openings. One of the openings is directly behind the wizard and the other opening leads

further into the foreboding, creepy forest. As the brave wizard moved forward, a volley of arrows shot out of one wall and into the other wall the entire length of the hallway. The wizard stopped instantly. The arrows continued fly across the room and Billy saw no way to get further into the foreboding, creepy forest but through the arrows. The wizard then remembered the protection magical spell and thought it should work to get past the arrows. In a clear and loud voice the wizard spoke, "Illuxerunt!" And began to walked down the hallway as the arrows passed around him. As the wizard passed through the opening on the other side of the hallway, the whole hallway vanished and from nowhere a voice spoke, "Thy self be true. Thou shall pass." The wizard continued to look for the rocky, sheer cave. The brave wizard finally spotted the cave and began heading towards it. As the wizard neared the cave, a thick, ghoulish fog rolled in somewhat obstructing visibility. Suddenly, a massive gorge came into view in front of the wizard that was impassable without a bridge. In the distance, the wizard spotted a bridge over the gorge and headed that way. An old man, was standing at the entry to the bridge and as the wizard approached, spoke up, "Stop! Who would cross the bridge of death, would answer me, these questions three, if the other side he thee would see!" The wizard a little taken back responded, "I am ready." The bridge keeper asked, "What is your name?" The wizard replied, "I am billy." The bridge keeper asked, "What is your quest?" The wizard responded, "I seek the stone of power." The bridge keeper inquired, "What have you you learned during your quest?" The wizard thought for a second and replied, "I have learned things are not always what they seem." The bridge keeper replied, "Thy self be true. Thou shall pass." The gorge, bridge, and bridge keeper disappeared into thin air like they were never there. The wizard entered the rocky, sheer cave and began the

search for the stone of power. The wizard entered a large room within the rocky, sheer cave. Several stones sit upon a stone pillar in the center of the room. As the wizard approached pillar, the voice from nowhere spoke again, "You must choose. But choose wisely, for as the true stone of power will bring the power to travel through time, the false stone of power will only bring death." The wizard began checking the scroll for any help in figuring out which stone was the true stone of power but no information was there. Billy started to analyze each stone without touching the stones. Unable to tell one stone from the other and remembering what he learned, the brave wizard spoke, "If I can't tell the stones apart, then none of these stones are the true stone of power." The voice replied, "Thy self be true. Thou have passed. Enter the doorway to find the true stone of power." The stone pillar with the several stones vanished from the room and the ground began to shake. Suddenly, a doorway formed where the pillar was. The wizard approach the doorway but could not see through it as the entryway shimmers like a vertical puddle of water. As the wizard touched the vertical puddle of water, ripples went extending out from the spot. After determining that the doorway was not dangerous, the brave wizard passed through the doorway and was instantaneously carried to a small stone room with a modest pedestal in the center. All the sides on the pedestal were coated with ivory. The voice from nowhere spoke up again, "Picture in your mind where you would like to go and pass back through the doorway and you will be instantaneously carried to that place. Be careful as you may only use the doorway once." The wizard approached the and noticed a stone upon it. He reached out and took the stone. The voice spoke, "You now possess the true stone of power. Use it wisely." The brave wizard thought about how charming that village was that he was heading before finding the old farm hand, who first

told him of this quest. The wizard, with the stone of power in hand, he visualized the village in his mind and started towards the doorway. Suddenly, the wizard tripped and fell down dropping the stone of power. The ground began to tremble and a small opening formed underneath the stone. The stone of power fell into the opening and the ground closed up around the stone sealing it in the ground. The voice spoke again, "You have intelligently chosen to destroy the stone of power keeping it safe forever. Re-enter the doorway." Understanding that he had fulfilled his promise to the old farm hand, just not in the way he thought he would. The wizard passed through the doorway and was instantaneously carried to the village. The end.

<u>Story 24</u>

Let me tell you the story about a wizard named Billy. Once upon a time in a far off land, lived a brave wizard. Wondering from village to village was the life that the wizard had chosen. Presently, the wizard was heading into a village far away from any large towns. On the way into the village, Billy spotted an elderly figure in distress on the trail ahead. The wizard ran toward the elderly figure in an attempt to assist. When he made it to the figure, the brave wizard discovered a farm hand, who was near death. You have a kind soul. Please help me by completing my lifework and find the stone of power!" Said the farm hand. He continued, "An evil lord has identified its current location. If it were to fall into his hands he would have the power to travel through time. Will you help an old farm hand and save the world from evil?" Billy thought about it for a minute and responded with a thunderous, "Yes!" A Brief smile appeared on the farm hand face. He then spoke up again and said, "Head south until you reach to a foreboding, creepy forest. Continue into the forest till you find the rocky, sheer cave. Within the cave you will find the stone of power. This book will help you in your trip. Now go!" Our brave wizard reached out and took the book and headed for the cave to seek the stone of power. Billy travelled for days, heading south, with no sign of the forest or the cave. Billy heard a noise coming from the trail ahead. All of a sudden, a child came running down the trail crying out, "Help! Basilisk! I Need help! I Know where the basilisk is hiding. It is in a massive and ghoulish temple. We can sneak in and take it out!" The brave wizard could only stand there stunned and observe the kid. Knowing how important his quest was, he wanted to ignore the child and the basilisk but seeing the kid broke the wizard's heart. The brave wizard decided to help the child with the basilisk. Both of them, headed to the

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temple to face the basilisk. Along the way to the temple, the wizard asked of the child, "What do you know about the basilisk?" The child rapidly responded, "The basilisk is snake like and is hiding in a temple ahead. Let's get it" The rapid response and the tone the child spoke didn't add up in the wizard's mind. The words were right but the passion behind them was all wrong. But before the wizard could inquire further they had reached the temple. When they arrived at the temple entrance, the child said, "Oh brave wizard why don't I wait here and let you face the basilisk. I Would only get in the way." Not fully trusting the kid, the wizardspoke up and said, "I'm not sure what a basilisk looks like. We will enter the temple together." Not far into the temple, they came across a fork. The kid said, "If we spilt up, we will have a better chance of finding the basilisk." Testing his theory, the brave wizard went a different way but waited until the kid was out of sight before he made his way back to the temple entrance and hid nearby. Not five minutes later, the child emerged from the temple and shouted back, "I have you now! There is no way you can escape this temple. You will be forever trapped." The wizard revealed himself to the kid and said, "Nice try! You will never stop me from finding the stone of power! I Gave my word that I would protect it." Suddenly, the kid vanished into a puff of smoke and with no basilisk to fight, Billy went back to the quest. The brave wizard having barely escaped certain capture returned to his search for the stone of power. Billy was heading south just like any other day in the quest for the stone of power, when Billy noticed loud screams coming from further ahead. Billy was heading south just like any other day in the quest for the stone of power, when Billy noticed loud screams coming from further ahead. As the wizard approached a small village, he saw giant footprints all around and then witnessed a cyclops walking. The brave wizard was

always told tales about cyclops' when he was younger but never truly believed them till now. The wizard looked for someone to talk to and inquire. The brave wizard spotted a young girl and went over to them Well. The wizard will solve the problem by taking action. Let's try this instead. After making the decision to help the small village fight the cyclops, the wizard realized that he knew nothing of cyclops' except for tales that were told. Wanting to separate truth from fiction, the brave wizard asked of the kid, "Tell me about the cyclops. Is there a pattern to its attacks? Do you know of, seen, or heard about any the cyclops vulnerabilities that we can use against it?" The child thought about the questions for a minute and said, "The cyclops is giant and human like with one eye and seems to attacks randomly. It comes through the small village at different times, knocking down any buildings in the way. I Was told that a cyclops can't reason well but we have not been able to try it yet." The child continued, "What are we going to do?" The wizard said, "If the attacks are random, then the cyclops is not looking for something in the village. We must figure out how to scare it or trap it using what we know." He continued, "We know that the cyclops can't reason well. Let's try to use that against it." The brave wizard spoke up, "I have a crazy plan that might just do the trick. Let's gather up supplies and build a fake small village a little ways down the road. Not the whole town, just the front of every building. That way the cyclops will think he is in the small village and won't hurt anybody else." The child replied, "But he already knows where the small village is. How do we get him to the fake town and leave us alone?" The brave wizard again spoke up, "We build a sign saying the small village has moved and give directions to the fake town." It took most of the day to build the fake small village and the sign but they finished before night fall. The next day they hid near the sign and

waited for the cyclops to come to see if he would fall for the fake small village. Suddenly, the cyclops came walking down the path and noticed the sign. He stopped and seemed to look at it forever. Finally, the cyclops started walking to the fake small village away from the real one. We are safe! I Can't believe that worked." The child said jumping up and down. Having helped the small village with a cyclops problem, Billy left the small village went back to his quest for the stone of power. Finally, after months of travelling, the brave wizard saw the foreboding, creepy forest ahead. Relieved that the quest was almost over, he thought back to everything he had done to get where he is at. He then remembered the old farm hand and he wondered if they had healed. Suddenly, the wizard thought of the book. Billy had been reading the book over the course of the journey knew every page but decided to quickly inspect it again before entering the foreboding, creepy forest to search for the rocky, sheer cave. A Section that was blank was no longer blank but contained writings. Shocked about the new section, the brave wizard sat down and began to read the book. The wizard read, "These tests of three, you may flee, to determine worthiness, is a must, self be true, in order to get through." The brave wizard realized that getting to the stone of power wasn't going to be as simple as he thought. From this point, he was going to have to be on the look out. The brave wizard entered the foreboding, creepy forest and began looking for the cave. As the wizard continued to look for the cave, a thick, ghoulish fog rolled in partially obstructing the view. Suddenly, a massive River appeared in front of the wizard that was impassable without a bridge. In the distance, the wizard spotted a bridge over the River and headed that way. An old man, was standing at the entrance to the bridge and as the wizard approached, spoke up, "Stop! Who would cross the bridge of death, would answer me,

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these questions three, if the other side he thee would see!" The wizard a little taken back responded, "I am ready." The bridge keeper asked, "What is your name?" The wizard responded, "I am billy." The bridge keeper inquired, "What is your quest?" The wizard responded, "I seek the stone of power." The bridge keeper asked, "What have you you learned during your quest?" The wizard thought for a second and replied, "I have learned things are not always what they seem." The bridge keeper replied, "Thy self be true. Thou shall pass." The river, bridge, and bridge keeper vanished into thin air like they were never there. The wizard continued to look for the rocky, sheer cave. The brave wizard finally spotted the cave and began heading towards it. Just as the wizard approached the rocky, sheer cave, a long stone hallway grew from the ground and formed around him with two openings. One of the openings is directly behind the wizard and the other opening leads into the cave. As the brave wizard moved forward, a volley of arrows shot out of one wall and into the other wall the entire length of the hallway. The wizard stopped instantly. The arrows continued fly across the room and Billy saw no way to get to the cave but through the arrows. The wizard then remembered the protection magical spell learned from book and thought it should work to get past the arrows and enter the cave. In a clear and loud voice the wizard spoke, "Illuxerunt!" And began to walked down the hallway as the arrows passed around him. As the wizard passed through the opening nearest to the cave, the whole hallway vanished and from nowhere a voice spoke, "Thy self be true. Thou shall pass." The wizard began to search for the stone of power within the rocky, sheer cave. The wizard entered a large room within the rocky, sheer cave. Several stones sit upon a stone pillar in the center of the room. As the wizard approached pillar, the voice from nowhere spoke again, "You must

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choose. But choose wisely, for as the true stone of power will bring the power to travel through time, the false stone of power will only bring death." The wizard began checking the book for any help in figuring out which stone was the true stone of power but no information was there. Billy started to analyze each stone without touching the stones. Unable to tell one stone from the other and remembering what he learned, the brave wizard spoke, "If I can't tell the stones apart, then none of these stones are the true stone of power." The voice replied, "Thy self be true. Thou have passed. Enter the doorway to find the true stone of power." The stone pillar with the several stones vanished from the room and the ground began to shake. Suddenly, a doorway formed where the pillar was. The wizard approach the doorway but could not see through it as the entryway shimmers like a vertical puddle of water. As the wizard touched the vertical puddle of water, ripples went spreading out from the spot. After deciding that the doorway was not a trap, the brave wizard passed through the doorway and was instantly carried to a small stone room with a simple pedestal in the center. All the sides on the pedestal were covered in ivory. The voice from nowhere spoke up again, "Think of where you would like to go and pass back through the doorway and you will be instantly transported to that place. Be careful as you may only use the doorway once." The wizard approached the and noticed nothing sitting on it. The voice spoke, "The genuine stone of power is no longer here. Seek it elsewhere." The brave wizard thought about how charming that village was that he was heading before coming across the old farm hand, who started him on this quest. The wizard, without the stone of power, pictured the village in his mind and passed back through the doorway. Billy was instantly carried to the village, where he decided to put to use all that was learned throughout the quest and help others. The end.

Story 25

Let me tell you the story about a wizard named Billy. Let me tell you the story about a wizard named Billy.   Once upon a time in a far off land, lived a brave wizard. Wondering from village to village was the life that the wizard had chosen. Presently, the wizard was heading into a village far away from any large towns. On the way into the village, Billy spotted an elderly figure in distress on the path ahead. Right. Our brave wizard is now a cowardly knight. I will try to incorporate the theme Having Courage into the story. Let's try this instead. On the way into the village, Sir Billy spotted an elderly figure in distress on the path ahead. Not wanting to get involved, the knight went and hid until nothing could be heard. After thinking coast is clear, our cowardly knight continued towards village. When he gets to the point where the figure was, the cowardly knight discovered a dying farm hand. You have a kind soul. Please help me by completing my mission and find the ring of power!" Said the farm hand. He continued, "An evil lord has discovered its current location. If it were to fall into his hands he would have the power to rule the world. Will you help an old farm hand and save the world from evil?" Sir Billy first response was the same one he has given all of his life but something was different this time. Our cowardly knight want to having courage for once in his lifetime and said, "Yes!" A Brief smile appeared on the farm hand face. He then spoke up again and said, "Head south until you reach to a deep, spooky forest. Continue into the forest till you find the enormous, foreboding temple. Within the temple you will find the ring of power. This scroll will help you in your trip. Now go!" Our cowardly knight reached out and took the scroll and headed for the temple to seek the ring of power. Sir Billy travelled for days, heading south, with no sign of the forest or the temple. The cowardly

knight's journey took him into a hot desert. This did not trouble the knight as he has been in many deserts before but this one felt bizarre. The knight could not determine why this desert felt different but knew he had to get through it before anything bad happened. Continuing to head south, Sir billy's path was obstructed by mountain range and had no choice but to double back and find another way through the hot desert. Suddenly, realizing why he had a dreadful feeling about the desert, all the evidence, including footprints were as if he was never there. The knight was lost in a maze of the hot desert. The knight recalled a magical spell that he had read about from the scroll that might help in this situation. This magical spell allow him to walk through the mountain range. The knight just has to make sure to be on the other side of the object before the magical spell wears off. The knight in clear and loud tone shouted, "Per petram!" He began to walk towards the mountain range. Suddenly, his foot went through the ground. That's when the knight shouted, "Visio!" The second magical spell allows him to see as he is walking through the mountain range. The cowardly knight made his way past the mountain range and through the flat desert to resume the search for the ring of power. The cowardly knight having barely escaped certain capture returned to his search for the ring of power. Sir Billy continued heading south when a child came running down the trail. The knight, with nowhere to hide, was petrified in his tracks. The kid spotted the cowardly knight and cried out, "Dragon! Please help! My small settlement is under attack by a Dragon! I Was the only one to make it out to get help. You must come back with me to help." Knowing how crucial his quest was, he wanted to forget about the Dragon but seeing the desperation in the kid's eyes broke the knight's heart. The cowardly knight wanted to having courage and decided to help the child with the Dragon. Both of them, headed to

the small settlement to face the Dragon. After making the choice to help the small settlement fight the dragon, the knight realized that he knew nothing of dragon's except for stories that were told. Wanting to separate fiction from truth, the cowardly knight asked of the child, "What do you know about the Dragon? Is there a pattern to its attacks? Do you know of, seen, or heard about any the Dragon weaknesses that we can use against it?" The child thought about the questions for a minute and responded, "The Dragon is huge and rose in color. And now that I think about it, the Dragon might be looking for something. It came down out the sky, breathing fire. Took out a building and then just left. It is rumored that a Dragon has a weak belly." The kid continued, "What are we going to do?" The knight asked, "If the Dragon is looking for something, maybe the attacks will stop if the Dragon gets what it is after. Did anything happen during the days before the first attack by the dragon?" Nothing really occurred that I know of. I Did find an interesting rock. See?" The child said pulling out the rock. It only took the cowardly knight one look at the rock to know this was no ordinary rock but an dragon's egg. They then decided to place the dragon's egg at the fringe of small settlement. That way the Dragon would be able to find the dragon's egg without any anybody getting hurt. Not long after they left the dragon's egg, the Dragon came flying in for another onslaught. The Dragon must have perceived the dragon's egg because it moved directly towards it. The Dragon picked up the dragon's egg and left. The child spoke up, "The small settlement had been saved! Thank you kind knight. We will always be in you debt." The knight responded, "No problem. I'm glad I could assist but I must get back to quest now." Having helped the small settlement with a Dragon problem, Sir Billy left the small settlement went back to his quest for the ring of power. Finally, after months of

travelling, the cowardly knight saw the deep, spooky forest ahead. Relieved that the quest was almost finished, he thought back to everything he had done to get where he is at. The thoughts then turned to the old farm hand and he wondered if they had healed. Suddenly, the knight thought of the scroll. Sir Billy had been reading the scroll over the course of the journey knew every page but decided to quickly review it again before entering the deep, spooky forest to search for the enormous, foreboding temple. A Section that was blank was no longer blank but held writings. Shocked about the new section, the cowardly knight sat down and began to read the scroll. The knight read, "These tests of three, you may flee, to determine worthiness, is a must, self be true, in order to get through." The cowardly knight realized that getting to the ring of power wasn't going to be as simple as he thought. From this point, he was going to have to be on the look out. The cowardly knight entered the deep, spooky forest and began looking for the temple. As the knight continued to search for the temple, a thick, moody fog moved in somewhat blocking the view. Suddenly, a large gorge appeared in front of the knight that was impassable without a bridge. In the distance, the knight spotted a bridge over the gorge and headed that way. An old man, was standing at the entrance to the bridge and as the knight came near, spoke up, "Stop! Who would cross the bridge of death, would answer me, these questions three, if the other side he thee would see!" The knight a little taken back responded, "I am ready." The bridge keeper inquired, "What is your name?" The knight responded, "I am Sir billy." The bridge keeper inquired, "What is your quest?" The knight responded, "I seek the ring of power." The bridge keeper asked, "What have you you learned during your quest?" The knight thought for a second and responded, "I have learned to have courage." The bridge keeper replied, "Thy self be

true. Thou shall pass." The gorge, bridge, and bridge keeper vanished into thin air like they were never there. The knight resumed to search for the enormous, foreboding temple. The cowardly knight finally spotted the temple and began heading towards it. Just as the knight approached the enormous, foreboding temple, a long stone hallway grew from the ground and formed around him with two openings. One of the openings is directly behind the knight and the other opening leads into the temple. As the cowardly knight moved forward, a volley of arrows shot out of one wall and into the other wall the entire length of the hallway. The knight stopped instantly. The arrows continued fly across the room and Sir Billy saw no way to get to the temple but through the arrows. The knight then remembered the protection magical spell learned from scroll and thought it should work to get past the arrows and enter the temple. In a clear and loud voice the knight spoke, "Illuxerunt!" And began to walked down the hallway as the arrows passed around him. As the knight passed through the opening nearest to the temple, the whole hallway vanished and from nowhere a voice spoke, "Thy self be true. Thou shall pass." The knight began to search for the ring of power within the enormous, foreboding temple. The knight entered a large room within the enormous, foreboding temple. A Ring sit upon a stone pillar in the center of the room. As the knight approached pillar, the voice from nowhere spoke again, "You must choose. You can turn back now or risk being found unworthy. Stepping up to the stone pillar will seal you within this room for the remainder of your life with no way out. Removing the ring of power from the pillar is the only way out but only the worthy one can remove it." The knight began thinking about the choice. He could leave now but that would mean giving up on the quest. Remembering what he learned, the cowardly knight approached the pillar and reached

out for the ring then spoke out loud, "I gave my word that I would find and protect the ring of power and I intend to do just that." Then with all his might attempted to lift the ring. The ring slowly began to move. The voice replied, "Thy self be true. Thou have passed. Enter the doorway to find the true ring of power." The stone pillar and the ring vanished from the room. Suddenly, the ground began to shake and a doorway formed where the pillar was. The knight approach the doorway but could not see through it as the entryway shimmers like a vertical puddle of water. As the knight touched the vertical puddle of water, ripples went extending out from the point. After deciding that the doorway was not a trap, the cowardly knight passed through the doorway and was instantaneously transported to a small stone room with a modest pedestal in the center. The sides on the pedestal were coated with ivory. The voice from nowhere spoke up again, "Think of where you would like to go and re-enter the doorway and you will be instantly carried to that place. Be careful as you may only use the doorway once." The knight approached the and saw nothing upon it. The voice spoke, "The genuine ring of power is no longer here. Seek it elsewhere." The cowardly knight thought about how nice it will be to go home to the small village that he was going to before finding the old farm hand, who started him on this quest. The knight, without the ring of power, he visualized the village in his mind and passed back through the doorway. Sir Billy was instantly carried to the village, where he decided to put to use all that was learned throughout the quest and help others. The end.

<u>**Story 26**</u>

I'm thinking of a medieval story about a thief named Thomas. I'm thinking of a medieval story about a thief named Thomas. When the ambitious thief crawled out bed this morning, he thought it be just another day but fate had something else in mind for that day. Wondering from village to village was the life that the thief had chosen. Presently, the thief was heading into a village far away from any large towns. On the way into the village, Thomas spotted an elderly figure in distress on the trail ahead. Good. I will change the genre to incorporate all genres. Our ambitious thief is now a cowardly jedi. I will try to incorporate the theme Take Personal Responsibility into the story. Let's try this instead. On the way into the village, Thomas spotted an elderly figure in distress on the trail ahead. Not wanting to get involved, the jedi went and hid until nothing could be heard. After thinking coast is clear, our cowardly jedi continued towards village. When he gets to the point where the figure was, the cowardly jedi discovered a dying drifter. The drifter softly spoke, "Please help me! I Cannot finish my lifework. An evil lord has discovered the current location of the stone of power and you must find it first to protect it but be careful as the stone of power has the power to grant wishes. Will you help an old drifter and save the world from evil?" Thomas first response was the same one he has given all of his life but something was different this time. Our cowardly jedi want to take personal responsibility for once in his lifetime and said, "Yes!" A Brief smile appeared on the drifter face. He then spoke up again and said, "Head south until you come to a dangerous, beautiful radiation storm. Continue into the radiation storm till you find the abandoned, foreboding space station. Inside the space station you will find the stone of power. This book will help you in your journey. Now go!" Our cowardly jedi reached

out and took the book and headed for the space station to find the stone of power. Thomas travelled for days, heading south, with no sign of the radiation storm or the space station. Thomas continued heading south when a young girl came running down the path. The jedi, with nowhere to hide, was petrified in his tracks. The kid caught a glimpse of the cowardly jedi and yelled, "Budong! Please help! My small town is under attack by a Budong! I Was the only one to make it out to get help. You must come back with me to help." Knowing how crucial his quest was, he wanted to ignore the child and the Budong but seeing the desperation in the child's eyes broke the jedi's heart. The cowardly jedi wanted to take personal responsibility and decided to help the young girl with the Budong. Both of them, headed to the small town to face the Budong. For those of you from the other side of the galaxy, a Budong is a a large space worm that comes down from the sky, quietly and anything caught in the path is destroyed. They can be very dangerous! After making the choice to help the small town fight the budong, the jedi realized that he knew nothing of budong's except for stories that were told. Wanting to separate fiction from truth, the cowardly jedi asked of the kid, "Tell me about the Budong. Is there a pattern to its attacks? Do you know of, seen, or heard about any the Budong weaknesses that we can use against it?" The child thought about the questions for a minute and said, "The Budong is dangerous and gray in color. And now that I think about it, the Budong might be looking for something. It comes down from the sky, quietly and anything caught in the path is destroyed. It is rumored that a Budong can't handle salt." The young girl continued, "What are we going to do?" The jedi asked, "If the Budong is searching for something, maybe the attacks will stop if the Budong gets what it is after. Did anybody find anything unusual during the days before the first attack

by the budong?" Nothing really happened that I know of. I Did find an unusual rock. See?" The child said pulling out the rock. It only took the cowardly jedi one look at the rock to know this was no ordinary rock but an device calling the Budong. They then decided to place the device calling the Budong at the fringe of small town. That way the Budong would be able to find the device calling the Budong without any problems. A Short time after they left the device calling the budong, the Budong came moving in for another onslaught. The Budong must have perceived the device calling the Budong because it headed directly towards it. The Budong picked up the device calling the Budong and left. The child spoke up, "The small town had been rescued! Thank you kind jedi. We will forever be in you debt." The jedi answered, "No problem. I'm glad I could assist but I must get back to quest now." Having helped the small town with a Budong problem, Thomas left the small town went back to his quest for the stone of power. As the cowardly jedi continued seeking for the stone of power, he took time to read the book because it may hold hints that would help as the drifter said. One passage in the book worried the jedi. It spoke of a creature that he would have to pass in order to get near the stone of power. This creature, the sirens, lures everybody to their death. No one can withstand their song and once heard are forever doomed. The passage describes the sirens as a creature that is waist down a sparrow and waist up a women. What troubled Thomas the most was that, the sirens lives within a ghoulish forest, which the jedi believes maybe nearing soon. Worried that the ghoulish forest was near, the jedi wanted to have a strategy ready when the time came. Knowing the sirens only use song to summon their victims, Thomas decided to build a device that covers his ears to stop all sound. That way the sirens' song has no influence on him. The jedi finished constructing

the device just in time because the next day, the jedi noticed the ghoulish forest ahead. Just before entering the ghoulish forest, Thomas put on the hearing apparatus on and entered the forest. Once the hearing apparatus was on thomas' head, the jedi could hear nothing and made his way into the forest toward the sirens. If he could stop the sirens' song for good, then everyone, who entered the forest, would be safe again. The jedi began searching the forest for the sirens. After hours of searching, the jedi could not find any signs of the sirens. Just as he was about to give up, the jedi spotted a child walking south. Convinced that the kid is under the charm the song of the sirens, our jedi followed the kid. The child came to a small clearing and the jedi finally spotted the sirens. The cowardly jedi hides behind the child to get closer to the sirens. As soon as the child and jedi was close enough to the sirens, the cowardly jedi in one quick movement strikes them down. The child was instantly released and turned toward the jedi. Seeing the song had been broken, Thomas removed the hearing device. The child asked, "Where am I? What happen?" The jedi replied, "You are in the ghoulish forest, where the sirens use to live, but are safe now. The sirens will never kill anybody else now." The kid responded, "Thank you for saving me oh brave jedi. I Have been told about the sirens but never knew they were in this forest. I Know my way home from here and thank you again for saving me." Hey went separate ways and the jedi went back to seeking for the stone of power in the space station. The cowardly jedi having barely escaped certain death returned to his search for the stone of power. Finally, after months of travelling, the cowardly jedi saw the dangerous, beautiful radiation storm ahead. Relieved that the quest was almost over, he thought back to everything he had done to get where he is at. He then remembered the old drifter and he wondered if they had healed. Suddenly, the jedi

thought of the book. Thomas had been studying the book over the course of the journey knew every page but decided to quickly inspect it again before entering the dangerous, beautiful radiation storm to search for the abandoned, foreboding space station. A Section that was blank was no longer blank but contained writings. Shocked about the new section, the cowardly jedi sat down and began to read the book. The jedi read, "These tests of three, you may flee, to determine worthiness, is a must, self be true, in order to get through." The cowardly jedi realized that getting to the stone of power wasn't going to be as simple as he thought. From this point, he was going to have to be on guard. The cowardly jedi entered the dangerous, beautiful radiation storm and began looking for the space station. As the jedi continued to search for the space station, a thick, moody fog moved in somewhat blocking the view. Suddenly, a massive gorge appeared in front of the jedi that was impassable without a bridge. In the distance, the jedi spotted a bridge over the gorge and headed that way. An old man, was standing at the entrance to the bridge and as the jedi approached, spoke up, "Stop! Who would cross the bridge of death, would answer me, these questions three, if the other side he thee would see!" The jedi a little taken back responded, "I am ready." The bridge keeper inquired, "What is your name?" The jedi replied, "I am thomas." The bridge keeper inquired, "What is your quest?" The jedi responded, "I seek the stone of power." The bridge keeper inquired, "What have you you learned during your quest?" The jedi thought for a second and responded, "I have learned to take personal responsibility." The bridge keeper replied, "Thy self be true. Thou shall pass." The gorge, bridge, and bridge keeper vanished into thin air like they were never there. The jedi resumed to look for the abandoned, foreboding space station. The cowardly jedi finally spotted the space station

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and began heading towards it. Just as the jedi approached the abandoned, foreboding space station, a long stone hallway grew from the ground and formed around him with two openings. One of the openings is directly behind the jedi and the other opening leads into the space station. As the cowardly jedi moved forward, a volley of arrows shot out of one wall and into the other wall the entire length of the hallway. The jedi stopped instantly. The arrows continued fly across the room and Thomas saw no way to get to the space station but through the arrows. The jedi then remembered the protection magical spell learned from book and thought it should work to get past the arrows and enter the space station. In a clear and loud voice the jedi spoke, "Illuxerunt!" And began to walked down the hallway as the arrows passed around him. As the jedi passed through the opening nearest to the space station, the whole hallway vanished and from nowhere a voice spoke, "Thy self be true. Thou shall pass." The jedi began to search for the stone of power within the abandoned, foreboding space station. The jedi entered a large room within the abandoned, foreboding space station. A Stone sit upon a stone pillar in the center of the room. As the jedi approached pillar, the voice from nowhere spoke again, "You must choose. You can turn back now or risk being found unworthy. Stepping up to the stone pillar will seal you within this room for the remainder of your life with no way out. Removing the stone of power from the pillar is the only way out but only the worthy one can remove it." The jedi began thinking about the choice. He could leave now but that would mean giving up on the quest. Remembering what he learned, the cowardly jedi approached the pillar and reached out for the stone then spoke out loud, "I gave my word that I would find and protect the stone of power and I intend to do just that." Then with all his might attempted to lift the stone. The stone slowly began to move. The voice

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replied, "Thy self be true. Thou have passed. Enter the doorway to find the true stone of power." The stone pillar and the stone vanished from the room. Suddenly, the ground began to shake and a doorway formed where the pillar was. The jedi approach the doorway but could not see through it as the entryway shimmers like a vertical puddle of water. As the jedi touched the vertical puddle of water, ripples went extending out from the point. After determining that the doorway was not dangerous, the cowardly jedi passed through the doorway and was instantly transported to a small stone room with a modest pedestal in the center. The sides on the pedestal were covered in ivory. The voice from nowhere spoke up again, "Think of where you would like to go and pass back through the doorway and you will be instantaneously transported there. Be careful as you may only use the doorway once." The jedi approached the and noticed nothing sitting on it. The voice spoke, "The true stone of power is no longer here. Seek it elsewhere." The cowardly jedi thought about how charming that village was that he was heading before coming across the old drifter, who first told him of this quest. The jedi, without the stone of power, pictured the village in his mind and entered back through the doorway. Thomas was instantaneously carried to the village, where he decided to put to use all that was learned throughout the quest and help others. The end.

Let me tell you the story about a sheriff named billy. Once upon a time in a far off land, lived a brave sheriff. Our sheriff had elected to live on the outskirts of a small village and needed to head into the village to fetch some materials. Our sheriff had elected to live on the outskirts of a small village and needed to head into the village to fetch some materials. On the way into the village, billy spotted an elderly figure in distress on the trail ahead. The sheriff ran toward the elderly figure in an attempt to assist. When he made it to the figure, the brave sheriff discovered a wizard, who was near death. The wizard softly spoke, "Please help me! Ok. I will change the genre to incorporate all genres. Our brave sheriff is now a cowardly jedi. I will try to incorporate the theme Take Personal Responsibility into the story. Let's try this instead. You have a kind soul. Please help me by completing my lifework and find the stone of power!" Said the wizard. He continued, "An evil lord has discovered its current location. If it were to fall into his hands he would have the power to travel through space instantly. Will you help an old wizard and save the world?" Billy first response was the same one he has given all of his life but something was different this time. Our cowardly jedi want to take personal responsibility for once in his lifetime and said, "Yes!" A Brief smile appeared on the wizard face. He then spoke up again and said, "Head north until you reach to a cold, rocky asteroid. Continue into the asteroid till you find the old, creepy temple. Within the temple you will find the stone of power. This book will help you in your trip. Now go!" Our cowardly jedi reached out and took the book and headed for the temple to seek the stone of power. Billy travelled for days, heading north, with no clue of the asteroid or the temple. Billy continued heading north when a young boy came running down the trail.

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The jedi, with nowhere to hide, was petrified in his tracks. The young boy caught a glimpse of the cowardly jedi and yelled, "Dragon! Please help!. I Know where the Dragon is hiding. It is in a large and old temple. We can sneak in and take it out!" Knowing how important his quest was, he wanted to ignore the child and the Dragon but seeing the child broke the jedi's heart. The cowardly jedi decided to help the kid with the Dragon. Both of them, headed to the temple to face the Dragon. Along the way to the temple, the jedi asked of the young boy, "What do you know about the dragon?" The young boy rapidly responded, "The Dragon is big and is hiding in a temple ahead. Let's get it" The rapid response and the tone the child spoke didn't add up in the jedi's mind. The words were right but the passion behind them was all wrong. But before the jedi could inquire further they had reached the temple. The jedi recalled a force trick that he was taught a long time ago that may come in handy. This force trick makes others see what they want to see and billy decided to cast it upon the young boy. As they approached the temple, the jedi hid near the entrance. The force trick worked and the young boy saw the jedi enter the temple. Not five minutes later, the young boy shouted, "I have you now! There is no way you can escape this temple." You will be forever trapped." The jedi appeared behind the young boy and said, "Nice try! You will never stop me from finding the stone of power! I Gave my word that I would protect it." Suddenly, the child vanished into a puff of smoke and with no Dragon to fight, billy went back to the quest. The cowardly jedi having barely escaped certain capture returned to his search for the stone of power. Billy heard a noise coming from the trail ahead. All of a sudden, a child came running down the trail yelling, "Help! Dragon! I Need help!" The cowardly jedi could only stand there bewildered and watch the child. Knowing the

how important his quest was, he wanted to forget about the Dragon but seeing the urgency in the child's eyes broke the jedi's heart. The cowardly jedi wanted to take personal responsibility and decided to help the kid with the Dragon. Both of them, headed to the small town to face the Dragon. After making the choice to help the small town fight the dragon, the jedi realized that he knew very little of dragon's except for tales that were told. Wanting to separate truth from fiction, the cowardly jedi asked of the child, "Tell me about the Dragon. Is there a pattern to its attacks? Do you know of, seen, or heard about any the Dragon vulnerabilities that we can use against it?" The child thought about the questions for a little bit and responded, "The Dragon is big and red. And now that I think about it, the Dragon might be looking for something. It came down out the sky, breathing fire. Took out a building and then just left. It is rumored that a Dragon has a weak belly." The child continued, "What are we going to do?" The jedi asked, "If the Dragon is searching for something, maybe the attacks will cease if the Dragon gets what it is after. Did anything happen during the days before the first attack by the dragon?" Nothing really happened that I know of. I Did find an unusual rock. See?" The child said pulling out the rock. It only took the cowardly jedi one glance at the rock to know this was no typical rock but an dragon's egg. They then decided to place the dragon's egg at the fringe of small town. That way the Dragon would be able to find the dragon's egg without any anybody getting hurt. A Short time after they left the dragon's egg, the Dragon came flying in for another onslaught. The Dragon must have sensed the dragon's egg because it headed directly towards it. The Dragon picked up the dragon's egg and left. The kid spoke up, "The small town had been rescued! Thank you kind jedi. We will always be in you debt." The jedi responded, "No problem. I'm glad I

could assist but I must get back to quest now." Having helped the small town with a Dragon problem, billy left the small town went back to his quest for the stone of power. Finally, after months of travelling, the cowardly jedi saw the cold, rocky asteroid ahead. Relieved that the quest was almost finished, he thought back to everything he had done to get where he is at. The thoughts then turned to the old wizard and he wondered if they had healed. Suddenly, the jedi thought of the book. Billy had been reading the book over the course of the journey knew every page but decided to quickly review it again before entering the cold, rocky asteroid to search for the old, creepy temple. A Section that was blank was no longer blank but held writings. Shocked about the new section, the cowardly jedi sat down and began to read the book. The jedi read, "These tests of three, you may flee, to determine worthiness, is a must, self be true, in order to get through." The cowardly jedi realized that getting to the stone of power wasn't going to be as easy as he thought. From this point, he was going to have to be on the look out. The cowardly jedi entered the cold, rocky asteroid and started to look for the temple. As the jedi continued to look for the temple, a thick, moody fog moved in somewhat obstructing visibility. Suddenly, a large river came into view in front of the jedi that was impassable without a bridge. In the distance, the jedi spotted a bridge over the river and headed that way. An old man, was standing at the entry to the bridge and as the jedi came near, spoke up, "Stop! Who would cross the bridge of death, would answer me, these questions three, if the other side he thee would see!" The jedi a little taken back responded, "I am ready." The bridge keeper inquired, "What is your name?" The jedi responded, "I am billy." The bridge keeper inquired, "What is your quest?" The jedi replied, "I seek the stone of power." The bridge keeper asked, "What have you you

learned during your quest?" The jedi thought for a second and responded, "I have learned to take personal responsibility." The bridge keeper replied, "Thy self be true. Thou shall pass." The river, bridge, and bridge keeper disappeared into thin air like they were never there. The jedi continued to look for the old, creepy temple. The cowardly jedi finally spotted the temple and began heading towards it. Just as the jedi approached the old, creepy temple, a long stone hallway grew from the ground and formed around him with two openings. One of the openings is directly behind the jedi and the other opening leads into the temple. As the cowardly jedi moved forward, a volley of arrows shot out of one wall and into the other wall the entire length of the hallway. The jedi stopped instantly. The arrows continued fly across the room and billy saw no way to get to the temple but through the arrows. The jedi then remembered the protection magical spell learned from book and thought it should work to get past the arrows and enter the temple. In a clear and loud voice the jedi spoke, "Illuxerunt!" And began to walked down the hallway as the arrows passed around him. As the jedi passed through the opening nearest to the temple, the whole hallway vanished and from nowhere a voice spoke, "Thy self be true. Thou shall pass." The jedi began to search for the stone of power within the old, creepy temple. The jedi entered a large room within the old, creepy temple. A Stone sit upon a stone pillar in the center of the room. As the jedi approached pillar, the voice from nowhere spoke again, "You must choose. You can turn back now or risk being found unworthy. Stepping up to the stone pillar will seal you within this room for the remainder of your life with no way out. Removing the stone of power from the pillar is the only way out but only the worthy one can remove it." The jedi began thinking about the choice. He could leave now but that would mean giving up on the quest.

Remembering what he learned, the cowardly jedi approached the pillar and reached out for the stone then spoke out loud, "I gave my word that I would find and protect the stone of power and I intend to do just that." Then with all his might attempted to lift the stone. The stone slowly began to move. The voice replied, "Thy self be true. Thou have passed. Enter the doorway to find the true stone of power." The stone pillar and the stone vanished from the room. Suddenly, the ground began to shake and a doorway formed where the pillar was. The jedi approach the doorway but could not see through it as the entryway shimmers like a vertical puddle of water. As the jedi touched the vertical puddle of water, ripples went extending out from the spot. After determining that the doorway was not dangerous, the cowardly jedi passed through the doorway and was instantly transported to a small stone room with a simple pedestal in the middle. All the sides on the pedestal were covered in ivory. The voice from nowhere spoke up again, "Think of where you would like to go and re-enter the doorway and you will be instantly transported to that place. Be careful as you may only use the doorway once." The jedi approached the and noticed a stone upon it. He reached out and took the stone. The voice spoke, "You now hold in your hands the genuine stone of power. Use it wisely." The cowardly jedi thought about how nice that village was that he was heading before coming across the old wizard, who started him on this quest. The jedi, with the stone of power in hand, he visualized the village in his mind and started towards the doorway. Suddenly, the jedi tripped and fell down dropping the stone of power. The ground started to tremble and a small opening formed underneath the stone. The stone of power fell into the opening and the ground closed up around the stone sealing it in the ground. The voice spoke again, "You have wisely chosen to destroy the stone of power keeping it safe

forever. Pass back through the doorway." Understanding that he had fulfilled his promise to the old wizard, just not in the way he thought he would. The jedi passed through the doorway and was instantly carried to the village. The end.

Story 28

Let me tell you the story about a sheriff named billy. Once upon a time in a far off land, lived a ambitious sheriff. Our sheriff had chosen to live on the vicinity of a small village and needed to head into the village to obtain some materials. On the way into the village, billy spotted an elderly figure in distress on the trail ahead. On the way into the village, billy spotted an elderly figure in distress on the trail ahead. The sheriff ran toward the elderly figure in an attempt to assist. When he made it to the figure, the ambitious sheriff discovered a wizard, who was near death. The wizard softly spoke, "Please help me! I Cannot finish my lifework. Ok. I will change the genre to incorporate all genres. Our ambitious sheriff is now a cowardly jedi. I will try to incorporate the theme Take Personal Responsibility into the story. Let's try this instead. You have a kind soul. Please help me by completing my lifework and find the stone of power!" Said the wizard. He continued, "An evil lord has identified its current location. If it were to fall into his hands he would have the power to travel through time. Will you help an old wizard and save the world?" Billy first response was the same one he has given all of his life but something was felt different this time. Our cowardly jedi want to take personal responsibility for once in his lifetime and said, "Yes!" A Brief smile appeared on the wizard face. He then spoke up again and said, "Head east until you come to a desolate, cold asteroid. Continue into the asteroid till you find the creepy, old temple. Inside the temple you will find the stone of power. This scroll will help you in your journey. Now go!" Our cowardly jedi reached out and took the scroll and headed for the temple to find the stone of power. Billy travelled for days, heading east, with no sign of the asteroid or the temple. As the cowardly jedi continued seeking for the stone of power, he took time

to read the scroll because it may hold hints that would help as the wizard said. One passage in the scroll worried the jedi. It spoke of a creature that he would have to pass in order to get near the stone of power. This creature, the sirens, lures everybody to them, trapping them forever. No one can resist their song and once heard are forever doomed. The portion describes the sirens as a creature that is waist down a sparrow and waist up a women. What troubled billy the most was that, the sirens lives within a foreboding forest, which the jedi believes maybe nearing soon. Worried that the foreboding forest was near, the jedi wanted to have a plan ready when the time came. The passage in the scroll also spoke of a force trick that would stop all sound in an area. No one would be able to talk within the foreboding forest ever again but the sirens would never be able to use their song to lure people into a captivity. The jedi spotted the foreboding forest ahead and before entering the forest, billy shouted, "Non auditus forest-us!" In order to see if the force trick worked, the jedi picked up a stone and threw it into the forest. Never hearing the stone land, the jedi knew the force trick had worked and it was safe to enter. Continuing to head east, the jedi ran into a young girl, who was acting scared and confused. The young girl spotted the jedi, ran to him and tried to say something but nothing came out. Billy took the young girl by the hand and led them west until they had made it through the forest. The jedi spoke, "You were in the forest of the sirens but are safe now. I Used a force trick to prevent anyone from being lured by the sirens' song. No one can hear anything in the foreboding forest ever again. The sirens will never trap anybody else now." The child responded, "Thank you for rescuing me oh brave jedi. I Have been told about the sirens but never knew they were in this forest. I Know my way home from here and thank you again for rescuing me." Hey went separate ways and the

jedi went back to searching for the stone of power in the temple. The cowardly jedi having barely escaped certain capture returned to his search for the stone of power. Billy heard a noise coming from the trail ahead. All of a sudden, a young girl came running down the trail yelling, "Help! Budong! I Need help!" The cowardly jedi could only stand there bewildered and observe the child. Knowing the how crucial his quest was, he wanted to forget about the Budong but seeing the urgency in the child's eyes broke the jedi's heart. The cowardly jedi wanted to take personal responsibility and decided to help the child with the Budong. Both of them, headed to the small town to face the Budong. For those of you from the other side of the galaxy, a Budong is a a large space worm that comes down from the sky, quietly and anything caught in the path is destroyed. They can be very dangerous! After making the choice to help the small town fight the budong, the jedi realized that he knew nothing of budong's except for tales that were told. Wanting to separate truth from fiction, the cowardly jedi asked of the kid, "Tell me about the Budong. Is there a pattern to its attacks? Do you know of, seen, or heard about any the Budong vulnerabilities that we can use against it?" The child thought about the questions for a little bit and said, "The Budong is gray and dangerous. And now that I think about it, the Budong might be looking for something. It comes down from the sky, quietly and anything caught in the path is destroyed. It is rumored that a Budong can't handle salt." The child continued, "What are we going to do?" The jedi asked, "If the Budong is looking for something, maybe the attacks will stop if the Budong gets what it is after. Did anything happen during the days before the first attack by the budong?" Nothing really happened that I know of. I Did find an unusual rock. See?" The young girl said pulling out the rock. It only took the cowardly jedi one look at the rock to know this was

no ordinary rock but an device calling the Budong. They made a plan to place the device calling the Budong at the fringe of small town. That way the Budong would be able to find the device calling the Budong without any problems. A Short time after they left the device calling the budong, the Budong came moving in for another attack. The Budong must have sensed the device calling the Budong because it headed directly towards it. The Budong collected the device calling the Budong and left. The kid spoke up, "The small town had been rescued! Thank you kind jedi. We will forever be in you debt." The jedi answered, "No problem. I'm glad I could help but I must get back to quest now." Having helped the small town with a Budong problem, billy left the small town went back to his quest for the stone of power. Finally, after months of travelling, the cowardly jedi saw the desolate, cold asteroid ahead. Relieved that the quest was almost finished, he thought back to everything he had done to get where he is at. The thoughts then turned to the old wizard and he wondered if they had recovered. Suddenly, the jedi thought of the scroll. Billy had been studying the scroll over the course of the journey knew every page but decided to quickly review it again before entering the desolate, cold asteroid to search for the creepy, old temple. A Section that was blank was no longer blank but contained writings. Shocked about the new section, the cowardly jedi sat down and began to read the scroll. The jedi read, "These tests of three, you may flee, to determine worthiness, is a must, self be true, in order to get through." The cowardly jedi realized that getting to the stone of power wasn't going to be as simple as he thought. From this point, he was going to have to be on guard. The cowardly jedi entered the desolate, cold asteroid and began looking for the temple. As the jedi continued to look for the temple, a thick, moody fog moved in partially obstructing the view. Suddenly, a

massive river appeared in front of the jedi that was impassable without a bridge. In the distance, the jedi spotted a bridge over the river and headed that way. An old man, was standing at the entry to the bridge and as the jedi came near, spoke up, "Stop! Who would cross the bridge of death, would answer me, these questions three, if the other side he thee would see!" The jedi a little taken back responded, "I am ready." The bridge keeper asked, "What is your name?" The jedi replied, "I am billy." The bridge keeper asked, "What is your quest?" The jedi responded, "I seek the stone of power." The bridge keeper inquired, "What have you you learned during your quest?" The jedi thought for a second and replied, "I have learned to take personal responsibility." The bridge keeper replied, "Thy self be true. Thou shall pass." The river, bridge, and bridge keeper vanished into thin air like they were never there. The jedi continued to look for the creepy, old temple. The cowardly jedi finally spotted the temple and began heading towards it. Just as the jedi approached the creepy, old temple, a long stone hallway grew from the ground and formed around him with two openings. One of the openings is directly behind the jedi and the other opening leads into the temple. As the cowardly jedi moved forward, a volley of arrows shot out of one wall and into the other wall the entire length of the hallway. The jedi stopped instantly. The arrows continued fly across the room and billy saw no way to get to the temple but through the arrows. The jedi then remembered the protection magical spell learned from scroll and thought it should work to get past the arrows and enter the temple. In a clear and loud voice the jedi spoke, "Illuxerunt!" And began to walked down the hallway as the arrows passed around him. As the jedi passed through the opening nearest to the temple, the whole hallway vanished and from nowhere a voice spoke, "Thy self be true. Thou shall pass." The jedi began to

search for the stone of power within the creepy, old temple. The jedi entered a large room within the creepy, old temple. A Stone sit upon a stone pillar in the center of the room. As the jedi approached pillar, the voice from nowhere spoke again, "You must choose. You can turn back now or risk being found unworthy. Stepping up to the stone pillar will seal you within this room for the remainder of your life with no way out. Removing the stone of power from the pillar is the only way out but only the worthy one can remove it." The jedi began thinking about the choice. He could leave now but that would mean giving up on the quest. Remembering what he learned, the cowardly jedi approached the pillar and reached out for the stone then spoke out loud, "I gave my word that I would find and protect the stone of power and I intend to do just that." Then with all his might attempted to lift the stone. The stone slowly began to move. The voice replied, "Thy self be true. Thou have passed. Enter the doorway to find the true stone of power." The stone pillar and the stone vanished from the room. Suddenly, the ground began to shake and a doorway formed where the pillar was. The jedi approach the doorway but could not see through it as the entrance shimmers like a vertical puddle of water. As the jedi touched the vertical puddle of water, ripples went extending out from the spot. After deciding that the doorway was not a trap, the cowardly jedi passed through the doorway and was instantly transported to a small stone room with a modest pedestal in the middle. The sides on the pedestal were covered in ivory. The voice from nowhere spoke up again, "Picture in your mind where you would like to go and pass back through the doorway and you will be instantaneously carried there. Be careful as you may only use the doorway once." The jedi approached the and saw a stone upon it. He reached out and took the stone. The voice spoke, "You now hold in your hands the true

stone of power. Use it wisely." The jedi started moving toward the doorway but stopped in his tracks. Recognizing that he would have not have made it to the stone of power without the scroll, our jedi decided that the most secure place for the stone of power is within this creepy, old temple. The jedi replaced the stone of power back upon the along with the scroll. The voice spoke again, "You have intelligently chosen to leave the stone of power here. You will never be permitted to return. Pass back through the doorway." The cowardly jedi thought about how charming that village was that he was heading before coming across the old wizard, who started him on this quest. The jedi, without the stone of power, pictured the village in his mind and passed back through the doorway. Billy was instantly transported to the village, where he decided to put to use all that was learned throughout the quest and aid others. The end.

Story 29

Let me tell you the story about a sheriff named thomas. Once upon a time in a far off land, lived a ambitious sheriff. Our sheriff had elected to live on the outskirts of a small village and needed to head into the village to fetch some materials. On the way into the village, thomas spotted an elderly figure in distress on the trail ahead. The sheriff ran toward the elderly figure in an attempt to assist. When he made it to the figure, the ambitious sheriff discovered a wizard, who was near death. The wizard softly spoke, "Please help me! The wizard softly spoke, "Please help me! I Cannot finish my mission. An evil lord has identified the current location of the ring of power and you must find it first to protect it but be careful as the ring of power has the power to rule the world. Will you help an old wizard and save the world from evil?" Thomas thought about it for a few minutes and responded with a thunderous, "Yes!" Ok. I will change the genre to incorporate all genres. Our ambitious sheriff is now a cowardly jedi. I will try to incorporate the theme Take Personal Responsibility into the story. Let's try this instead. You have a kind soul. Please help me by completing my lifework and find the stone of power!" Said the wizard. He continued, "An evil lord has identified its current location. If it were to fall into his hands he would have the power to grant wishes. Will you help an old wizard and save the world from evil?" Thomas first response was the same one he has given all of his life but something was felt different this time. Our cowardly jedi want to take personal responsibility for once in his lifetime and said, "Yes!" A Brief smile appeared on the wizard face. He then spoke up again and said, "Head west until you come to a desolate, cold asteroid. Continue into the asteroid till you find the large, creepy temple. Within the temple you will find the stone of power. This scroll will help

you in your trip. Now go!" Our cowardly jedi reached out and took the scroll and headed for the temple to seek the stone of power. Our cowardly jedi continued west for days with no clue of the asteroid or the temple. As the cowardly jedi continued seeking for the stone of power, he took time to read the scroll because it may hold hints that would assist as the wizard told. One portion in the scroll troubled the jedi. It spoke of a creature that he would have to pass in order to get near the stone of power. This creature, the space sirens, lures everybody to them, trapping them forever. No one can withstand their song and once heard are forever doomed. The passage describes the space sirens as a creature that is waist down a sparrow and waist up a women. What troubled thomas the most was that, the space sirens lives within a hilly desert, which the jedi believes maybe nearing soon. Worried that the hot desert was near, the jedi wanted to have a strategy ready when the time came. The passage in the scroll also spoke of a force trick that would stop all sound in the vicinity. No one would be able to talk within the hot desert ever again but the space sirens would never be able to use their song to lure people into a captivity. The jedi spotted the hot desert ahead and before entering the desert, thomas shouted, "Non auditus desert-us!" In order to see if the force trick worked, the jedi picked up a stone and threw it into the desert. Never hearing the stone land, the jedi knew the force trick had worked and it was safe to enter. Continuing to head west, the jedi ran into a young girl, who was acting scared and confused. The young girl spotted the jedi, ran to him and tried to say something but nothing came out. Thomas took the young girl by the hand and led them west until they had made it through the desert. The jedi spoke, "You were in the desert of the space sirens but are safe now. I Used a force trick to prevent anyone from being lured by the space sirens' song. No one can hear

anything in the hot desert ever again. The space sirens will never trap anybody else now." The young girl responded, "Thank you for saving me oh brave jedi. I Have heard about the space sirens but never knew they were in this desert. I Know my way home from here and thank you again for saving me." Hey parted ways and the jedi went back to searching for the stone of power in the temple. The cowardly jedi having barely escaped certain capture returned to his search for the stone of power. Thomas heard a noise coming from the trail ahead. All of a sudden, a young boy came running down the trail yelling, "Help! Budong! I Need help!" The cowardly jedi could only stand there stunned and observe the child. Knowing the how important his quest was, he wanted to forget about the Budong but seeing the desperation in the child's eyes broke the jedi's heart. The cowardly jedi wanted to take personal responsibility and decided to help the young boy with the Budong. Both of them, headed to the small town to face the Budong. For those of you from the other side of the galaxy, a Budong is a a large space worm that comes down from the sky, quietly and anything caught in the path is destroyed. They can be very dangerous! After making the choice to help the small town fight the budong, the jedi realized that he knew nothing of budong's except for stories that were told. Wanting to separate reality from fiction, the cowardly jedi asked of the young boy, "What do you know about the Budong? Is there a pattern to its attacks? Do you know of, seen, or heard about any the Budong weaknesses that we can use?" The kid thought about the questions for a little bit and said, "The Budong is dangerous and gray. And now that I think about it, the Budong might be looking for something. It comes down from the sky, quietly and anything caught in the path is destroyed. It is rumored that a Budong can't handle salt." The young boy continued, "What are we going to do?" The jedi asked, "If

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the Budong is looking for something, maybe the attacks will cease if the Budong gets what it is after. Did anything happen during the days before the first attack by the budong?" Nothing really occurred that I know of. I Did find an unusual rock. See?" The kid said pulling out the rock. It only took the cowardly jedi one look at the rock to know this was no ordinary rock but an device calling the Budong. They made a plan to place the device calling the Budong at the edge of small town. That way the Budong would be able to recover the device calling the Budong without any problems. A Short time after they left the device calling the budong, the Budong came moving in for another attack. The Budong must have perceived the device calling the Budong because it headed directly towards it. The Budong collected the device calling the Budong and left. The child spoke up, "The small town had been saved! Thank you kind jedi. We will forever be in you debt." The jedi answered, "No problem. I'm glad I could help but I must get back to quest now." Having helped the small town with a Budong problem, thomas left the small town went back to his quest for the stone of power. Finally, after months of travelling, the cowardly jedi saw the desolate, cold asteroid ahead. Relieved that the quest was almost finished, he thought back to everything he had done to get where he is at. He then remembered the old wizard and he wondered if they had recovered. Suddenly, the jedi thought of the scroll. Thomas had been reading the scroll over the course of the journey knew every page but decided to quickly review it again before entering the desolate, cold asteroid to search for the large, creepy temple. A Section that was blank was no longer blank but held writings. Shocked about the new section, the cowardly jedi sat down and began to read the scroll. The jedi read, "These tests of three, you may flee, to determine worthiness, is a must, self be true, in order to

get through." The cowardly jedi realized that getting to the stone of power wasn't going to be as simple as he thought. From this point, he was going to have to be on guard. The cowardly jedi entered the desolate, cold asteroid and began looking for the temple. As the jedi continued to look for the temple, a thick, moody fog moved in somewhat obstructing visibility. Suddenly, a massive gorge came into view in front of the jedi that was impassable without a bridge. In the distance, the jedi spotted a bridge over the gorge and headed that way. An old man, was standing at the entrance to the bridge and as the jedi approached, spoke up, "Stop! Who would cross the bridge of death, would answer me, these questions three, if the other side he thee would see!" The jedi a little taken back responded, "I am ready." The bridge keeper inquired, "What is your name?" The jedi responded, "I am thomas." The bridge keeper inquired, "What is your quest?" The jedi replied, "I seek the stone of power." The bridge keeper asked, "What have you you learned during your quest?" The jedi thought for a second and responded, "I have learned to take personal responsibility." The bridge keeper replied, "Thy self be true. Thou shall pass." The gorge, bridge, and bridge keeper disappeared into thin air like they were never there. The jedi continued to search for the large, creepy temple. The cowardly jedi finally spotted the temple and began heading towards it. Just as the jedi approached the large, creepy temple, a long stone hallway grew from the ground and formed around him with two openings. One of the openings is directly behind the jedi and the other opening leads into the temple. As the cowardly jedi moved forward, a volley of arrows shot out of one wall and into the other wall the entire length of the hallway. The jedi stopped instantly. The arrows continued fly across the room and thomas saw no way to get to the temple but through the arrows. The jedi then remembered the protection magical spell

learned from scroll and thought it should work to get past the arrows and enter the temple. In a clear and loud voice the jedi spoke, "Illuxerunt!" And began to walked down the hallway as the arrows passed around him. As the jedi passed through the opening nearest to the temple, the whole hallway vanished and from nowhere a voice spoke, "Thy self be true. Thou shall pass." The jedi began to search for the stone of power within the large, creepy temple. The jedi entered a large room within the large, creepy temple. A Stone sit upon a stone pillar in the center of the room. As the jedi approached pillar, the voice from nowhere spoke again, "You must choose. You can turn back now or risk being found unworthy. Stepping up to the stone pillar will seal you within this room for the remainder of your life with no way out. Removing the stone of power from the pillar is the only way out but only the worthy one can remove it." The jedi began thinking about the choice. He could leave now but that would mean giving up on the quest. Remembering what he learned, the cowardly jedi approached the pillar and reached out for the stone then spoke out loud, "I gave my word that I would find and protect the stone of power and I intend to do just that." Then with all his might attempted to lift the stone. The stone slowly began to move. The voice replied, "Thy self be true. Thou have passed. Enter the doorway to find the true stone of power." The stone pillar and the stone vanished from the room. Suddenly, the ground began to shake and a doorway formed where the pillar was. The jedi approach the doorway but could not see through it as the entryway shimmers like a vertical puddle of water. As the jedi touched the vertical puddle of water, ripples went extending out from the point. After deciding that the doorway was not dangerous, the cowardly jedi passed through the doorway and was instantly transported to a small stone room with a modest pedestal in the center. The

sides on the pedestal were coated with ivory. The voice from nowhere spoke up again, "Picture in your mind where you would like to go and re-enter the doorway and you will be instantaneously carried to that place. Be careful as you may only use the doorway once." The jedi approached the and saw nothing sitting on it. The voice spoke, "The genuine stone of power is no longer here. Seek it elsewhere." The cowardly jedi thought about how charming that village was that he was going to before coming across the old wizard, who started him on this quest. The jedi, without the stone of power, pictured the village in his mind and passed back through the doorway. Thomas was instantaneously carried to the village, where he determined to put to use all that was learned throughout the journey and aid others. The end.

Story 30

I'm thinking of a medieval story about a thief named thomas. When the cowardly thief crawled out bed this morning, he thought it be just another day but fate had something else in mind for that day. Never staying in one place too long, the thief was currently heading into a village far away from any large towns. On the way into the village, thomas spotted an elderly figure in distress on the trail ahead. Not wanting to get involved, the thief went and hid until all he could hear was nothing. After thinking coast is clear, our cowardly thief continued on towards village. When he makes it to the area where the figure was, the cowardly thief discovered a sheriff, who was near death. You have a kind soul. Please help me by completing my lifework and find the stone of power!" Said the sheriff. He continued, "An evil lord has discovered its current location. If it were to fall into his hands he would have the power to travel through space instantly. Will you help an old sheriff and save the world from evil?" Thomas first response was the same one he has given all of his life but something was different this time. Our cowardly thief want to having courage for once in his lifetime and said, "Yes!" A Brief smile appeared on the sheriff face. He then spoke up again and said, "Head west until you come to a foreboding, creepy forest. Continue into the forest till you find the enormous, foreboding temple. Within the temple you will find the stone of power. This book will help you in your journey. Now go!" Our cowardly thief reached out and took the book and headed for the temple to find the stone of power. Thomas travelled for days, heading west, with no clue of the forest or the temple. As the cowardly thief continued seeking for the stone of power, he took time to read the book because it may hold clues that would help as the sheriff said. As the cowardly thief continued seeking

for the stone of power, he took time to read the book because it may hold clues that would help as the sheriff said. One passage in the book worried the thief. It spoke of a creature that he would have to pass in order to get near the stone of power. This creature, the sirens, lures everybody to them, trapping them forever. No one can resist their song and once heard are forever hopeless. Ok. I will change the genre to incorporate all genres. Our thief is now a jedi. Our cowardly thief will now be cowardly. I will try to incorporate the theme Take Personal Responsibility into the story. Let's try this instead. As the cowardly jedi continued searching for the stone of power, he took time to read the book because it may hold hints that would assist as the sheriff told. One portion in the book worried the jedi. It spoke of a creature that he would have to pass in order to get near the stone of power. This creature, the sirens, lures everybody to them, trapping them forever. No one can withstand their song and once heard are forever hopeless. The portion describes the sirens as a creature that is waist down a sparrow and waist up a women. What troubled thomas the most was that, the sirens lives within a hot desert, which the jedi believes maybe nearing soon. Fearing the hot desert was near, the jedi wanted to have a plan ready when the time came. The passage in the book also spoke of a force trick that would stop all sound in the vicinity. No one would be able to hear anything within the hot desert ever again but the sirens would never be able to use their song to lure people into a captivity. The jedi noticed the hot desert ahead and before entering the desert, thomas shouted, "Non auditus desert-us!" In order to see if the force trick worked, the jedi picked up a stone and threw it into the desert. Never hearing the stone land, the jedi knew the force trick had worked and it was safe to enter. Continuing to head west, the jedi ran into a young boy, who was acting scared and confused. The

young boy spotted the jedi, ran to him and tried to speak but nothing came out. Thomas took the young boy by the hand and led them west until they had made it through the desert. The jedi spoke, "You were in the desert of the sirens but are safe now. I Used a force trick to prevent anyone from being lured by the sirens' song. No one can hear anything in the hot desert ever again. The sirens will never trap anybody else now." The child responded, "Thank you for saving me oh brave jedi. I Have heard about the sirens but never knew they were in this desert. I Know my way home from here and thank you again for saving me." Hey parted ways and the jedi went back to searching for the stone of power in the temple. The cowardly jedi having barely escaped certain capture returned to his search for the stone of power. Thomas continued heading west when a young girl came running down the trail. The jedi, with nowhere to hide, was petrified in his tracks. The kid caught a glimpse of the cowardly jedi and yelled, "Budong! Please help! My small settlement is under attack by a Budong! I Was the only one to make it out to get help. You must help my settlement." Knowing how crucial his quest was, he wanted to ignore the kid and the Budong but seeing the urgency in the kid's eyes broke the jedi's heart. The cowardly jedi wanted to take personal responsibility and decided to help the child with the Budong. Both of them, headed to the small settlement to face the Budong. For those of you from the other side of the galaxy, a Budong is a a large space worm that comes down from the sky, quietly and anything caught in the path is destroyed. They can be very dangerous! After making the choice to help the small settlement fight the budong, the jedi realized that he knew nothing of budong's except for tales that were told. Wanting to separate truth from fiction, the cowardly jedi asked of the young girl, "Tell me about the Budong. Is there a pattern to its attacks? Do you know of, seen, or heard

about any the Budong weaknesses that we can use against it?" The young girl thought about the questions for a little bit and responded, "The Budong is gray and dangerous. And now that I think about it, the Budong might be looking for something. It comes down from the sky, quietly and anything caught in the path is destroyed. It is rumored that a Budong can't handle salt." The child continued, "What are we going to do?" The jedi asked, "If the Budong is looking for something, maybe the attacks will stop if the Budong gets what it is after. Did anybody find anything weird during the days before the first attack by the budong?" Nothing really occurred that I know of. I Did find an interesting rock. See?" The young girl said pulling out the rock. It only took the cowardly jedi one glance at the rock to know this was no typical rock but an device calling the Budong. They then decided to place the device calling the Budong at the fringe of small settlement. That way the Budong would be able to find the device calling the Budong without any anybody getting hurt. A Short time after they left the device calling the budong, the Budong came moving in for another onslaught. The Budong must have perceived the device calling the Budong because it moved directly towards it. The Budong collected the device calling the Budong and left. The child spoke up, "The small settlement had been saved! Thank you kind jedi. We will always be in you debt." The jedi responded, "No problem. I'm glad I could help but I must get back to quest now." Having helped the small settlement with a Budong problem, thomas left the small settlement went back to his quest for the stone of power. Finally, after months of travelling, the cowardly jedi saw the foreboding, creepy forest ahead. Relieved that the quest was almost finished, he remembered how his life came to this point. He then remembered the old sheriff and he wondered if they had recovered. Suddenly, the jedi

thought of the book. Thomas had been reading the book over the course of the journey knew every page but decided to quickly review it again before entering the foreboding, creepy forest to search for the enormous, foreboding temple. A Section that was blank was no longer blank but contained writings. Shocked about the new section, the cowardly jedi sat down and began to read the book. The jedi read, "These tests of three, you may flee, to determine worthiness, is a must, self be true, in order to get through." The cowardly jedi realized that getting to the stone of power wasn't going to be as simple as he thought. From this point, he was going to have to be on the look out. The cowardly jedi entered the foreboding, creepy forest and began looking for the temple. As the jedi continued to look for the temple, a thick, moody fog rolled in somewhat obstructing visibility. Suddenly, a large river appeared in front of the jedi that was impassable without a bridge. In the distance, the jedi spotted a bridge over the river and headed that way. An old man, was standing at the entrance to the bridge and as the jedi approached, spoke up, "Stop! Who would cross the bridge of death, would answer me, these questions three, if the other side he thee would see!" The jedi a little taken back responded, "I am ready." The bridge keeper inquired, "What is your name?" The jedi replied, "I am thomas." The bridge keeper inquired, "What is your quest?" The jedi replied, "I seek the stone of power." The bridge keeper asked, "What have you you learned during your quest?" The jedi thought for a second and replied, "I have learned to take personal responsibility." The bridge keeper replied, "Thy self be true. Thou shall pass." The river, bridge, and bridge keeper disappeared into thin air like they were never there. The jedi continued to search for the enormous, foreboding temple. The cowardly jedi finally spotted the temple and began heading towards it. Just as the jedi approached

the enormous, foreboding temple, a long stone hallway grew from the ground and formed around him with two openings. One of the openings is directly behind the jedi and the other opening leads into the temple. As the cowardly jedi moved forward, a volley of arrows shot out of one wall and into the other wall the entire length of the hallway. The jedi stopped instantly. The arrows continued fly across the room and thomas saw no way to get to the temple but through the arrows. The jedi then remembered the protection magical spell learned from book and thought it should work to get past the arrows and enter the temple. In a clear and loud voice the jedi spoke, "Illuxerunt!" And began to walked down the hallway as the arrows passed around him. As the jedi passed through the opening nearest to the temple, the whole hallway vanished and from nowhere a voice spoke, "Thy self be true. Thou shall pass." The jedi began to search for the stone of power within the enormous, foreboding temple. The jedi entered a large room within the enormous, foreboding temple. A Stone sit upon a stone pillar in the center of the room. As the jedi approached pillar, the voice from nowhere spoke again, "You must choose. You can turn back now or risk being found unworthy. Stepping up to the stone pillar will seal you within this room for the remainder of your life with no way out. Removing the stone of power from the pillar is the only way out but only the worthy one can remove it." The jedi began thinking about the choice. He could leave now but that would mean giving up on the quest. Remembering what he learned, the cowardly jedi approached the pillar and reached out for the stone then spoke out loud, "I gave my word that I would find and protect the stone of power and I intend to do just that." Then with all his might attempted to lift the stone. The stone slowly began to move. The voice replied, "Thy self be true. Thou have passed. Enter the doorway to find the true stone of power." The

stone pillar and the stone vanished from the room. Suddenly, the ground began to shake and a doorway formed where the pillar was. The jedi approach the doorway but could not see through it as the entrance shimmers like a vertical puddle of water. As the jedi touched the vertical puddle of water, ripples went spreading out from the spot. After deciding that the doorway was not dangerous, the cowardly jedi passed through the doorway and was instantly transported to a small stone room with a simple pedestal in the center. The sides on the pedestal were covered in ivory. The voice from nowhere spoke up again, "Picture in your mind where you would like to go and re-enter the doorway and you will be instantaneously carried to that place. Be careful as you may only use the doorway once." The jedi approached the and noticed a stone sitting on it. He reached out and took the stone. The voice spoke, "You now possess the genuine stone of power. Use it wisely." The cowardly jedi thought about how nice that village was that he was going to before coming across the old sheriff, who started him on this quest. The jedi, with the stone of power in hand, pictured the old sheriff in his mind and passed back through the doorway. Thomas was instantly transported to the old sheriff. Upon seeing the jedi, the old sheriff spoke, "How did you get here? Did you find the stone of power? Is it protected?" "I had incredible quest. I Made it through the trials and recovered the stone of power. See?" Replied the jedi taking out the stone of power. Suddenly, a puff of smoke surrounded the old sheriff and an villainous laugh was heard. A Hand reached out from the smoke and grabbed the stone of power. A Voice spoke from the smoke, "You fool! I Have tricked you into recovering the stone of power for me. Now, I will use its power to conquer the universe!" The smoke faded away and there was nothing left. Now

more driven to undo what just occurred, our cowardly jedi ventured off to find the stone

of power, again. The end?

Story 31

Let me tell you the story about a sheriff named thomas. Once upon a time in a far off land, lived a cowardly sheriff. Our sheriff had elected to live on the vicinity of a small village and needed to head into the village to obtain some supplies. On the way into the village, thomas spotted an elderly figure in distress on the trail ahead. Not wanting to get involved, the sheriff went and hid until nothing could be heard. After thinking coast is clear, our cowardly sheriff continued towards village. When he gets to the point where the figure was, the cowardly sheriff discovered a dying drifter. You have a kind soul. Please help me by completing my lifework and find the ring of power!" Said the drifter. He continued, "An evil lord has identified its current location. If it were to fall into his hands he would have the power to rule the world. Will you help an old drifter and save the world?" Thomas first response was the same one he has given all of his life but something was felt different this time. Our cowardly sheriff want to take personal responsibility for once in his lifetime and said, "Yes!" A Brief smile appeared on the drifter face. He then spoke up again and said, "Head south until you reach to a creepy, foreboding forest. Continue into the forest till you find the enormous, foreboding temple. Inside the temple you will find the ring of power. This scroll will help you in your trip. Now go!" Our cowardly sheriff reached out and took the scroll and headed for the temple to seek the ring of power. Thomas travelled for days, heading south, with no clue of the forest or the temple. Thomas continued heading south when a child came running down the path. Thomas continued heading south when a child came running down the path. The sheriff, with nowhere to hide, was petrified in his tracks. The child caught a glimpse of the cowardly sheriff and cried out, "Dragon! Please help! My small

settlement is under attack by a Dragon! Ok. I will change the genre to incorporate all genres. Our sheriff is now a jedi. Our cowardly sheriff will now be cowardly. Let's try this instead. Thomas continued heading south when a child came running down the path. The jedi, with nowhere to hide, was frozen in his tracks. The child caught a glimpse of the cowardly jedi and yelled, "Dragon! Please help! My small settlement is under attack by a Dragon! I Was the only one to make it out to find help. You must help my settlement." Knowing how crucial his quest was, he wanted to ignore the kid and the Dragon but seeing the desperation in the child's eyes broke the jedi's heart. The cowardly jedi wanted to take personal responsibility and decided to help the kid with the Dragon. Both of them, headed to the small settlement to face the Dragon. After making the choice to help the small settlement fight the dragon, the jedi realized that he knew very little of dragon's except for stories that were told. Wanting to separate reality from fiction, the cowardly jedi asked of the kid, "What do you know about the Dragon? Is there a pattern to its attacks? Do you know of, seen, or heard about any the Dragon weaknesses that we can use?" The child thought about the questions for a little bit and responded, "The Dragon is big and red. And now that I think about it, the Dragon might be looking for something. It came down out the sky, breathing fire. Took out a building and then just left. It is rumored that a Dragon has a weak belly." The child continued, "What are we going to do?" The jedi asked, "If the Dragon is looking for something, maybe the attacks will cease if the Dragon gets what it is after. Did anything happen during the days before the first attack by the dragon?" Nothing really occurred that I know of. I Did find an interesting rock. See?" The child said pulling out the rock. It only took the cowardly jedi one glance at the rock to know this was no ordinary rock but an dragon's egg. They

then decided to place the dragon's egg at the fringe of small settlement. That way the Dragon would be able to recover the dragon's egg without any anybody getting hurt. A Short time after they left the dragon's egg, the Dragon came flying in for another onslaught. The Dragon must have sensed the dragon's egg because it moved directly towards it. The Dragon collected the dragon's egg and left. The kid spoke up, "The small settlement had been saved! Thank you kind jedi. We will forever be in you debt." The jedi answered, "No problem. I'm glad I could help but I must get back to quest now." Having helped the small settlement with a Dragon problem, thomas left the small settlement went back to his quest for the ring of power. The cowardly jedi's journey took him into a creepy forest. This did not bother the jedi as he has been in many forests before but this one felt bizarre. The jedi could not determine why this forest felt different but knew he had to get through it as quickly as possible. Continuing to head south, thomas' trail was obstructed by trees and brushes too thick to pass and had no options but to double back and find another way through the creepy forest. Suddenly, realizing why he had a bad feeling about the forest, all the evidence, including footprints were as if he was never there. The jedi was lost in a maze of the creepy forest. Knowing the proper way was blocked, the jedi speculated his best chance of getting through the forest was to find a way to cut an opening in the brushes and trees. Looking around in the surrounding area, the cowardly jedi discovered a sharp rock. He then attached the sharp rock to a sturdy stick to form a primitive axe. Using the primitive axe, our jedi to cut a passage through the brushes and trees that blocked the trail to the south. The cutting took time to complete but finally, the cowardly jedi made his way through the foreboding forest and resumed the search for the ring of power. The cowardly jedi having barely escaped

certain capture returned to his search for the ring of power. Finally, after months of travelling, the cowardly jedi saw the creepy, foreboding forest ahead. Relieved that the quest was almost over, he remembered how his life came to this point. The thoughts then turned to the old drifter and he wondered if they had healed. Suddenly, the jedi thought of the scroll. Thomas had been reading the scroll over the course of the journey knew every page but decided to quickly review it again before entering the creepy, foreboding forest to search for the enormous, foreboding temple. A Section that was blank was no longer blank but contained writings. Shocked about the new section, the cowardly jedi sat down and began to read the scroll. The jedi read, "These tests of three, you may flee, to determine worthiness, is a must, self be true, in order to get through." The cowardly jedi realized that getting to the ring of power wasn't going to be as simple as he thought. From this point, he was going to have to be on guard. The cowardly jedi entered the creepy, foreboding forest and started to look for the temple. As the jedi continued to search for the temple, a thick, moody fog rolled in somewhat obstructing visibility. Suddenly, a massive gorge came into view in front of the jedi that was impassable without a bridge. In the distance, the jedi spotted a bridge over the gorge and headed that way. An old man, was standing at the entrance to the bridge and as the jedi came near, spoke up, "Stop! Who would cross the bridge of death, would answer me, these questions three, if the other side he thee would see!" The jedi a little taken back responded, "I am ready." The bridge keeper asked, "What is your name?" The jedi replied, "I am thomas." The bridge keeper asked, "What is your quest?" The jedi replied, "I seek the ring of power." The bridge keeper inquired, "What have you you learned during your quest?" The jedi thought for a second and replied, "I have learned to take

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personal responsibility." The bridge keeper replied, "Thy self be true. Thou shall pass."

The gorge, bridge, and bridge keeper vanished into thin air like they were never there.

The jedi continued to look for the enormous, foreboding temple. The cowardly jedi

finally spotted the temple and began heading towards it. Just as the jedi approached the

enormous, foreboding temple, a long stone hallway grew from the ground and formed

around him with two openings. One of the openings is directly behind the jedi and the

other opening leads into the temple. As the cowardly jedi moved forward, a volley of

arrows shot out of one wall and into the other wall the entire length of the hallway. The

jedi stopped instantly. The arrows continued fly across the room and thomas saw no way

to get to the temple but through the arrows. The jedi then remembered the protection

magical spell learned from scroll and thought it should work to get past the arrows and

enter the temple. In a clear and loud voice the jedi spoke, "Illuxerunt!" And began to

walked down the hallway as the arrows passed around him. As the jedi passed through

the opening nearest to the temple, the whole hallway vanished and from nowhere a voice

spoke, "Thy self be true. Thou shall pass." The jedi began to search for the ring of

power within the enormous, foreboding temple. The jedi entered a large room within the

enormous, foreboding temple. A Ring sit upon a stone pillar in the center of the room.

As the jedi approached pillar, the voice from nowhere spoke again, "You must choose.

You can turn back now or risk being found unworthy. Stepping up to the stone pillar will

seal you within this room for the remainder of your life with no way out. Removing the

ring of power from the pillar is the only way out but only the worthy one can remove it."

The jedi began thinking about the choice. He could leave now but that would mean

giving up on the quest. Remembering what he learned, the cowardly jedi approached the

pillar and reached out for the ring then spoke out loud, "I gave my word that I would find and protect the ring of power and I intend to do just that." Then with all his might attempted to lift the ring. The ring slowly began to move. The voice replied, "Thy self be true. Thou have passed. Enter the doorway to find the true ring of power." The stone pillar and the ring vanished from the room. Suddenly, the ground began to shake and a doorway formed where the pillar was. The jedi approach the doorway but could not see through it as the entrance shimmers like a vertical puddle of water. As the jedi touched the vertical puddle of water, ripples went extending out from the spot. After determining that the doorway was not dangerous, the cowardly jedi passed through the doorway and was instantly carried to a small stone room with a modest pedestal in the center. The sides on the pedestal were covered in ivory. The voice from nowhere spoke up again, "Picture in your mind where you would like to go and pass back through the doorway and you will be instantaneously carried to that place. Be careful as you may only use the doorway once." The jedi approached the and noticed nothing sitting on it. The voice spoke, "The genuine ring of power is no longer here. Seek it elsewhere." The cowardly jedi thought about how nice that village was that he was going to before coming across the old drifter, who first told him of this quest. The jedi, without the ring of power, he visualized the village in his mind and entered back through the doorway. Thomas was instantaneously carried to the village, where he determined to put to use all that was learned throughout the journey and help others. The end.

<u>**Story 32**</u>

Let me tell you the story about a sheriff named henry. When the ambitious sheriff crawled out bed this morning, he thought it be just another day but fate had something else in mind for that day. Our sheriff had elected to live on the vicinity of a small village and needed to head into the village to obtain some supplies. On the way into the village, henry spotted an elderly figure in distress on the path ahead. The sheriff ran toward the elderly figure in an attempt to help. When he made it to the figure, the ambitious sheriff discovered a knight, who was near death. The knight softly spoke, "Please help me! I Cannot finish my lifework. An evil lord has discovered the current location of the stone of power and you must find it first to protect it but be careful as the stone of power has the power to travel through space instantly. Will you help an old knight and save the world from evil?" Henry thought about it for a minute and responded with a resounding, "Yes!" A Brief smile appeared on the knight face. He then spoke up again and said, "Head south until you come to a foreboding, creepy forest. Continue into the forest till you find the enormous, foreboding temple. Inside the temple you will find the stone of power. This scroll will help you in your trip. Now go!" Our ambitious sheriff reached out and took the scroll and headed for the temple to seek the stone of power. Henry travelled for days, heading south, with no sign of the forest or the temple. As the ambitious sheriff continued seeking for the stone of power, he took time to read the scroll because it may contain clues that would help as the knight told. One passage in the scroll worried the sheriff. It spoke of a creature that he would have to pass in order to get near the stone of power. This creature, the sirens, lures everybody to their death. No one can resist their song and once heard are forever hopeless. The passage describes the sirens as

a creature that is waist down a sparrow and waist up a women. What worried henry the most was that, the sirens lives within a sandy desert, which the sheriff believes maybe nearing soon. Worried that the hot desert was near, the sheriff wanted to have a plan ready when the time came. Worried that the hot desert was near, the sheriff wanted to have a plan ready when the time came. Knowing the sirens only use song to summon their victims, henry decided to build a device that covers his ears to block all sound. That way the sirens' song has no influence on him. The sheriff finished constructing the device just in time because the next day, the sheriff noticed the hot desert ahead. Just before entering the hot desert, henry put on the hearing device on and entered the desert. Ok. I will change the genre to incorporate all genres. Our ambitious sheriff is now a cowardly jedi. I will try to incorporate the theme Take Personal Responsibility into the story. Let's try this instead. Fearing the flat desert was near, the jedi wanted to have a strategy ready when the time came. Knowing the sirens only use song to summon their victims, henry decided to build a device that covers his ears to stop all sound. That way the sirens' song has no influence on him. The jedi finished constructing the device just in time because the next day, the jedi noticed the flat desert ahead. Just before entering the flat desert, henry put on the hearing apparatus on and entered the desert. Once the hearing device was on henry's head, the jedi could hear nothing and made his way into the desert toward the sirens. If he could stop the sirens' song for good, then everyone, who entered the desert, would be safe again. The jedi began searching the desert for the sirens. After hours of searching, the jedi could not find any signs of the sirens. Just as he was about to give up, the jedi spotted a young girl walking south. Believing that the young girl is under the charm the song of the sirens, our jedi followed the young girl.

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The young girl came to a small clearing and the jedi finally spotted the sirens. The cowardly jedi hides behind the child to get closer to the sirens. As soon as the child and jedi was close enough to the sirens, the cowardly jedi in one quick movement strikes them down. The kid was immediately liberated and turned toward the jedi. Seeing the song had been broken, henry removed the hearing device. The kid asked, "Where am I? What happen?" The jedi replied, "You are in the flat desert, where the sirens use to live, but are safe now. The sirens will never kill anybody else now." The child responded, "Thank you for rescuing me oh brave jedi. I Have been told about the sirens but never knew they were in this desert. I Know my way home from here and thank you again for rescuing me." Hey went separate ways and the jedi went back to searching for the stone of power in the temple. The cowardly jedi having barely escaped certain death returned to his search for the stone of power. Henry continued heading south when a child came running down the path. The jedi, with nowhere to hide, was petrified in his tracks. The kid caught a glimpse of the cowardly jedi and yelled, "Budong! Please help! My small town is under attack by a Budong! I Was the only one to make it out to find help. You must help my town." Knowing how important his quest was, he wanted to forget about the Budong but seeing the desperation in the child's eyes broke the jedi's heart. The cowardly jedi wanted to take personal responsibility and decided to help the child with the Budong. Both of them, headed to the small town to face the Budong. For those of you from the other side of the galaxy, a Budong is a a large space worm that comes down from the sky, quietly and anything caught in the path is destroyed. They can be very dangerous! After making the decision to help the small town fight the budong, the jedi realized that he knew nothing of budong's except for tales that were told. Wanting to

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separate fiction from truth, the cowardly jedi asked of the child, "What do you know about the Budong? Is there a pattern to its attacks? Do you know of, seen, or heard about any the Budong weaknesses that we can use?" The kid thought about the questions for a minute and said, "The Budong is gray and dangerous. And now that I think about it, the Budong might be looking for something. It comes down from the sky, quietly and anything caught in the path is destroyed. It is rumored that a Budong can't handle salt." The child continued, "What are we going to do?" The jedi asked, "If the Budong is searching for something, maybe the attacks will stop if the Budong gets what it is after. Did anybody find anything weird during the days before the first attack by the budong?" Nothing really happened that I know of. I Did find an interesting rock. See?" The kid said pulling out the rock. It only took the cowardly jedi one look at the rock to know this was no ordinary rock but an device calling the Budong. They made a plan to place the device calling the Budong at the edge of small town. That way the Budong would be able to find the device calling the Budong without any anybody getting hurt. A Short time after they left the device calling the budong, the Budong came moving in for another attack. The Budong must have perceived the device calling the Budong because it headed directly towards it. The Budong collected the device calling the Budong and left. The kid spoke up, "The small town had been rescued! Thank you kind jedi. We will always be in you debt." The jedi answered, "No problem. I'm glad I could assist but I must get back to quest now." Having helped the small town with a Budong problem, henry left the small town went back to his quest for the stone of power. Finally, after months of travelling, the cowardly jedi saw the foreboding, creepy forest ahead. Relieved that the quest was almost over, he thought back to everything he had done to get

where he is at. The thoughts then turned to the old knight and he wondered if they had recovered. Suddenly, the jedi thought of the scroll. Henry had been reading the scroll over the course of the journey knew every page but decided to quickly inspect it again before entering the foreboding, creepy forest to search for the enormous, foreboding temple. A Section that was blank was no longer blank but contained writings. Shocked about the new section, the cowardly jedi sat down and began to read the scroll. The jedi read, "These tests of three, you may flee, to determine worthiness, is a must, self be true, in order to get through." The cowardly jedi realized that getting to the stone of power wasn't going to be as simple as he thought. From this point, he was going to have to be on guard. The cowardly jedi entered the foreboding, creepy forest and started to look for the temple. As the jedi continued to look for the temple, a thick, moody fog rolled in partially blocking the view. Suddenly, a large river came into view in front of the jedi that was impassable without a bridge. In the distance, the jedi spotted a bridge over the river and headed that way. An old man, was standing at the entry to the bridge and as the jedi came near, spoke up, "Stop! Who would cross the bridge of death, would answer me, these questions three, if the other side he thee would see!" The jedi a little taken back responded, "I am ready." The bridge keeper asked, "What is your name?" The jedi replied, "I am henry." The bridge keeper asked, "What is your quest?" The jedi replied, "I seek the stone of power." The bridge keeper inquired, "What have you you learned during your quest?" The jedi thought for a second and replied, "I have learned to take personal responsibility." The bridge keeper replied, "Thy self be true. Thou shall pass." The river, bridge, and bridge keeper vanished into thin air like they were never there. The jedi continued to search for the enormous, foreboding temple. The cowardly jedi

finally spotted the temple and began heading towards it. Just as the jedi approached the enormous, foreboding temple, a long stone hallway grew from the ground and formed around him with two openings. One of the openings is directly behind the jedi and the other opening leads into the temple. As the cowardly jedi moved forward, a volley of arrows shot out of one wall and into the other wall the entire length of the hallway. The jedi stopped instantly. The arrows continued fly across the room and henry saw no way to get to the temple but through the arrows. The jedi then remembered the protection magical spell learned from scroll and thought it should work to get past the arrows and enter the temple. In a clear and loud voice the jedi spoke, "Illuxerunt!" And began to walked down the hallway as the arrows passed around him. As the jedi passed through the opening nearest to the temple, the whole hallway vanished and from nowhere a voice spoke, "Thy self be true. Thou shall pass." The jedi began to search for the stone of power within the enormous, foreboding temple. The jedi entered a large room within the enormous, foreboding temple. A Stone sit upon a stone pillar in the center of the room. As the jedi approached pillar, the voice from nowhere spoke again, "You must choose. You can turn back now or risk being found unworthy. Stepping up to the stone pillar will seal you within this room for the remainder of your life with no way out. Removing the stone of power from the pillar is the only way out but only the worthy one can remove it." The jedi began thinking about the choice. He could leave now but that would mean giving up on the quest. Remembering what he learned, the cowardly jedi approached the pillar and reached out for the stone then spoke out loud, "I gave my word that I would find and protect the stone of power and I intend to do just that." Then with all his might attempted to lift the stone. The stone slowly began to move. The voice replied, "Thy self

be true. Thou have passed. Enter the doorway to find the true stone of power." The stone pillar and the stone vanished from the room. Suddenly, the ground began to shake and a doorway formed where the pillar was. The jedi approach the doorway but could not see through it as the entrance shimmers like a vertical puddle of water. As the jedi touched the vertical puddle of water, ripples went extending out from the spot. After determining that the doorway was not dangerous, the cowardly jedi passed through the doorway and was instantly transported to a small stone room with a modest pedestal in the center. All the sides on the pedestal were coated with ivory. The voice from nowhere spoke up again, "Picture in your mind where you would like to go and pass back through the doorway and you will be instantly transported to that place. Be careful as you may only use the doorway once." The jedi approached the and saw a stone upon it. He reached out and took the stone. The voice spoke, "You now possess the true stone of power. Use it wisely." The room began to shake and the entrance of the doorway began to ripple out from the center. Suddenly, the old knight came through the doorway. Astounded the jedi asked, "Weren't you seriously hurt and how did you get here?" The old knight replied, "I got better. Is that the true stone of power?" Still astonished at the return of the old knight, the jedi showed the stone of power and said, "Yes! I Have just found the true stone of power." Suddenly, a puff of smoke enveloped the old knight and an villainous laugh was heard. A Hand stretched out from the smoke and grabbed the stone of power. A Sinister voice spoke from the smoke, "You fool! I Have tricked you into recovering the stone of power for me. Now, I will use its power to conquer the universe!" The smoke faded away and there was nothing left. Now more driven to undo

what just occurred, our cowardly jedi passed through the doorway and set off to find the

stone of power, again. The end?

Story 33

Let me tell you the story about a farm hand named thomas. When the brave farm hand crawled out bed this morning, he thought it be just another day but fate had something else in mind for that day. Our farm hand had chosen to live on the outskirts of a small village and needed to head into the village to fetch some materials. On the way into the village, thomas spotted an elderly figure in distress on the trail ahead. The farm hand ran toward the elderly figure in an attempt to assist. When he made it to the figure, the brave farm hand discovered a sheriff, who was near death. You have a kind soul. Please help me by finishing my lifework and find the stone of power!" Said the sheriff. He continued, "An evil lord has discovered its current location. If it were to fall into his hands he would have the power to travel through time. Will you help an old sheriff and save the world from evil?" Thomas thought about it for a few minutes and responded with a resounding, "Yes!" A Brief smile appeared on the sheriff face. He then spoke up again and said, "Head north until you reach to a haunted, deep forest. Continue into the forest till you find the cavernous, rocky cave. Within the cave you will find the stone of power. This scroll will help you in your journey. Now go!" Our brave farm hand reached out and took the scroll and headed for the cave to find the stone of power. Our brave farm hand continued north for days with no clue of the forest or the cave. It was just another day in the quest for the stone of power, when thomas noticed loud screams coming from further ahead. It was just another day in the quest for the stone of power, when thomas noticed loud screams coming from further ahead. As the farm hand neared a small town, he saw stone statues of a average looking people looking afraid and then witnessed a Basilisk slithering. The brave farm hand was always told stories about

basilisk's when he was little but never gave them any thought till now. The farm hand looked for someone to talk to and inquire. The brave farm hand spotted a child and went over to them Ok. I will change the genre to incorporate all genres. Our brave farm hand is now a cowardly jedi. I will try to incorporate the theme Take Personal Responsibility into the story. Let's try this instead. After making the decision to help the small town fight the basilisk, the jedi realized that he knew nothing of basilisk's except for stories that were told. Wanting to separate truth from fiction, the cowardly jedi asked of the kid, "Tell me about the Basilisk. Is there a pattern to its attacks? Do you know of, seen, or heard about any the Basilisk weaknesses that we can use?" The child thought about the questions for a minute and said, "The Basilisk is snake like and seems to attacks randomly. It only comes into the small town at night and anyone that makes eye contact with it, turns into stone. I Was told that a Basilisk can't look at it's own image but we have not been able to try it yet." The child continued, "What are we going to do?" The jedi spoke up, "I was taught a force trick that might help with the Basilisk but it has been while since I have tried it. I Don't know if it will work but it is worth a chance." " The cowardly jedi continued, "This force trick should temporary blind the Basilisk but it won't last long and it will have to be nearby." They searched the small town to gather every object they could in order to build a large maze. It took most of the day to build the maze and the trap but they finished before night fall. That night the Basilisk came into small town and followed the maze towards the dead end. The cowardly jedi stood up and shouted, "Thou shall not hurt anyone again!" The kid continued to listen as the cowardly jedi spoke a few line in an unknown language. The Basilisk suddenly stopped and then ran into a wall. The cowardly jedi turned to the kid and shouted, "Now!" They

leaped out and poked out the eyes of the Basilisk so it could never harm anyone again. We are safe! The Basilisk can't hurt anybody else." The kid said jumping up and down. Having helped the small town with a Basilisk problem, thomas left the small town went back to his quest for the stone of power. The cowardly jedi's journey took him into a rocky asteroid. This did not bother the jedi as he has been in many asteroids before but this one felt bizarre. The jedi could not determine why this asteroid felt different but knew he had to get through it as quickly as possible. Continuing to head north, thomas' trail was obstructed by abandoned space junk and had no options but to go back and find another route. Suddenly, realizing why he had a bad feeling about the asteroid, all signs, including footprints were as if he was never there. The jedi was lost in a maze of the rocky asteroid. Knowing travelling through the abandoned space junk is the fastest route to the stone of power, the jedi decided to do just that despite the treacherous passage. At first, the jedi enjoyed the challenge navigating through the abandoned space junk but failed to make any real progress and he began to worry about the decision. As he entered one compartment in the abandoned space junk, a voice from nowhere spoke, "Greetings. I Am isaac, the starship asimov's a.i Computer. How can I help you?" The jedi replied, "I need to get past your ship but can't seem to find a way. Can you help?" Isaac responded, "No problem. Self destruct in 3 minutes." Upon hearing that, the jedi ran as fast as he could back the way he came know that led out of the starship asimov. He had just made it outside, when the whole ship blew up. There no longer was anything blocking the jedi and continued north until he made his way through the rocky asteroid. The cowardly jedi having barely escaped certain capture returned to his search for the stone of power. Finally, after months of travelling, the cowardly jedi saw the haunted,

deep forest ahead. Relieved that the quest was almost over, he thought back to everything he had done to get where he is at. He then remembered the old sheriff and he wondered if they had healed. Suddenly, the jedi thought of the scroll. Thomas had been reading the scroll over the course of the journey knew every page but decided to quickly inspect it again before entering the haunted, deep forest to search for the cavernous, rocky cave. A Section that was blank was no longer blank but held writings. Shocked about the new section, the cowardly jedi sat down and began to read the scroll. The jedi read, "These tests of three, you may flee, to determine worthiness, is a must, self be true, in order to get through." The cowardly jedi realized that getting to the stone of power wasn't going to be as simple as he thought. From this point, he was going to have to be on guard. The cowardly jedi entered the haunted, deep forest and began looking for the cave. As the jedi continued to look for the cave, a thick, moody fog rolled in somewhat blocking visibility. Suddenly, a large gorge appeared in front of the jedi that was impassable without a bridge. In the distance, the jedi spotted a bridge over the gorge and headed that way. An old man, was standing at the entry to the bridge and as the jedi came near, spoke up, "Stop! Who would cross the bridge of death, would answer me, these questions three, if the other side he thee would see!" The jedi a little taken back responded, "I am ready." The bridge keeper inquired, "What is your name?" The jedi replied, "I am thomas." The bridge keeper inquired, "What is your quest?" The jedi replied, "I seek the stone of power." The bridge keeper inquired, "What have you you learned during your quest?" The jedi thought for a second and responded, "I have learned to take personal responsibility." The bridge keeper replied, "Thy self be true. Thou shall pass." The gorge, bridge, and bridge keeper disappeared into thin air like they were

never there. The jedi continued to search for the cavernous, rocky cave. The cowardly jedi finally spotted the cave and began heading towards it. Just as the jedi approached the cavernous, rocky cave, a long stone hallway grew from the ground and formed around him with two openings. One of the openings is directly behind the jedi and the other opening leads into the cave. As the cowardly jedi moved forward, a volley of arrows shot out of one wall and into the other wall the entire length of the hallway. The jedi stopped instantly. The arrows continued fly across the room and thomas saw no way to get to the cave but through the arrows. The jedi then remembered the protection magical spell learned from scroll and thought it should work to get past the arrows and enter the cave. In a clear and loud voice the jedi spoke, "Illuxerunt!" And began to walked down the hallway as the arrows passed around him. As the jedi passed through the opening nearest to the cave, the whole hallway vanished and from nowhere a voice spoke, "Thy self be true. Thou shall pass." The jedi began to search for the stone of power within the cavernous, rocky cave. The jedi entered a large room within the cavernous, rocky cave. A Stone sit upon a stone pillar in the center of the room. As the jedi approached pillar, the voice from nowhere spoke again, "You must choose. You can turn back now or risk being found unworthy. Stepping up to the stone pillar will seal you within this room for the remainder of your life with no way out. Removing the stone of power from the pillar is the only way out but only the worthy one can remove it." The jedi began thinking about the choice. He could leave now but that would mean giving up on the quest. Remembering what he learned, the cowardly jedi approached the pillar and reached out for the stone then spoke out loud, "I gave my word that I would find and protect the stone of power and I intend to do just that." Then with all his might attempted to lift the stone.

The stone slowly began to move. The voice replied, "Thy self be true. Thou have passed. Enter the doorway to find the true stone of power." The stone pillar and the stone vanished from the room. Suddenly, the ground began to shake and a doorway formed where the pillar was. The jedi approach the doorway but could not see through it as the entrance shimmers like a vertical puddle of water. As the jedi touched the vertical puddle of water, ripples went spreading out from the point. After determining that the doorway was not a trap, the cowardly jedi passed through the doorway and was instantaneously transported to a small stone room with a simple pedestal in the middle. The sides on the pedestal were coated with ivory. The voice from nowhere spoke up again, "Picture in your mind where you would like to go and re-enter the doorway and you will be instantly transported there. Be careful as you may only use the doorway once." The jedi approached the and noticed a stone sitting on it. He reached out and took the stone. The voice spoke, "You now possess the true stone of power. Use it wisely." The cowardly jedi thought about how charming that village was that he was heading before finding the old sheriff, who first told him of this quest. The jedi, with the stone of power in hand, he visualized the old sheriff in his mind and entered back through the doorway. Thomas was instantaneously transported to the old sheriff. Upon seeing the jedi, the old sheriff spoke, "How did you get here? Did you find the stone of power? Is it protected?"   "I had amazing quest. I Made it through the trials and recovered the stone of power. See?" Replied the jedi pulling out the stone of power. Suddenly, a puff of smoke enveloped the old sheriff and an evil laugh was heard. A Hand reached out from the smoke and took the stone of power. A Sinister voice spoke from the smoke, "You fool! I Have deceived you into finding the stone of power for me. Now, I will use its

power to conquer the universe!" The smoke faded away and there was nothing left. Now more driven to undo what just happened, our cowardly jedi set off to find the stone of power, again. The end?

<u>**Story 34**</u>

I'm thinking of a medieval story about a drifter named henry. When the ambitious drifter crawled out bed this morning, he thought it be just another day but fate had something else in mind for that day. Never staying in one place too long, the drifter was currently heading into a village far away from any large towns. On the way into the village, henry spotted an elderly figure in distress on the path ahead. The drifter ran toward the elderly figure in an attempt to help. When he made it to the figure, the ambitious drifter discovered a dying wizard. The wizard softly spoke, "Please help me! I Cannot finish my mission. An evil lord has identified the current location of the ring of power and you must find it first to protect it but be careful as the ring of power has the power to rule the world. Will you help an old wizard and save the world from evil?" Henry thought about it for a few minutes and responded with a thunderous, "Yes!" A Brief smile appeared on the wizard face. He then spoke up again and said, "Head south until you come to a deep, haunted forest. Continue into the forest till you find the cavernous, rocky cave. Within the cave you will find the ring of power. This scroll will help you in your journey. Now go!" Our ambitious drifter reached out and took the scroll and headed for the cave to find the ring of power. Our ambitious drifter continued south for days with no clue of the forest or the cave. Henry was heading south just like any other day in the quest for the ring of power, when henry noticed loud screams coming from further ahead. As the drifter neared a small settlement, he saw stone statues of a average looking people looking afraid and then witnessed a Basilisk slithering. The ambitious drifter was always told tales about basilisk's when he was little but never gave them any thought till now. The drifter looked for someone to talk to and investigate. The ambitious drifter spotted a

child and went over to them After making the decision to help the small settlement fight the basilisk, the drifter realized that he knew nothing of basilisk's except for tales that were told. After making the decision to help the small settlement fight the basilisk, the drifter realized that he knew nothing of basilisk's except for tales that were told. Wanting to separate fiction from truth, the ambitious drifter asked of the kid, "Tell me about the Basilisk. Is there a pattern to its attacks? Do you know of, seen, or heard about any the Basilisk vulnerabilities that we can use?" The child thought about the questions for a little bit and said, "The Basilisk is snake like and seems to attacks randomly. Ok. I will change the genre to incorporate all genres. Our ambitious drifter is now a cowardly jedi. I will try to incorporate the theme Take Personal Responsibility into the story. Let's try this instead. After making the decision to help the small settlement fight the basilisk, the jedi realized that he knew very little of basilisk's except for stories that were told. Wanting to separate fiction from truth, the cowardly jedi asked of the child, "What do you know about the Basilisk? Is there a pattern to its attacks? Do you know of, seen, or heard about any the Basilisk vulnerabilities that we can use?" The child thought about the questions for a minute and said, "The Basilisk is snake like and seems to attacks randomly. It only comes into the small settlement at night and anyone that makes eye contact with it, turns into stone. I Was told that a Basilisk can't look at it's own image but we have not been able to try it yet." The kid continued, "What are we going to do?" The jedi spoke up, "I was taught a force trick that might help with the Basilisk but it has been while since I have tried it. I Don't know if it will work but it is worth a chance." " The cowardly jedi continued, "This force trick should temporary blind the Basilisk but it won't last long and it will have to be nearby." They searched the small settlement to

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gather every object they could in order to build a large maze. It took most of the day to build the maze and the trap but they finished before night fall. That night the Basilisk came into small settlement and followed the maze towards the dead end. The cowardly jedi stood up and shouted, "Thou shall not hurt anyone again!" The child continued to listen as the cowardly jedi spoke a few line in an unknown language. The Basilisk suddenly stopped and then ran into a wall. The cowardly jedi turned to the child and shouted, "Now!" They leaped out and poked out the eyes of the Basilisk so it could never harm anyone again. We are safe! The Basilisk can't hurt anybody else." The child said jumping up and down. Having helped the small settlement with a Basilisk problem, henry left the small settlement went back to his quest for the ring of power. Henry continued heading south when a young boy came running down the path. The jedi, with nowhere to hide, was petrified in his tracks. The child spotted the cowardly jedi and cried out, "Budong! Please help!. I Know where the Budong is hiding. It is in a creepy and enormous temple. We can sneak in and take it out!" Knowing how crucial his quest was, he wanted to forget about the Budong but seeing the kid broke the jedi's heart. The cowardly jedi decided to help the young boy with the Budong. Both of them, headed to the temple to face the Budong. Along the way to the temple, the jedi asked of the young boy, "What do you know about the budong?" The young boy rapidly responded, "The Budong is gray and is staying in a temple ahead. Let's get it" The rapid response and the way the kid spoke didn't make sense in the jedi's mind. The words were right but the passion behind them was all wrong. But before the jedi could inquire further they had reached the temple. The jedi remembered a force trick that he was taught a long time ago that may come in handy. This force trick makes others see what they want to see and

henry decided to cast it upon the young boy. As they approached the temple, the jedi hid near the entrance. The force trick worked and the young boy saw the jedi enter the temple. Not five minutes later, the young boy shouted, "I have you now! There is no way you can escape this temple." You never find the Budong. Just like you will never find the ring of power." The jedi revealed himself to the young boy and said, "Nice try! You will never stop me from finding the ring of power! I Gave my word that I would protect it." Suddenly, the kid vanished into a puff of smoke and with no Budong to fight, henry went back to the quest. The cowardly jedi having barely escaped huge delay returned to his search for the ring of power. Finally, after months of travelling, the cowardly jedi saw the deep, haunted forest ahead. Relieved that the quest was almost over, he remembered how his life came to this point. He then remembered the old wizard and he wondered if they had healed. Suddenly, the jedi thought of the scroll. Henry had been studying the scroll over the course of the journey knew every page but decided to quickly review it again before entering the deep, haunted forest to search for the cavernous, rocky cave. A Section that was blank was no longer blank but held writings. Shocked about the new section, the cowardly jedi sat down and began to read the scroll. The jedi read, "These tests of three, you may flee, to determine worthiness, is a must, self be true, in order to get through." The cowardly jedi realized that getting to the ring of power wasn't going to be as easy as he thought. From this point, he was going to have to be on guard. The cowardly jedi entered the deep, haunted forest and started to look for the cave. As the jedi continued to search for the cave, a thick, moody fog rolled in somewhat obstructing visibility. Suddenly, a large river appeared in front of the jedi that was impassable without a bridge. In the distance, the jedi spotted a bridge over the river

and headed that way. An old man, was standing at the entry to the bridge and as the jedi came near, spoke up, "Stop! Who would cross the bridge of death, would answer me, these questions three, if the other side he thee would see!" The jedi a little taken back responded, "I am ready." The bridge keeper asked, "What is your name?" The jedi replied, "I am henry." The bridge keeper asked, "What is your quest?" The jedi replied, "I seek the ring of power." The bridge keeper inquired, "What have you you learned during your quest?" The jedi thought for a second and responded, "I have learned to take personal responsibility." The bridge keeper replied, "Thy self be true. Thou shall pass." The river, bridge, and bridge keeper vanished into thin air like they were never there. The jedi resumed to look for the cavernous, rocky cave. The cowardly jedi finally spotted the cave and began heading towards it. Just as the jedi approached the cavernous, rocky cave, a long stone hallway grew from the ground and formed around him with two openings. One of the openings is directly behind the jedi and the other opening leads into the cave. As the cowardly jedi moved forward, a volley of arrows shot out of one wall and into the other wall the entire length of the hallway. The jedi stopped instantly. The arrows continued fly across the room and henry saw no way to get to the cave but through the arrows. The jedi then remembered the protection magical spell learned from scroll and thought it should work to get past the arrows and enter the cave. In a clear and loud voice the jedi spoke, "Illuxerunt!" And began to walked down the hallway as the arrows passed around him. As the jedi passed through the opening nearest to the cave, the whole hallway vanished and from nowhere a voice spoke, "Thy self be true. Thou shall pass." The jedi began to search for the ring of power within the cavernous, rocky cave. The jedi entered a large room within the cavernous, rocky cave. A Ring sit upon a

stone pillar in the center of the room. As the jedi approached pillar, the voice from nowhere spoke again, "You must choose. You can turn back now or risk being found unworthy. Stepping up to the stone pillar will seal you within this room for the remainder of your life with no way out. Removing the ring of power from the pillar is the only way out but only the worthy one can remove it." The jedi began thinking about the choice. He could leave now but that would mean giving up on the quest. Remembering what he learned, the cowardly jedi approached the pillar and reached out for the ring then spoke out loud, "I gave my word that I would find and protect the ring of power and I intend to do just that." Then with all his might attempted to lift the ring. The ring slowly began to move. The voice replied, "Thy self be true. Thou have passed. Enter the doorway to find the true ring of power." The stone pillar and the ring vanished from the room. Suddenly, the ground began to shake and a doorway formed where the pillar was. The jedi approach the doorway but could not see through it as the entrance shimmers like a vertical puddle of water. As the jedi touched the vertical puddle of water, ripples went extending out from the point. After deciding that the doorway was not a trap, the cowardly jedi passed through the doorway and was instantaneously carried to a small stone room with a modest pedestal in the middle. The sides on the pedestal were coated with ivory. The voice from nowhere spoke up again, "Picture in your mind where you would like to go and re-enter the doorway and you will be instantly transported there. Be careful as you may only use the doorway once." The jedi approached the and noticed a ring upon it. He reached out and took the ring. The voice spoke, "You now hold in your hands the true ring of power. Use it wisely." The cowardly jedi thought about how charming that village was that he was heading before

finding the old wizard, who started him on this quest. The jedi, with the ring of power in hand, pictured the village in his mind and entered back through the doorway. Henry was instantaneously carried to the village. Recognizing that the evil lord will continue to search for the ring of power, the jedi decided to continue wondering from village to village forever protecting the ring from anyone who would abuse it. The end.

<u>Story 35</u>

I'm thinking of a medieval story about a thief named thomas. Once upon a time in a far off land, lived a cowardly thief. Wondering from village to village was the life that the thief had chosen. Presently, the thief was heading into a village far away from any large towns. On the way into the village, thomas spotted an elderly figure in distress on the trail ahead. Not wanting to get involved, the thief went and hid until all he could hear was nothing. After thinking coast is clear, our cowardly thief continued on towards village. When he makes it to the area where the figure was, the cowardly thief discovered a knight, who was near death. The knight softly spoke, "Please help me! I Cannot finish my mission. An evil lord has discovered the current location of the ring of power and you must find it first to protect it but be careful as the ring of power has the power to rule the world. Will you help an old knight and save the world from evil?" Thomas first response was the same one he has given all of his life but something was different this time. Our cowardly thief want to having courage for once in his lifetime and said, "Yes!" A Brief smile appeared on the knight face. He then spoke up again and said, "Head south until you reach a spooky, dark forest. Continue into the forest till you find the enormous, foreboding temple. Within the temple you will find the ring of power. This book will help you in your journey. Now go!" Our cowardly thief reached out and took the book and headed for the temple to find the ring of power. Our cowardly thief continued heading south for days with no clue of the forest or the temple. Thomas heard a noise coming from the path ahead. All of a sudden, a child came running down the path crying out, "Help! Dragon! I Need help!" The cowardly thief could only stand there bewildered and observe the child. Knowing the how important his quest was, he wanted

to ignore the kid and the Dragon but seeing the urgency in the child's eyes broke the thief's heart. The cowardly thief wanted to having courage and decided to help the kid with the Dragon. Both of them, headed to the small town to face the Dragon. After making the choice to help the small town fight the dragon, the thief realized that he knew nothing of dragon's except for tales that were told. Wanting to separate truth from fiction, the cowardly thief asked of the kid, "What do you know about the Dragon? Is there a pattern to its attacks? Do you know of, seen, or heard about any the Dragon vulnerabilities that we can use against it?" The child thought about the questions for a little bit and said, "The Dragon is red and big. And now that I think about it, the Dragon might be looking for something. It came down out the sky, breathing fire. Took out a building and then just left. It is rumored that a Dragon has a weak belly." The child continued, "What are we going to do?" The thief asked, "If the Dragon is looking for something, maybe the attacks will stop if the Dragon gets what it is after. The thief asked, "If the Dragon is looking for something, maybe the attacks will stop if the Dragon gets what it is after. Did anything happen during the days before the first attack by the dragon?" Nothing really happened that I know of. I Did find an unusual rock. See?" Ok. I will change the genre to incorporate all genres. Our thief is now a jedi. Our cowardly thief will now be cowardly. I will try to incorporate the theme Take Personal Responsibility into the story. Let's try this instead. The jedi asked, "If the Dragon is looking for something, maybe the attacks will stop if the Dragon gets what it is after. Did anything happen during the days before the first attack by the dragon?" Nothing really happened that I know of. I Did find an interesting rock. See?" The kid said pulling out the rock. It only took the cowardly jedi one glance at the rock to know this was no

ordinary rock but an dragon's egg. They made a plan to place the dragon's egg at the edge of small town. That way the Dragon would be able to find the dragon's egg without any anybody getting hurt. Not long after they left the dragon's egg, the Dragon came flying in for another attack. The Dragon must have sensed the dragon's egg because it moved directly towards it. The Dragon collected the dragon's egg and left. The kid spoke up, "The small town had been rescued! Thank you kind jedi. We will always be in you debt." The jedi answered, "No problem. I'm glad I could help but I must get back to quest now." Having helped the small town with a Dragon problem, thomas left the small town went back to his quest for the ring of power. Thomas heard a noise coming from the trail ahead. All of a sudden, a young girl came running down the trail crying out, "Help! Aliens! I Need help! I Know where the Aliens is hiding. It is in a enormous and creepy temple. We can sneak in and take it out!" The cowardly jedi could only stand there bewildered and watch the young girl. Knowing how important his quest was, he wanted to forget about the Aliens but seeing the kid broke the jedi's heart. The cowardly jedi decided to help the child with the Aliens. Both of them, headed to the temple to face the Aliens. Along the way to the temple, the jedi asked of the young girl, "What do you know about the aliens?" The young girl rapidly responded, "The Aliens is dangerous and are staying in a temple ahead. Let's get them" The rapid response and the way the young girl spoke didn't make sense in the jedi's mind. The words were right but the passion behind them was all wrong. But before the jedi could inquire further they had reached the temple. When they arrived at the temple entrance, the young girl said, "Oh brave jedi why don't I wait here and let you face the Aliens. I Would only get in the way." Not fully trusting the kid, the jedispoke up and said, "I'm not sure what a Aliens looks like.

We will enter the temple together." Not far into the temple, they came across a fork. The kid said, "If we go different ways, we will double our chances of finding the aliens." Putting his theory to the test, the cowardly jedi went a different way but waited until the kid was out of sight before he made his way back to the temple entrance and hid nearby. Not five minutes later, the child emerged from the temple and shouted back, "I have you now! There is no way you can escape this temple. You will be forever trapped." The jedi appeared behind the child and said, "Nice try! You will never stop me from finding the ring of power! I Gave my word that I would protect it." Suddenly, the child vanished into a puff of smoke and with no Aliens to fight, thomas went back to the quest. The cowardly jedi having barely escaped certain capture returned to his search for the ring of power. Finally, after months of travelling, the cowardly jedi saw the spooky, dark forest ahead. Relieved that the quest was almost over, he remembered how his life came to this point. The thoughts then turned to the old knight and he wondered if they had healed. Suddenly, the jedi thought of the book. Thomas had been studying the book over the course of the journey knew every page but decided to quickly review it again before entering the spooky, dark forest to search for the enormous, foreboding temple. A Section that was blank was no longer blank but held writings. Shocked about the new section, the cowardly jedi sat down and began to read the book. The jedi read, "These tests of three, you may flee, to determine worthiness, is a must, self be true, in order to get through." The cowardly jedi realized that getting to the ring of power wasn't going to be as simple as he thought. From this point, he was going to have to be on the look out. The cowardly jedi entered the spooky, dark forest and started to look for the temple. As the jedi continued to search for the temple, a thick, moody fog rolled in somewhat

obstructing the view. Suddenly, a large gorge came into view in front of the jedi that was impassable without a bridge. In the distance, the jedi spotted a bridge over the gorge and headed that way. An old man, was standing at the entrance to the bridge and as the jedi came near, spoke up, "Stop! Who would cross the bridge of death, would answer me, these questions three, if the other side he thee would see!" The jedi a little taken back responded, "I am ready." The bridge keeper asked, "What is your name?" The jedi replied, "I am thomas." The bridge keeper asked, "What is your quest?" The jedi replied, "I seek the ring of power." The bridge keeper inquired, "What have you you learned during your quest?" The jedi thought for a second and replied, "I have learned to take personal responsibility." The bridge keeper replied, "Thy self be true. Thou shall pass." The gorge, bridge, and bridge keeper vanished into thin air like they were never there. The jedi resumed to look for the enormous, foreboding temple. The cowardly jedi finally spotted the temple and began heading towards it. Just as the jedi approached the enormous, foreboding temple, a long stone hallway grew from the ground and formed around him with two openings. One of the openings is directly behind the jedi and the other opening leads into the temple. As the cowardly jedi moved forward, a volley of arrows shot out of one wall and into the other wall the entire length of the hallway. The jedi stopped instantly. The arrows continued fly across the room and thomas saw no way to get to the temple but through the arrows. The jedi then remembered the protection magical spell learned from book and thought it should work to get past the arrows and enter the temple. In a clear and loud voice the jedi spoke, "Illuxerunt!" And began to walked down the hallway as the arrows passed around him. As the jedi passed through the opening nearest to the temple, the whole hallway vanished and from nowhere a voice

spoke, "Thy self be true. Thou shall pass." The jedi began to search for the ring of power within the enormous, foreboding temple. The jedi entered a large room within the enormous, foreboding temple. A Ring sit upon a stone pillar in the center of the room. As the jedi approached pillar, the voice from nowhere spoke again, "You must choose. You can turn back now or risk being found unworthy. Stepping up to the stone pillar will seal you within this room for the remainder of your life with no way out. Removing the ring of power from the pillar is the only way out but only the worthy one can remove it." The jedi began thinking about the choice. He could leave now but that would mean giving up on the quest. Remembering what he learned, the cowardly jedi approached the pillar and reached out for the ring then spoke out loud, "I gave my word that I would find and protect the ring of power and I intend to do just that." Then with all his might attempted to lift the ring. The ring slowly began to move. The voice replied, "Thy self be true. Thou have passed. Enter the doorway to find the true ring of power." The stone pillar and the ring vanished from the room. Suddenly, the ground began to shake and a doorway formed where the pillar was. The jedi approach the doorway but could not see through it as the entryway shimmers like a vertical puddle of water. As the jedi touched the vertical puddle of water, ripples went spreading out from the point. After determining that the doorway was not a trap, the cowardly jedi passed through the doorway and was instantaneously carried to a small stone room with a modest pedestal in the middle. All the sides on the pedestal were coated with ivory. The voice from nowhere spoke up again, "Think of where you would like to go and re-enter the doorway and you will be instantly carried there. Be careful as you may only use the doorway once." The jedi approached the and noticed nothing sitting on it. The voice spoke, "The true ring of

power is no longer here. Seek it elsewhere." The cowardly jedi thought about how charming that village was that he was heading before finding the old knight, who started him on this quest. The jedi, without the ring of power, pictured the village in his mind and passed back through the doorway. Thomas was instantaneously carried to the village, where he determined to put to use all that was learned throughout the quest and help others. The end.

<u>Story 36</u>

I'm thinking of a medieval story about a wizard named billy. Once upon a time in a far off land, lived a ambitious wizard. Wondering from village to village was the life that the wizard had chosen. Presently, the wizard was heading into a village far away from any large towns. On the way into the village, billy spotted an elderly figure in distress on the trail ahead. The wizard ran toward the elderly figure in an attempt to help. When he made it to the figure, the ambitious wizard discovered a dying drifter. The drifter softly spoke, "Please help me! I Cannot finish my mission. An evil lord has discovered the current location of the stone of power and you must find it first to protect it but be careful as the stone of power has the power to travel through space instantly. Will you help an old drifter and save the world from evil?" Billy thought about it for a minute and responded with a resounding, "Yes!" A Brief smile appeared on the drifter face. He then spoke up again and said, "Head north until you come to a deep, dark forest. Continue into the forest till you find the cavernous, sheer cave. Inside the cave you will find the stone of power. This book will help you in your trip. Now go!" Our ambitious wizard reached out and took the book and headed for the cave to seek the stone of power. Our ambitious wizard continued north for days with no sign of the forest or the cave. Billy was heading north just like any other day in the quest for the stone of power, when billy noticed loud screams coming from further ahead. As the wizard neared a small town, he saw stone statues of a average looking people looking afraid and then witnessed a Basilisk slithering. The ambitious wizard was always told tales about basilisk's when he was younger but never gave them any thought till now. The wizard looked for someone to talk to and investigate. The ambitious wizard spotted a young girl and went over to

them After making the decision to help the small town fight the basilisk, the wizard realized that he knew very little of basilisk's except for tales that were told. Wanting to separate truth from fiction, the ambitious wizard asked of the kid, "Tell me about the Basilisk. Is there a pattern to its attacks? Do you know of, seen, or heard about any the Basilisk vulnerabilities that we can use against it?" The young girl thought about the questions for a minute and said, "The Basilisk is snake like and seems to attacks randomly. It only comes into the small town at night and anyone that makes eye contact with it, turns into stone. I Was told that a Basilisk can't look at it's own image but we have not been able to try it yet." The kid continued, "What are we going to do?" The wizard spoke up, "I was taught a magical spell that might help with the Basilisk but it has been while since I have tried it. The wizard spoke up, "I was taught a magical spell that might help with the Basilisk but it has been while since I have tried it. I Don't know if it will work but it is worth a chance." " The ambitious wizard continued, "This magical spell should temporary blind the Basilisk but it won't last long and it will have to be nearby." They searched the small town to gather every object they could in order to build a large maze. Ok. I will change the genre to incorporate all genres. Our ambitious wizard is now a cowardly jedi. I will try to incorporate the theme Take Personal Responsibility into the story. Let's try this instead. The jedi spoke up, "I was taught a force trick that might help with the Basilisk but it has been while since I have tried it. I Don't know if it will work but it is worth a chance." " The cowardly jedi continued, "This force trick should temporary blind the Basilisk but it won't last long and it will have to be nearby." They searched the small town to gather every object they could in order to build a large maze. It took most of the day to build the maze and the trap but they

finished before night fall. That night the Basilisk came into small town and followed the maze towards the dead end. The cowardly jedi stood up and shouted, "Thou shall not hurt anyone again!" The child continued to listen as the cowardly jedi spoke a few line in an unknown language. The Basilisk suddenly stopped and then ran into a wall. The cowardly jedi turned to the child and shouted, "Now!" They leaped out and poked out the eyes of the Basilisk so it could never harm anyone again. We are safe! The Basilisk can't hurt anybody else." The child said jumping up and down. Having helped the small town with a Basilisk problem, billy left the small town went back to his quest for the stone of power. As the cowardly jedi continued searching for the stone of power, he took time to read the book because it may contain clues that would assist as the drifter told. One portion in the book troubled the jedi. It spoke of a creature that he would have to pass in order to get near the stone of power. This creature, the space sirens, lures everybody to them, trapping them forever. No one can withstand their song and once heard are forever doomed. The passage describes the space sirens as a creature that is waist down a sparrow and waist up a women. What worried billy the most was that, the space sirens lives within a foreboding forest, which the jedi believes maybe nearing soon. Fearing the foreboding forest was near, the jedi wanted to have a plan ready when the time came. The passage in the book also spoke of a force trick that would stop all sound in an area. No one would be able to hear anything within the foreboding forest ever again but the space sirens would never be able to use their song to lure people into a captivity. The jedi noticed the foreboding forest ahead and before entering the forest, billy shouted, "Non auditus forest-us!" In order to see if the force trick worked, the jedi picked up a stone and threw it into the forest. Never hearing the stone land, the jedi knew the force

trick had worked and it was safe to enter. Continuing to head north, the jedi ran into a child, who was acting scared and confused. The child spotted the jedi, ran to him and tried to speak but nothing came out. Billy took the child by the hand and led them west until they had made it through the forest. The jedi spoke, "You were in the forest of the space sirens but are safe now. I Used a force trick to prevent anyone from being lured by the space sirens' song. No one can hear anything in the foreboding forest ever again. The space sirens will never trap anybody else now." The kid responded, "Thank you for rescuing me oh brave jedi. I Have heard about the space sirens but never knew they were in this forest. I Know my way home from here and thank you again for rescuing me." Hey parted ways and the jedi went back to searching for the stone of power in the cave. The cowardly jedi having barely escaped certain capture returned to his search for the stone of power. Finally, after months of travelling, the cowardly jedi saw the deep, dark forest ahead. Relieved that the quest was almost over, he thought back to everything he had done to get where he is at. The thoughts then turned to the old drifter and he wondered if they had recovered. Suddenly, the jedi thought of the book. Billy had been studying the book over the course of the journey knew every page but decided to quickly inspect it again before entering the deep, dark forest to search for the cavernous, sheer cave. A Section that was blank was no longer blank but contained writings. Shocked about the new section, the cowardly jedi sat down and began to read the book. The jedi read, "These tests of three, you may flee, to determine worthiness, is a must, self be true, in order to get through." The cowardly jedi realized that getting to the stone of power wasn't going to be as simple as he thought. From this point, he was going to have to be on guard. The cowardly jedi entered the deep, dark forest and started to look for the

cave. As the jedi continued to look for the cave, a thick, moody fog rolled in somewhat blocking the view. Suddenly, a massive gorge appeared in front of the jedi that was impassable without a bridge. In the distance, the jedi spotted a bridge over the gorge and headed that way. An old man, was standing at the entrance to the bridge and as the jedi approached, spoke up, "Stop! Who would cross the bridge of death, would answer me, these questions three, if the other side he thee would see!" The jedi a little taken back responded, "I am ready." The bridge keeper inquired, "What is your name?" The jedi replied, "I am billy."   The bridge keeper asked, "What is your quest?"   The jedi responded, "I seek the stone of power." The bridge keeper inquired, "What have you you learned during your quest?" The jedi thought for a second and responded, "I have learned to take personal responsibility." The bridge keeper replied, "Thy self be true. Thou shall pass." The gorge, bridge, and bridge keeper vanished into thin air like they were never there. The jedi continued to look for the cavernous, sheer cave. The cowardly jedi finally spotted the cave and began heading towards it. Just as the jedi approached the cavernous, sheer cave, a long stone hallway grew from the ground and formed around him with two openings. One of the openings is directly behind the jedi and the other opening leads into the cave. As the cowardly jedi moved forward, a volley of arrows shot out of one wall and into the other wall the entire length of the hallway. The jedi stopped instantly. The arrows continued fly across the room and billy saw no way to get to the cave but through the arrows. The jedi then remembered the protection magical spell learned from book and thought it should work to get past the arrows and enter the cave. In a clear and loud voice the jedi spoke, "Illuxerunt!" And began to walked down the hallway as the arrows passed around him. As the jedi passed through the opening nearest

to the cave, the whole hallway vanished and from nowhere a voice spoke, "Thy self be true. Thou shall pass." The jedi began to search for the stone of power within the cavernous, sheer cave. The jedi entered a large room within the cavernous, sheer cave. A Stone sit upon a stone pillar in the center of the room. As the jedi approached pillar, the voice from nowhere spoke again, "You must choose. You can turn back now or risk being found unworthy. Stepping up to the stone pillar will seal you within this room for the remainder of your life with no way out. Removing the stone of power from the pillar is the only way out but only the worthy one can remove it." The jedi began thinking about the choice. He could leave now but that would mean giving up on the quest. Remembering what he learned, the cowardly jedi approached the pillar and reached out for the stone then spoke out loud, "I gave my word that I would find and protect the stone of power and I intend to do just that." Then with all his might attempted to lift the stone. The stone slowly began to move. The voice replied, "Thy self be true. Thou have passed. Enter the doorway to find the true stone of power." The stone pillar and the stone vanished from the room. Suddenly, the ground began to shake and a doorway formed where the pillar was. The jedi approach the doorway but could not see through it as the entryway shimmers like a vertical puddle of water. As the jedi touched the vertical puddle of water, ripples went extending out from the point. After determining that the doorway was not a trap, the cowardly jedi passed through the doorway and was instantly transported to a small stone room with a simple pedestal in the center. The sides on the pedestal were coated with ivory. The voice from nowhere spoke up again, "Think of where you would like to go and pass back through the doorway and you will be instantly transported there. Be careful as you may only use the doorway once." The jedi

approached the and noticed nothing sitting on it. The voice spoke, "The genuine stone of power is no longer here. Seek it elsewhere." The cowardly jedi thought about how charming that village was that he was heading before finding the old drifter, who started him on this quest. The jedi, without the stone of power, pictured the village in his mind and passed back through the doorway. Billy was instantly transported to the village, where he decided to put to use all that was learned throughout the quest and help others. The end.

Story 37

Let me tell you the story about a sheriff named billy. Once upon a time in a far off land, lived a brave sheriff. Our sheriff had elected to live on the outskirts of a small village and needed to head into the village to pick up some supplies. On the way into the village, billy spotted an elderly figure in distress on the path ahead. The sheriff ran toward the elderly figure in an attempt to assist. When he made it to the figure, the brave sheriff discovered a farm hand, who was near death. You have a kind soul. Please help me by finishing my mission and find the ring of power!" Said the farm hand. He continued, "An evil lord has identified its current location. If it were to fall into his hands he would have the power to rule the world. Will you help an old farm hand and save the world from evil?" Billy thought about it for a few minutes and responded with a thunderous, "Yes!" A Brief smile appeared on the farm hand face. He then spoke up again and said, "Head south until you reach to a haunted, deep forest. Continue into the forest till you find the rocky, cavernous cave. Inside the cave you will find the ring of power. This book will help you in your trip. Now go!" Our brave sheriff reached out and took the book and headed for the cave to seek the ring of power. Our brave sheriff continued heading south for days with no sign of the forest or the cave. As the brave sheriff continued searching for the ring of power, he took time to read the book because it may contain hints that would assist as the farm hand said. One passage in the book troubled the sheriff. It spoke of a creature that he would have to pass in order to get near the ring of power. This creature, the sirens, lures everybody to them, trapping them forever. No one can withstand their song and once heard are forever hopeless. The passage describes the sirens as a creature that is waist down a sparrow and waist up a women. What

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worried billy the most was that, the sirens lives within a creepy forest, which the sheriff believes maybe nearing soon. Fearing the foreboding forest was near, the sheriff wanted to have a plan ready when the time came. Knowing the sirens only use song to call their victims, billy decided to build a apparatus that covers his ears to stop all sound. That way the sirens' song has no influence on him. The sheriff finished constructing the apparatus just in time because the next day, the sheriff noticed the foreboding forest ahead. Just before entering the foreboding forest, billy put on the hearing device on and entered the forest. Once the hearing device was on billy's head, the sheriff couldn't hear anything and made his way through the forest without any problems completely avoiding the sirens. The brave sheriff having barely escaped certain capture returned to his search for the ring of power. It was just another day in the quest for the ring of power, when billy noticed loud screams coming from further ahead. As the sheriff neared a small town, he saw stone statues of a average looking people looking afraid and then witnessed a Basilisk slithering. The brave sheriff was always told tales about basilisk's when he was little but never truly believed them till now. The sheriff looked for someone to talk to and inquire. The brave sheriff spotted a young girl and went over to them After making the decision to help the small town fight the basilisk, the sheriff realized that he knew very little of basilisk's except for stories that were told. Wanting to separate reality from fiction, the brave sheriff asked of the kid, "Tell me about the Basilisk. Is there a pattern to its attacks? Do you know of, seen, or heard about any the Basilisk weaknesses that we can use against it?" The child thought about the questions for a minute and responded, "The Basilisk is snake like and seems to attacks randomly. It only comes into the small town at night and anyone that makes eye contact with it, turns into stone. I Was told that a

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Basilisk can't look at it's own image but we have not been able to try it yet." The kid continued, "What are we going to do?" The sheriff spoke up, "I have been studying about a magical spell that might help with the Basilisk in this book I was given but I don't know if it will work or if I can perform it right." The brave sheriff continued, "This magical spell should temporary blind the Basilisk but it won't last long and it will have to be nearby." They searched the small town to gather every object they could in order to build a large maze. It took most of the day to build the maze and the trap but they finished before night fall. That night the Basilisk came into small town and followed the maze towards the dead end. The brave sheriff stood up and shouted, "Thou shall not hurt anyone again!" The kid continued to listen as the brave sheriff spoke a few line in an unknown language. The Basilisk suddenly stopped and then ran into a wall. The brave sheriff turned to the kid and shouted, "Now!" They leaped out and poked out the eyes of the Basilisk so it could never harm anyone again. We are safe! The Basilisk can't hurt anybody else." The kid said jumping up and down. Having helped the small town with a Basilisk problem, billy left the small town went back to his quest for the ring of power. Finally, after months of travelling, the brave sheriff saw the haunted, deep forest ahead. Finally, after months of travelling, the brave sheriff saw the haunted, deep forest ahead. Relieved that the quest was almost finished, he remembered how his life came to this point. All of the creatures encountered like the sirens and the Basilisk and the new locations visited like the the . The thoughts then turned to the old farm hand and he wondered if they had recovered. Suddenly, the sheriff thought of the book. Ok. I will change the genre to incorporate all genres. Our brave sheriff is now a cowardly jedi. I will try to incorporate the theme Take Personal Responsibility into the story. Let's try

this instead. Finally, after months of travelling, the cowardly jedi saw the haunted, deep forest ahead. Relieved that the quest was almost over, he remembered how his life came to this point. All of the creatures encountered like the sirens and the Basilisk. He then remembered the old farm hand and he wondered if they had healed. Suddenly, the jedi thought of the book. Billy had been reading the book over the course of the journey knew every page but decided to quickly review it again before entering the haunted, deep forest to search for the rocky, cavernous cave. A Section that was blank was no longer blank but held writings. Shocked about the new section, the cowardly jedi sat down and began to read the book. The jedi read, "These tests of three, you may flee, to determine worthiness, is a must, self be true, in order to get through." The cowardly jedi realized that getting to the ring of power wasn't going to be as easy as he thought. From this point, he was going to have to be on the look out. The cowardly jedi entered the haunted, deep forest and began looking for the cave. As the jedi continued to search for the cave, a thick, moody fog rolled in somewhat obstructing the view. Suddenly, a large river came into view in front of the jedi that was impassable without a bridge. In the distance, the jedi spotted a bridge over the river and headed that way. An old man, was standing at the entry to the bridge and as the jedi approached, spoke up, "Stop! Who would cross the bridge of death, would answer me, these questions three, if the other side he thee would see!" The jedi a little taken back responded, "I am ready." The bridge keeper inquired, "What is your name?" The jedi responded, "I am billy." The bridge keeper inquired, "What is your quest?" The jedi replied, "I seek the ring of power." The bridge keeper asked, "What have you you learned during your quest?" The jedi thought for a second and replied, "I have learned to take personal responsibility." The bridge keeper replied,

"Thy self be true. Thou shall pass." The river, bridge, and bridge keeper disappeared into thin air like they were never there. The jedi continued to search for the rocky, cavernous cave. The cowardly jedi finally spotted the cave and began heading towards it. Just as the jedi approached the rocky, cavernous cave, a long stone hallway grew from the ground and formed around him with two openings. One of the openings is directly behind the jedi and the other opening leads into the cave. As the cowardly jedi moved forward, a volley of arrows shot out of one wall and into the other wall the entire length of the hallway. The jedi stopped instantly. The arrows continued fly across the room and billy saw no way to get to the cave but through the arrows. The jedi then remembered the protection magical spell learned from book and thought it should work to get past the arrows and enter the cave. In a clear and loud voice the jedi spoke, "Illuxerunt!" And began to walked down the hallway as the arrows passed around him. As the jedi passed through the opening nearest to the cave, the whole hallway vanished and from nowhere a voice spoke, "Thy self be true. Thou shall pass." The jedi began to search for the ring of power within the rocky, cavernous cave. The jedi entered a large room within the rocky, cavernous cave. A Ring sit upon a stone pillar in the center of the room. As the jedi approached pillar, the voice from nowhere spoke again, "You must choose. You can turn back now or risk being found unworthy. Stepping up to the stone pillar will seal you within this room for the remainder of your life with no way out. Removing the ring of power from the pillar is the only way out but only the worthy one can remove it." The jedi began thinking about the choice. He could leave now but that would mean giving up on the quest. Remembering what he learned, the cowardly jedi approached the pillar and reached out for the ring then spoke out loud, "I gave my word that I would find and

protect the ring of power and I intend to do just that." Then with all his might attempted to lift the ring. The ring slowly began to move. The voice replied, "Thy self be true. Thou have passed. Enter the doorway to find the true ring of power." The stone pillar and the ring vanished from the room. Suddenly, the ground began to shake and a doorway formed where the pillar was. The jedi approach the doorway but could not see through it as the entryway shimmers like a vertical puddle of water. As the jedi touched the vertical puddle of water, ripples went spreading out from the spot. After determining that the doorway was not a trap, the cowardly jedi passed through the doorway and was instantly carried to a small stone room with a simple pedestal in the center. All the sides on the pedestal were covered in ivory. The voice from nowhere spoke up again, "Think of where you would like to go and re-enter the doorway and you will be instantly carried to that place. Be careful as you may only use the doorway once." The jedi approached the and saw a ring sitting on it. He reached out and took the ring. The voice spoke, "You now hold in your hands the genuine ring of power. Use it wisely." The jedi started moving toward the doorway but stopped in his tracks. Realizing that he would have not have made it to the ring of power without the book, our jedi decided that the most secure place for the ring of power is within this rocky, cavernous cave. The jedi replaced the ring of power back atop the along with the book. The voice spoke again, "You have wisely chosen to leave the ring of power here. You will never be allowed to return. Pass back through the doorway." The cowardly jedi thought about how charming that village was that he was going to before finding the old farm hand, who first told him of this quest. The jedi, without the ring of power, pictured the village in his mind and entered back through the doorway. Billy was instantaneously carried to the village, where he

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determined to put to use all that was learned throughout the quest and help others. The

end.

<u>**Story 38**</u>

I'm thinking of a medieval story about a wizard named thomas. Once upon a time in a far off land, lived a ambitious wizard. Never staying in one place too long, the wizard was currently heading into a village far away from any large towns. On the way into the village, thomas spotted an elderly figure in distress on the trail ahead. The wizard ran toward the elderly figure in an attempt to help. When he made it to the figure, the ambitious wizard discovered a dying knight. The knight softly spoke, "Please help me! I Cannot finish my mission. An evil lord has discovered the current location of the ring of power and you must find it first to protect it but be careful as the ring of power has the power to rule the world. Will you help an old knight and save the world from evil?" Thomas thought about it for a minute and responded with a resounding, "Yes!" A Brief smile appeared on the knight face. He then spoke up again and said, "Head south until you come to a creepy, foreboding forest. Continue into the forest till you find the enormous, foreboding temple. Inside the temple you will find the ring of power. This book will help you in your journey. Now go!" Our ambitious wizard reached out and took the book and headed for the temple to find the ring of power. Thomas travelled for days, heading south, with no sign of the forest or the temple. Thomas was heading south just like any other day in the quest for the ring of power, when thomas noticed loud screams coming from further ahead. As the wizard approached a small village, he saw giant footprints all around and then witnessed a Cyclops walking. The ambitious wizard was always told tales about cyclops' when he was younger but never truly believed them till now. The wizard looked for someone to talk to and investigate. The ambitious wizard spotted a young boy and went over to them After making the choice to help the

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small village fight the cyclops, the wizard realized that he knew very little of cyclops' except for tales that were told. Wanting to separate reality from fiction, the ambitious wizard asked of the child, "What do you know about the Cyclops? Is there a pattern to its attacks? Do you know of, seen, or heard about any the Cyclops weaknesses that we can use against it?" The young boy thought about the questions for a little bit and said, "The Cyclops is tall and human like with one eye and seems to attacks randomly. It comes through the small village at different times, knocking down any buildings in the way. I Was told that a Cyclops can't reason well but we have not been able to try it yet." The kid continued, "What are we going to do?" The wizard spoke up, "I was taught a magical spell that might help with the Cyclops but it has been while since I have tried it. I Don't know if it will work but it is worth a chance." " The ambitious wizard continued, "This magical spell will cause the Cyclops see a giant hole where the small village is located. He will then avoid the small village completely." The kid replied, "Do you think that could really work?" "It is worth a try." Said the ambitious wizard. He continued, "There is just one catch. I Need to be near the Cyclops to perform the magical spell." The kid spoke up again, "We can wait for him at the edge of the small village." "Sounds like a good plan to me." Replied the ambitious wizard. They headed to the edge of small village to wait for the Cyclops. It didn't take long before the group spotted the Cyclops heading their way. The ambitious wizard stood up and shouted, "Thou shall not see!" The kid continued to listen as the ambitious wizard spoke a few line in an unknown language. Just as the Cyclops was about to enter the small village, he stopped and started to walk around the small village. We are safe! I Can't believe that worked." The kid said jumping up and down. Having helped the small village with a Cyclops problem,

thomas left the small village went back to his quest for the ring of power. The ambitious wizard's adventure took him into a rocky desert. The ambitious wizard's adventure took him into a rocky desert. This did not trouble the wizard as he has been in many deserts before but this one felt different. The wizard could not determine why this desert felt bizarre but knew he had to get through it as quickly as possible. Continuing to head south, thomas' path was obstructed by mountain range and had no choice but to go back and find another route. Suddenly, he understood why he had a dreadful feeling about the desert, all signs, including footprints were as if he was never there. Ok. I will change the genre to incorporate all genres. Our ambitious wizard is now a cowardly jedi. I will try to incorporate the theme Take Personal Responsibility into the story. Let's try this instead. Knowing travelling over the top of a mountain range is the fastest route to the ring of power, the jedi decided to do just that despite the treacherous passage. At first, the jedi enjoyed the change of climate from the hot desert to the cooler mountain but as he went higher than trees grow and the trail showed signs of snow, he began to worry about the decision. The jedi stopped suddenly when he saw the trail ahead. The walkway was not very wide with razor sharp icicles on one side and a sheer cliff face on the other. As the cowardly jedi slowly made his way across the walkway, the ground underneath his feet began to crumble causing him to moving faster. After making it pass the treacherous passage, the jedi felt something cold on his stomach. Looking down he then realized that his shirt was torn to pieces by the razor sharp icicles and he never knew it. After changing into a new shirt, the cowardly jedi made his way past the mountain range and through the hot desert to resume the search for the ring of power. The cowardly jedi having barely escaped certain death returned to his search for the ring of

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power. Finally, after months of travelling, the cowardly jedi saw the creepy, foreboding forest ahead. Relieved that the quest was almost finished, he thought back to everything he had done to get where he is at. The thoughts then turned to the old knight and he wondered if they had healed. Suddenly, the jedi thought of the book. Thomas had been studying the book over the course of the journey knew every page but decided to quickly review it again before entering the creepy, foreboding forest to search for the enormous, foreboding temple. A Section that was blank was no longer blank but held writings. Shocked about the new section, the cowardly jedi sat down and began to read the book. The jedi read, "These tests of three, you may flee, to determine worthiness, is a must, self be true, in order to get through." The cowardly jedi realized that getting to the ring of power wasn't going to be as simple as he thought. From this point, he was going to have to be on the look out. The cowardly jedi entered the creepy, foreboding forest and began looking for the temple. As the jedi continued to look for the temple, a thick, moody fog rolled in somewhat blocking the view. Suddenly, a large gorge came into view in front of the jedi that was impassable without a bridge. In the distance, the jedi spotted a bridge over the gorge and headed that way. An old man, was standing at the entrance to the bridge and as the jedi approached, spoke up, "Stop! Who would cross the bridge of death, would answer me, these questions three, if the other side he thee would see!" The jedi a little taken back responded, "I am ready." The bridge keeper inquired, "What is your name?" The jedi responded, "I am thomas." The bridge keeper asked, "What is your quest?" The jedi replied, "I seek the ring of power." The bridge keeper asked, "What have you you learned during your quest?" The jedi thought for a second and replied, "I have learned to take personal responsibility." The bridge keeper replied, "Thy

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self be true. Thou shall pass." The gorge, bridge, and bridge keeper vanished into thin air like they were never there. The jedi resumed to look for the enormous, foreboding temple. The cowardly jedi finally spotted the temple and began heading towards it. Just as the jedi approached the enormous, foreboding temple, a long stone hallway grew from the ground and formed around him with two openings. One of the openings is directly behind the jedi and the other opening leads into the temple. As the cowardly jedi moved forward, a volley of arrows shot out of one wall and into the other wall the entire length of the hallway. The jedi stopped instantly. The arrows continued fly across the room and thomas saw no way to get to the temple but through the arrows. The jedi then remembered the protection magical spell learned from book and thought it should work to get past the arrows and enter the temple. In a clear and loud voice the jedi spoke, "Illuxerunt!" And began to walked down the hallway as the arrows passed around him. As the jedi passed through the opening nearest to the temple, the whole hallway vanished and from nowhere a voice spoke, "Thy self be true. Thou shall pass." The jedi began to search for the ring of power within the enormous, foreboding temple. The jedi entered a large room within the enormous, foreboding temple. A Ring sit upon a stone pillar in the center of the room. As the jedi approached pillar, the voice from nowhere spoke again, "You must choose. You can turn back now or risk being found unworthy. Stepping up to the stone pillar will seal you within this room for the remainder of your life with no way out. Removing the ring of power from the pillar is the only way out but only the worthy one can remove it." The jedi began thinking about the choice. He could leave now but that would mean giving up on the quest. Remembering what he learned, the cowardly jedi approached the pillar and reached out for the ring then spoke out loud, "I gave my

word that I would find and protect the ring of power and I intend to do just that." Then with all his might attempted to lift the ring. The ring slowly began to move. The voice replied, "Thy self be true. Thou have passed. Enter the doorway to find the true ring of power." The stone pillar and the ring vanished from the room. Suddenly, the ground began to shake and a doorway formed where the pillar was. The jedi approach the doorway but could not see through it as the entrance shimmers like a vertical puddle of water. As the jedi touched the vertical puddle of water, ripples went spreading out from the spot. After determining that the doorway was not a trap, the cowardly jedi passed through the doorway and was instantly carried to a small stone room with a modest pedestal in the center. All the sides on the pedestal were covered in ivory. The voice from nowhere spoke up again, "Think of where you would like to go and pass back through the doorway and you will be instantly transported there. Be careful as you may only use the doorway once." The jedi approached the and saw a ring sitting on it. He reached out and took the ring. The voice spoke, "You now possess the true ring of power. Use it wisely." The cowardly jedi thought about how nice that village was that he was heading before coming across the old knight, who first told him of this quest. The jedi, with the ring of power in hand, pictured the old knight in his mind and passed back through the doorway. Thomas was instantly carried to the old knight. Upon seeing the jedi, the old knight spoke, "Where did you come from? Did you find the ring of power? Is it safe?" "I had incredible quest. I Made it through the trials and recovered the ring of power. See?" Replied the jedi pulling out the ring of power. Suddenly, a puff of smoke enveloped the old knight and an villainous laugh was heard. A Hand stretched out from the smoke and grabbed the ring of power. A Sinister voice spoke from the smoke, "You

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fool! I Have tricked you into finding the ring of power for me. Now, I will use its power

to conquer the universe!" The smoke faded away and there was nothing left. Now more

determined to undo what just happened, our cowardly jedi ventured off to find the ring of

power, again. The end?

Story 39

Let me tell you the story about a sheriff named thomas. When the brave sheriff crawled out bed this morning, he thought it be just another day but fate had something else in mind for that day. Our sheriff had chosen to live on the outskirts of a small village and needed to head into the village to obtain some supplies. On the way into the village, thomas spotted an elderly figure in distress on the path ahead. The sheriff ran toward the elderly figure in an attempt to assist. When he made it to the figure, the brave sheriff discovered a dying wizard. You have a kind soul. Please help me by finishing my mission and find the ring of power!" Said the wizard. He continued, "An evil lord has discovered its current location. If it were to fall into his hands he would have the power to rule the world. Will you help an old wizard and save the world from evil?" Thomas thought about it for a few minutes and responded with a resounding, "Yes!" A Brief smile appeared on the wizard face. He then spoke up again and said, "Head west until you reach to a creepy, foreboding forest. Continue into the forest till you find the foreboding, enormous temple. Within the temple you will find the ring of power. This scroll will help you in your journey. Now go!" Our brave sheriff reached out and took the scroll and headed for the temple to find the ring of power. Our brave sheriff continued west for days with no clue of the forest or the temple. Thomas was heading west just like any other day in search for the ring of power, as he was passing a small settlement and noticed stone statues of a average looking people looking afraid. Bewildered, the sheriff looked for someone to talk to and inquire. The brave sheriff spotted a young girl and went over to talk to them The kid responded, "A Basilisk is terrorizing the settlement and no one has been able to stop it. The Basilisk caused the

stone statues of a average looking people looking afraid. Flee before the Basilisk gets you too." After making the decision to help the small settlement fight the basilisk, the sheriff realized that he knew very little of basilisk's except for stories that were told. Wanting to separate reality from fiction, the brave sheriff asked of the child, "What do you know about the Basilisk? Is there a pattern to its attacks? Do you know of, seen, or heard about any the Basilisk weaknesses that we can use against it?" The kid thought about the questions for a minute and said, "The Basilisk is snake like and seems to attacks randomly. It only comes into the small settlement at night and anyone that makes eye contact with it, turns into stone. I Was told that a Basilisk can't look at it's own image but we have not been able to try it yet." The kid continued, "What are we going to do?" The sheriff spoke up, "I have been reading about a magical spell that might help with the Basilisk in this scroll I was given but I don't know if it will work or if I can perform it right." The brave sheriff continued, "This magical spell should temporary blind the Basilisk but it won't last long and it will have to be nearby." They searched the small settlement to gather every object they could in order to build a large maze. It took most of the day to build the maze and the trap but they finished before night fall. That night the Basilisk came into small settlement and followed the maze towards the dead end. The brave sheriff stood up and shouted, "Thou shall not hurt anyone again!" The young girl continued to listen as the brave sheriff spoke a few line in an unknown language. The Basilisk suddenly stopped and then ran into a wall. The brave sheriff turned to the young girl and shouted, "Now!" They leaped out and poked out the eyes of the Basilisk so it could never harm anyone again. We are safe! The Basilisk can't hurt anybody else." The young girl said jumping up and down. Having helped the small settlement with a

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Basilisk problem, thomas left the small settlement went back to his quest for the ring of power. Thomas heard a noise coming from the trail ahead. Thomas heard a noise coming from the trail ahead. All of a sudden, a young girl came running down the trail yelling, "Help! Cyclops! I Need help! I Know where the Cyclops is hiding. Ok. I will change the genre to incorporate all genres. Our brave sheriff is now a cowardly jedi. I will try to incorporate the theme Take Personal Responsibility into the story. Let's try this instead. Thomas heard a noise coming from the trail ahead. All of a sudden, a young girl came running down the trail crying out, "Help! Cyclops! I Need help! I Know where the Cyclops is hiding. It is in a foreboding and enormous temple. We can sneak in and take it out!" The cowardly jedi could only stand there bewildered and observe the young girl. Knowing how important his quest was, he wanted to ignore the kid and the Cyclops but seeing the kid broke the jedi's heart. The cowardly jedi decided to help the child with the Cyclops. Both of them, headed to the temple to face the Cyclops. Along the way to the temple, the jedi asked of the young girl, "What do you know about the cyclops?" The young girl rapidly responded, "The Cyclops is human like with one eye and is hiding in a temple ahead. Let's get it" The quick response and the way the child spoke didn't make sense in the jedi's mind. The words were right but the passion behind them was all wrong. But before the jedi could inquire further they had reached the temple. The jedi recalled a force trick that he was taught a long time ago that may come in handy. This force trick makes others see what they want to see and thomas decided to cast it upon the young girl. As they approached the temple, the jedi hid near the entrance. The force trick worked and the young girl saw the jedi enter the temple. Not five minutes later, the young girl shouted, "I have you now! There is no way you can escape this

temple." You will be forever trapped." The jedi appeared behind the young girl and said, "Nice try! You will never stop me from finding the ring of power! I Gave my word that I would protect it." Suddenly, the child vanished into a puff of smoke and with no Cyclops to fight, thomas went back to the quest. The cowardly jedi having barely escaped certain capture returned to his search for the ring of power. Finally, after months of travelling, the cowardly jedi saw the creepy, foreboding forest ahead. Relieved that the quest was almost over, he thought back to everything he had done to get where he is at. He then remembered the old wizard and he wondered if they had recovered. Suddenly, the jedi thought of the scroll. Thomas had been studying the scroll over the course of the journey knew every page but decided to quickly inspect it again before entering the creepy, foreboding forest to search for the foreboding, enormous temple. A Section that was blank was no longer blank but held writings. Shocked about the new section, the cowardly jedi sat down and began to read the scroll. The jedi read, "These tests of three, you may flee, to determine worthiness, is a must, self be true, in order to get through." The cowardly jedi realized that getting to the ring of power wasn't going to be as simple as he thought. From this point, he was going to have to be on guard. The cowardly jedi entered the creepy, foreboding forest and began looking for the temple. As the jedi continued to look for the temple, a thick, moody fog rolled in partially obstructing the view. Suddenly, a massive river appeared in front of the jedi that was impassable without a bridge. In the distance, the jedi spotted a bridge over the river and headed that way. An old man, was standing at the entry to the bridge and as the jedi approached, spoke up, "Stop! Who would cross the bridge of death, would answer me, these questions three, if the other side he thee would see!" The jedi a little taken back

responded, "I am ready." The bridge keeper asked, "What is your name?" The jedi replied, "I am thomas." The bridge keeper inquired, "What is your quest?" The jedi replied, "I seek the ring of power." The bridge keeper inquired, "What have you you learned during your quest?" The jedi thought for a second and responded, "I have learned to take personal responsibility." The bridge keeper replied, "Thy self be true. Thou shall pass." The river, bridge, and bridge keeper disappeared into thin air like they were never there. The jedi continued to look for the foreboding, enormous temple. The cowardly jedi finally spotted the temple and began heading towards it. Just as the jedi approached the foreboding, enormous temple, a long stone hallway grew from the ground and formed around him with two openings. One of the openings is directly behind the jedi and the other opening leads into the temple. As the cowardly jedi moved forward, a volley of arrows shot out of one wall and into the other wall the entire length of the hallway. The jedi stopped instantly. The arrows continued fly across the room and thomas saw no way to get to the temple but through the arrows. The jedi then remembered the protection magical spell learned from scroll and thought it should work to get past the arrows and enter the temple. In a clear and loud voice the jedi spoke, "Illuxerunt!" And began to walked down the hallway as the arrows passed around him. As the jedi passed through the opening nearest to the temple, the whole hallway vanished and from nowhere a voice spoke, "Thy self be true. Thou shall pass." The jedi began to search for the ring of power within the foreboding, enormous temple. The jedi entered a large room within the foreboding, enormous temple. A Ring sit upon a stone pillar in the center of the room. As the jedi approached pillar, the voice from nowhere spoke again, "You must choose. You can turn back now or risk being found unworthy. Stepping up to the stone pillar will

seal you within this room for the remainder of your life with no way out. Removing the ring of power from the pillar is the only way out but only the worthy one can remove it." The jedi began thinking about the choice. He could leave now but that would mean giving up on the quest. Remembering what he learned, the cowardly jedi approached the pillar and reached out for the ring then spoke out loud, "I gave my word that I would find and protect the ring of power and I intend to do just that." Then with all his might attempted to lift the ring. The ring slowly began to move. The voice replied, "Thy self be true. Thou have passed. Enter the doorway to find the true ring of power." The stone pillar and the ring vanished from the room. Suddenly, the ground began to shake and a doorway formed where the pillar was. The jedi approach the doorway but could not see through it as the entrance shimmers like a vertical puddle of water. As the jedi touched the vertical puddle of water, ripples went extending out from the spot. After determining that the doorway was not dangerous, the cowardly jedi passed through the doorway and was instantaneously transported to a small stone room with a simple pedestal in the center. The sides on the pedestal were coated with ivory. The voice from nowhere spoke up again, "Think of where you would like to go and re-enter the doorway and you will be instantaneously transported to that place. Be careful as you may only use the doorway once." The jedi approached the and noticed nothing upon it. The voice spoke, "The genuine ring of power is no longer here. Seek it elsewhere." The cowardly jedi thought about how nice that village was that he was heading before finding the old wizard, who started him on this quest. The jedi, without the ring of power, pictured the village in his mind and passed back through the doorway. Thomas was instantly transported to the

village, where he determined to put to use all that was learned throughout the quest and help others. The end.

Story 40

I'm thinking of a medieval story about a wizard named billy. When the brave wizard crawled out bed this morning, he thought it be just another day but fate had something else in mind for that day. Wondering from village to village was the life that the wizard had chosen. Presently, the wizard was heading into a village far away from any large towns. On the way into the village, billy spotted an elderly figure in distress on the trail ahead. The wizard ran toward the elderly figure in an attempt to help. When he made it to the figure, the brave wizard discovered a drifter, who was near death. The drifter softly spoke, "Please help me! I Cannot finish my lifework. An evil lord has identified the current location of the stone of power and you must find it first to protect it but be careful as the stone of power has the power to travel through space instantly. Will you help an old drifter and save the world from evil?" Billy thought about it for a few minutes and responded with a thunderous, "Yes!" A Brief smile appeared on the drifter face. He then spoke up again and said, "Head north until you come to a foreboding, creepy forest. Continue into the forest till you find the foreboding, enormous temple. Within the temple you will find the stone of power. This book will help you in your journey. Now go!" Our brave wizard reached out and took the book and headed for the temple to find the stone of power. Our brave wizard continued heading north for days with no sign of the forest or the temple. Billy was heading north just like any other day in the quest for the stone of power, when billy noticed loud screams coming from further ahead. As the wizard approached a small village, he saw stone statues of a average looking people looking afraid and then witnessed a Basilisk slithering. The brave wizard was always told stories about basilisk's when he was little but never truly believed them

till now. The wizard looked for someone to talk to and investigate. The brave wizard spotted a young boy and went over to them After making the decision to help the small village fight the basilisk, the wizard realized that he knew very little of basilisk's except for tales that were told. Wanting to separate reality from fiction, the brave wizard asked of the child, "What do you know about the Basilisk? Is there a pattern to its attacks? Do you know of, seen, or heard about any the Basilisk weaknesses that we can use against it?" The kid thought about the questions for a little bit and said, "The Basilisk is snake like and seems to attacks randomly. It only comes into the small village at night and anyone that makes eye contact with it, turns into stone. I Was told that a Basilisk can't look at it's own image but we have not been able to try it yet." The child continued, "What are we going to do?" The wizard spoke up, "I was taught a magical spell that might help with the Basilisk but it has been while since I have tried it. I Don't know if it will work but it is worth a chance." " The brave wizard continued, "This magical spell should temporary blind the Basilisk but it won't last long and it will have to be nearby." They searched the small village to gather every object they could in order to build a large maze. It took most of the day to build the maze and the trap but they finished before night fall. That night the Basilisk came into small village and followed the maze towards the dead end. The brave wizard stood up and shouted, "Thou shall not hurt anyone again!" The child continued to listen as the brave wizard spoke a few line in an unknown language. The Basilisk suddenly stopped and then ran into a wall. The brave wizard turned to the child and shouted, "Now!" They leaped out and poked out the eyes of the Basilisk so it could never harm anyone again. We are safe! The Basilisk can't hurt anybody else." The child said jumping up and down. Having helped the small village

with a Basilisk problem, billy left the small village went back to his quest for the stone of power. Billy heard a noise coming from the path ahead. All of a sudden, a young boy came running down the path crying out, "Help! Dragon! I Need help! I Know where the Dragon is hiding. It is in a foreboding and enormous temple. We can sneak in and take it out!" The brave wizard could only stand there bewildered and observe the kid. Knowing how crucial his quest was, he wanted to ignore the child and the Dragon but seeing the child broke the wizard's heart. The brave wizard decided to help the kid with the Dragon. Both of them, headed to the temple to face the Dragon. Along the way to the temple, the wizard asked of the young boy, "What do you know about the dragon?" Along the way to the temple, the wizard asked of the young boy, "What do you know about the dragon?" The young boy instantly responded, "The Dragon is red and is staying in a temple ahead. Let's get it" The rapid response and the tone the kid spoke didn't add up in the wizard's mind. The words were right but the passion behind them was all wrong. Ok. I will change the genre to incorporate all genres. Our brave wizard is now a cowardly jedi. I will try to incorporate the theme Take Personal Responsibility into the story. Let's try this instead. When they arrived at the temple entrance, the young boy said, "Oh brave jedi why don't I wait here and let you face the Dragon. I Would only get in the way." Not fully trusting the child, the jedispoke up and said, "I'm not sure what a Dragon looks like. We will enter the temple together." Not far into the temple, they came across a fork. The child said, "If we spilt up, we will have a better chance of finding the dragon." Testing his theory, the cowardly jedi went a different way but waited until the young boy was out of sight before he made his way back to the temple entrance and hid nearby. Not five minutes later, the child emerged from the temple and shouted back, "I have you now!

There is no way you can escape this temple. You never find the Dragon. Just like you will never find the stone of power." The jedi appeared behind the child and said, "Nice try! You will never stop me from finding the stone of power! I Gave my word that I would protect it." Suddenly, the kid vanished into a puff of smoke and with no Dragon to fight, billy went back to the quest. The cowardly jedi having barely escaped huge delay returned to his search for the stone of power. Finally, after months of travelling, the cowardly jedi saw the foreboding, creepy forest ahead. Relieved that the quest was almost finished, he remembered how his life came to this point. The thoughts then turned to the old drifter and he wondered if they had recovered. Suddenly, the jedi thought of the book. Billy had been reading the book over the course of the journey knew every page but decided to quickly inspect it again before entering the foreboding, creepy forest to search for the foreboding, enormous temple. A Section that was blank was no longer blank but contained writings. Shocked about the new section, the cowardly jedi sat down and began to read the book. The jedi read, "These tests of three, you may flee, to determine worthiness, is a must, self be true, in order to get through." The cowardly jedi realized that getting to the stone of power wasn't going to be as easy as he thought. From this point, he was going to have to be on guard. The cowardly jedi entered the foreboding, creepy forest and started to look for the temple. As the jedi continued to look for the temple, a thick, moody fog moved in partially obstructing the view. Suddenly, a large gorge came into view in front of the jedi that was impassable without a bridge. In the distance, the jedi spotted a bridge over the gorge and headed that way. An old man, was standing at the entrance to the bridge and as the jedi approached, spoke up, "Stop! Who would cross the bridge of death, would answer me, these questions three, if the

other side he thee would see!" The jedi a little taken back responded, "I am ready." The

bridge keeper asked, "What is your name?" The jedi responded, "I am billy." The bridge

keeper inquired, "What is your quest?" The jedi responded, "I seek the stone of power."

The bridge keeper asked, "What have you you learned during your quest?" The jedi

thought for a second and replied, "I have learned to take personal responsibility." The

bridge keeper replied, "Thy self be true. Thou shall pass." The gorge, bridge, and bridge

keeper vanished into thin air like they were never there. The jedi resumed to search for

the foreboding, enormous temple. The cowardly jedi finally spotted the temple and

began heading towards it. Just as the jedi approached the foreboding, enormous temple, a

long stone hallway grew from the ground and formed around him with two openings.

One of the openings is directly behind the jedi and the other opening leads into the

temple. As the cowardly jedi moved forward, a volley of arrows shot out of one wall and

into the other wall the entire length of the hallway. The jedi stopped instantly. The

arrows continued fly across the room and billy saw no way to get to the temple but

through the arrows. The jedi then remembered the protection magical spell learned from

book and thought it should work to get past the arrows and enter the temple. In a clear

and loud voice the jedi spoke, "Illuxerunt!" And began to walked down the hallway as

the arrows passed around him. As the jedi passed through the opening nearest to the

temple, the whole hallway vanished and from nowhere a voice spoke, "Thy self be true.

Thou shall pass." The jedi began to search for the stone of power within the foreboding,

enormous temple. The jedi entered a large room within the foreboding, enormous

temple. A Stone sit upon a stone pillar in the center of the room. As the jedi approached

pillar, the voice from nowhere spoke again, "You must choose. You can turn back now

or risk being found unworthy. Stepping up to the stone pillar will seal you within this room for the remainder of your life with no way out. Removing the stone of power from the pillar is the only way out but only the worthy one can remove it." The jedi began thinking about the choice. He could leave now but that would mean giving up on the quest. Remembering what he learned, the cowardly jedi approached the pillar and reached out for the stone then spoke out loud, "I gave my word that I would find and protect the stone of power and I intend to do just that." Then with all his might attempted to lift the stone. The stone slowly began to move. The voice replied, "Thy self be true. Thou have passed. Enter the doorway to find the true stone of power." The stone pillar and the stone vanished from the room. Suddenly, the ground began to shake and a doorway formed where the pillar was. The jedi approach the doorway but could not see through it as the entrance shimmers like a vertical puddle of water. As the jedi touched the vertical puddle of water, ripples went extending out from the spot. After deciding that the doorway was not dangerous, the cowardly jedi passed through the doorway and was instantaneously transported to a small stone room with a modest pedestal in the center. The sides on the pedestal were coated with ivory. The voice from nowhere spoke up again, "Think of where you would like to go and re-enter the doorway and you will be instantly transported there. Be careful as you may only use the doorway once." The jedi approached the and saw a stone upon it. He reached out and took the stone. The voice spoke, "You now hold in your hands the genuine stone of power. Use it wisely." The jedi started moving toward the doorway but stopped in his tracks. Realizing that he would have not have made it to the stone of power without the book, our jedi decided that the most secure place for the stone of power is within this foreboding, enormous temple.

The jedi replaced the stone of power back atop the along with the book. The voice spoke again, "You have intelligently chosen to leave the stone of power here. You will never be permitted to return. Re-enter the doorway." The cowardly jedi thought about how charming that village was that he was heading before coming across the old drifter, who first told him of this quest. The jedi, without the stone of power, he visualized the village in his mind and entered back through the doorway. Billy was instantaneously carried to the village, where he determined to put to use all that was learned throughout the journey and aid others. The end.

Story 41

Let me tell you the story about a sheriff named henry. Once upon a time in a far off land, lived a ambitious sheriff. Our sheriff had elected to live on the outskirts of a small village and needed to head into the village to fetch some supplies. On the way into the village, henry spotted an elderly figure in distress on the trail ahead. The sheriff ran toward the elderly figure in an attempt to help. When he made it to the figure, the ambitious sheriff discovered a dying wizard. The wizard softly spoke, "Please help me! I Cannot finish my lifework. An evil lord has identified the current location of the stone of power and you must find it first to protect it but be careful as the stone of power has the power to travel through space instantly. Will you help an old wizard and save the world from evil?" Henry thought about it for a few minutes and responded with a thunderous, "Yes!" A Brief smile appeared on the wizard face. He then spoke up again and said, "Head east until you come to a hilly, hot desert. Continue into the desert till you find the cavernous, rocky cave. Inside the cave you will find the stone of power. This book will help you in your trip. Now go!" Our ambitious sheriff reached out and took the book and headed for the cave to seek the stone of power. Henry travelled for days, heading east, with no sign of the desert or the cave. It was just another day in the quest for the stone of power, when henry noticed loud screams coming from further ahead. As the sheriff approached a small town, he saw stone statues of a average looking people looking afraid and then spotted a Basilisk slithering. The ambitious sheriff was always told stories about basilisk's when he was younger but never truly believed them till now. The sheriff looked for someone to talk to and inquire. The ambitious sheriff spotted a young girl and went over to them After making the choice to help the small

town fight the basilisk, the sheriff realized that he knew nothing of basilisk's except for stories that were told. Wanting to separate truth from fiction, the ambitious sheriff asked of the child, "What do you know about the Basilisk? Is there a pattern to its attacks? Do you know of, seen, or heard about any the Basilisk weaknesses that we can use against it?" The young girl thought about the questions for a little bit and responded, "The Basilisk is snake like and seems to attacks randomly. It only comes into the small town at night and anyone that makes eye contact with it, turns into stone. I Was told that a Basilisk can't look at it's own image but we have not been able to try it yet." The child continued, "What are we going to do?" The sheriff spoke up, "I have been studying about a magical spell that might help with the Basilisk in this book I was given but I don't know if it will work or if I can perform it right." The ambitious sheriff continued, "This magical spell should temporary blind the Basilisk but it won't last long and it will have to be nearby." They searched the small town to gather every object they could in order to build a large maze. It took most of the day to build the maze and the trap but they finished before night fall. That night the Basilisk came into small town and followed the maze towards the dead end. The ambitious sheriff stood up and shouted, "Thou shall not hurt anyone again!" The young girl continued to listen as the ambitious sheriff spoke a few line in an unknown language. The Basilisk suddenly stopped and then ran into a wall. The ambitious sheriff turned to the young girl and shouted, "Now!" They leaped out and poked out the eyes of the Basilisk so it could never harm anyone again. We are safe! The Basilisk can't hurt anybody else." The young girl said jumping up and down. Having helped the small town with a Basilisk problem, henry left the small town went back to his quest for the stone of power. As the ambitious sheriff continued searching for

the stone of power, he took time to read the book because it may hold hints that would assist as the wizard told. One portion in the book worried the sheriff. It spoke of a creature that he would have to pass in order to get near the stone of power. This creature, the sirens, lures everybody to them, trapping them forever. No one can withstand their song and once heard are forever doomed. The portion describes the sirens as a creature that is waist down a sparrow and waist up a women. What worried henry the most was that, the sirens stays within a hot desert, which the sheriff believes maybe nearing soon. Worried that the sandy desert was near, the sheriff wanted to have a plan ready when the time came. Knowing the sirens only use song to summon their victims, henry decided to build a apparatus that covers his ears to block all sound. That way the sirens' song has no influence on him. The sheriff finished constructing the apparatus just in time because the next day, the sheriff noticed the sandy desert ahead. Just before entering the sandy desert, henry put on the hearing apparatus on and entered the desert. Once the hearing apparatus was on henry's head, the sheriff could hear nothing and made his way into the desert toward the sirens. If he could stop the sirens' song for good, then everyone, who entered the desert, would be safe again. The sheriff began searching the desert for the sirens. After hours of searching, the sheriff could not find any clues of the sirens. Just as he was about to give up, the sheriff spotted a young girl walking east. Believing that the child is under the charm the song of the sirens, our sheriff followed the child. The kid came to a small clearing and the sheriff finally spotted the sirens. The ambitious sheriff runs towards the sirens and in one quick movement strikes them down. The child was instantly released and turned toward the sheriff. Seeing the song had been broken, henry removed the hearing device. The child asked, "Where am I? What happen?" The sheriff

replied, "You are in the sandy desert, where the sirens use to live, but are safe now. The sirens will never trap anybody else now." The child responded, "Thank you for rescuing me oh brave sheriff. I Have heard about the sirens but never knew they were in this desert. I Know my way home from here and thank you again for rescuing me." Hey went separate ways and the sheriff went back to seeking for the stone of power in the cave. The ambitious sheriff having barely escaped certain capture returned to his search for the stone of power. Finally, after months of travelling, the ambitious sheriff saw the hilly, hot desert ahead. Relieved that the quest was almost finished, he thought back to everything he had done to get where he is at. All of the creatures encountered like the Basilisk and the sirens and the new locations visited like the the . The thoughts then turned to the old wizard and he wondered if they had recovered. Suddenly, the sheriff thought of the book. Henry had been studying the book over the course of the journey knew every page but decided to quickly inspect it again before entering the hilly, hot desert to search for the cavernous, rocky cave. A Section that was blank was no longer blank but held writings. Shocked about the new section, the ambitious sheriff sat down and began to read the book. The sheriff read, "These tests of three, you may flee, to determine worthiness, is a must, self be true, in order to get through." The ambitious sheriff realized that getting to the stone of power wasn't going to be as easy as he thought. From this point, he was going to have to be on the look out. The ambitious sheriff entered the hilly, hot desert and began looking for the cave. The ambitious sheriff entered the hilly, hot desert and began looking for the cave. As the sheriff searched for the cavernous, rocky cave, a long stone hallway grew from the ground and formed around him with two openings. One of the openings is directly behind the sheriff and the other

opening leads further into the hilly, hot desert. As the ambitious sheriff moved forward, a volley of arrows shot out of one wall and into the other wall the entire length of the hallway. The sheriff stopped instantly. Ok. I will change the genre to incorporate all genres. Our ambitious sheriff is now a cowardly jedi. I will try to incorporate the theme Take Personal Responsibility into the story. Let's try this instead. The cowardly jedi entered the hilly, hot desert and began looking for the cave. As the jedi searched for the cavernous, rocky cave, a long stone hallway grew from the ground and formed around him with two openings. One of the openings is directly behind the jedi and the other opening leads further into the hilly, hot desert. As the cowardly jedi moved forward, a volley of arrows shot out of one wall and into the other wall the entire length of the hallway. The jedi stopped instantly. The arrows continued fly across the room and henry saw no way to get further into the hilly, hot desert but through the arrows. The jedi then remembered the protection magical spell and thought it should work to get past the arrows. In a clear and loud voice the jedi spoke, "Illuxerunt!" And began to walked down the hallway as the arrows passed around him. As the jedi passed through the opening on the other side of the hallway, the whole hallway vanished and from nowhere a voice spoke, "Thy self be true. Thou shall pass." The jedi resumed to search for the cavernous, rocky cave. The cowardly jedi finally spotted the cave and began heading towards it. As the jedi neared the cave, a thick, moody fog rolled in somewhat obstructing visibility. Suddenly, a large river came into view in front of the jedi that was impassable without a bridge. In the distance, the jedi spotted a bridge over the river and headed that way. An old man, was standing at the entrance to the bridge and as the jedi came near, spoke up, "Stop! Who would cross the bridge of death, would answer me,

these questions three, if the other side he thee would see!" The jedi a little taken back responded, "I am ready." The bridge keeper asked, "What is your name?" The jedi replied, "I am henry." The bridge keeper inquired, "What is your quest?" The jedi replied, "I seek the stone of power." The bridge keeper asked, "What have you you learned during your quest?" The jedi thought for a second and responded, "I have learned to take personal responsibility." The bridge keeper replied, "Thy self be true. Thou shall pass." The river, bridge, and bridge keeper disappeared into thin air like they were never there. The jedi entered the cavernous, rocky cave and began the search for the stone of power. The jedi entered a large room within the cavernous, rocky cave. A Stone sit upon a stone pillar in the center of the room. As the jedi approached pillar, the voice from nowhere spoke again, "You must choose. You can turn back now or risk being found unworthy. Stepping up to the stone pillar will seal you within this room for the remainder of your life with no way out. Removing the stone of power from the pillar is the only way out but only the worthy one can remove it." The jedi began thinking about the choice. He could leave now but that would mean giving up on the quest. Remembering what he learned, the cowardly jedi approached the pillar and reached out for the stone then spoke out loud, "I gave my word that I would find and protect the stone of power and I intend to do just that." Then with all his might attempted to lift the stone. The stone slowly began to move. The voice replied, "Thy self be true. Thou have passed. Enter the doorway to find the true stone of power." The stone pillar and the stone vanished from the room. Suddenly, the ground began to shake and a doorway formed where the pillar was. The jedi approach the doorway but could not see through it as the entrance shimmers like a vertical puddle of water. As the jedi touched the vertical

puddle of water, ripples went spreading out from the spot. After deciding that the doorway was not a trap, the cowardly jedi passed through the doorway and was instantly transported to a small stone room with a simple pedestal in the center. The sides on the pedestal were covered in ivory. The voice from nowhere spoke up again, "Picture in your mind where you would like to go and re-enter the doorway and you will be instantaneously carried to that place. Be careful as you may only use the doorway once." The jedi approached the and noticed a stone upon it. He reached out and took the stone. The voice spoke, "You now hold in your hands the true stone of power. Use it wisely." The jedi headed toward the doorway but stopped in his tracks. Realizing that he would have not have made it to the stone of power without the book, our jedi determined that the safest place for the stone of power is within this cavernous, rocky cave. The jedi restored the stone of power back upon the along with the book. The voice spoke again, "You have wisely chosen to leave the stone of power here. You will never be allowed to return. Re-enter the doorway." The cowardly jedi thought about how charming that village was that he was going to before finding the old wizard, who first told him of this quest. The jedi, without the stone of power, he visualized the village in his mind and passed back through the doorway. Henry was instantly carried to the village, where he determined to put to use all that was learned throughout the quest and help others. The end.

Story 42

Let me tell you the story about a thief named Thomas. Let me tell you the story about a thief named Thomas. Once upon a time in a far off land, lived a ambitious thief. Never staying in one place too long, the thief was currently heading into a village far away from any large towns. On the way into the village, Thomas spotted an elderly figure in distress on the path ahead. The thief ran toward the elderly figure in an attempt to help. All right. The Stone of Power will become the Ring of Power. The power to travel through time will become the power to rule the world. The Desert will become the Forest. The Cave will become the Temple. The farm hand will become the knight. Let's try this instead. You have a kind soul. Please help me by finishing my mission and find the ring of power!" Said the knight. He continued, "An evil lord has identified its current location. If it were to fall into his hands he would have the power to rule the world. Will you help an old knight and save the world?" Thomas thought about it for a minute and responded with a resounding, "Yes!" A Brief smile appeared on the knight face. He then spoke up again and said, "Head north until you come to a foreboding, creepy forest. Continue into the forest till you find the enormous, foreboding temple. Inside the temple you will find the ring of power. This book will help you in your journey. Now go!" Our ambitious thief reached out and took the book and headed for the temple to find the ring of power. Thomas travelled for days, heading north, with no sign of the forest or the temple. As the ambitious thief continued searching for the ring of power, he took time to read the book because it may contain hints that would assist as the knight told. One passage in the book worried the thief. It spoke of a creature that he would have to pass in order to get near the ring of power. This creature, the sirens, lures everybody to them, trapping them

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forever. No one can resist their song and once heard are forever doomed. The portion describes the sirens as a creature that is waist down a sparrow and waist up a women. What troubled Thomas the most was that, the sirens stays within a spooky forest, which the thief believes maybe nearing soon. Worried that the dark forest was near, the thief wanted to have a strategy ready when the time came. Knowing the sirens only use song to summon their victims, Thomas decided to build a device that covers his ears to block all sound. That way the sirens' song has no affect on him. The thief finished constructing the device just in time because the next day, the thief noticed the dark forest ahead. Just before entering the dark forest, Thomas put on the hearing device on and entered the forest. Once the hearing apparatus was on thomas' head, the thief could hear nothing and made his way into the forest toward the sirens. If he could stop the sirens' song for good, then everyone, who entered the forest, would be safe again. The thief began seeking the forest for the sirens. After hours of seeking, the thief could not find any clues of the sirens. Just as he was about to give up, the thief spotted a young girl walking north. Believing that the child is under the spell the song of the sirens, our thief followed the child. The child came to a small clearing and the thief finally spotted the sirens. The ambitious thief runs towards the sirens and in one quick movement strikes them down. The child was immediately liberated and turned toward the thief. Seeing the song had been broken, Thomas removed the hearing device. The child asked, "Where am I? What happen?" The thief replied, "You are in the dark forest, where the sirens use to live, but are safe now. The sirens will never trap anybody else now." The child responded, "Thank you for rescuing me oh brave thief. I Have heard about the sirens but never knew they were in this forest. I Know my way home from here and thank you again for

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rescuing me." Hey parted ways and the thief went back to seeking for the ring of power in the temple. The ambitious thief having barely escaped certain capture returned to his search for the ring of power. Thomas was heading north just like any other day, as he was passing a small settlement and noticed stone statues of a average looking people looking afraid. Bewildered, the thief looked for someone to talk to and inquire. The ambitious thief spotted a young girl and went over to talk to them The kid responded, "A Basilisk is terrorizing the settlement and no one has been able to stop it. The Basilisk caused the stone statues of a average looking people looking afraid. Get away from here before the Basilisk gets you too." After making the choice to help the small settlement fight the basilisk, the thief realized that he knew nothing of basilisk's except for tales that were told. Wanting to separate truth from fiction, the ambitious thief asked of the child, "Tell me about the Basilisk. Is there a pattern to its attacks? Do you know of, seen, or heard about any the Basilisk vulnerabilities that we can use against it?" The child thought about the questions for a minute and responded, "The Basilisk is snake like and seems to attacks randomly. It only comes into the small settlement at night and anyone that makes eye contact with it, turns into stone. I Was told that a Basilisk can't look at it's own image but we have not been able to try it yet." The kid continued, "What are we going to do?" The thief spoke up, "I have been reading about a magical spell that might help with the Basilisk in this book I was given but I don't know if it will work or if I can perform it right." The ambitious thief continued, "This magical spell should temporary blind the Basilisk but it won't last long and it will have to be nearby." They searched the small settlement to gather every object they could in order to build a large maze. It took most of the day to build the maze and the trap but they finished before night fall. That

night the Basilisk came into small settlement and followed the maze towards the dead end. The ambitious thief stood up and shouted, "Thou shall not hurt anyone again!" The young girl continued to listen as the ambitious thief spoke a few line in an unknown language. The Basilisk suddenly stopped and then ran into a wall. The ambitious thief turned to the young girl and shouted, "Now!" They leaped out and poked out the eyes of the Basilisk so it could never harm anyone again. We are safe! The Basilisk can't hurt anybody else." The young girl said jumping up and down. Having helped the small settlement with a Basilisk problem, Thomas left the small settlement went back to his quest for the ring of power. Finally, after months of travelling, the ambitious thief saw the foreboding, creepy forest ahead. Relieved that the quest was almost over, he thought back to everything he had done to get where he is at. He then remembered the old knight and he wondered if they had healed. Suddenly, the thief thought of the book. Thomas had been studying the book over the course of the journey knew every page but decided to quickly inspect it again before entering the foreboding, creepy forest to search for the enormous, foreboding temple. A Section that was blank was no longer blank but contained writings. Shocked about the new section, the ambitious thief sat down and began to read the book. The thief read, "These tests of three, you may flee, to determine worthiness, is a must, self be true, in order to get through." The ambitious thief realized that getting to the ring of power wasn't going to be as easy as he thought. From this point, he was going to have to be on the look out. The ambitious thief entered the foreboding, creepy forest and started to look for the temple. As the thief continued to search for the temple, a thick, ghoulish fog rolled in somewhat obstructing the view. Suddenly, a large River came into view in front of the thief that was impassable without a

bridge. In the distance, the thief spotted a bridge over the River and headed that way. An old man, was standing at the entrance to the bridge and as the thief approached, spoke up, "Stop! Who would cross the bridge of death, would answer me, these questions three, if the other side he thee would see!" The thief a little taken back responded, "I am ready." The bridge keeper asked, "What is your name?" The thief replied, "I am thomas." The bridge keeper inquired, "What is your quest?" The thief responded, "I seek the ring of power." The bridge keeper inquired, "What have you you learned during your quest?" The thief thought for a second and replied, "I have learned to seek justice." The bridge keeper replied, "Thy self be true. Thou shall pass." The river, bridge, and bridge keeper disappeared into thin air like they were never there. The thief continued to search for the enormous, foreboding temple. The ambitious thief finally spotted the temple and began heading towards it. Just as the thief approached the enormous, foreboding temple, a long stone hallway grew from the ground and formed around him with two openings. One of the openings is directly behind the thief and the other opening leads into the temple. As the ambitious thief moved forward, a volley of arrows shot out of one wall and into the other wall the entire length of the hallway. The thief stopped instantly. The arrows continued fly across the room and Thomas saw no way to get to the temple but through the arrows. The thief then remembered the protection magical spell learned from book and thought it should work to get past the arrows and enter the temple. In a clear and loud voice the thief spoke, "Illuxerunt!" And began to walked down the hallway as the arrows passed around him. As the thief passed through the opening nearest to the temple, the whole hallway vanished and from nowhere a voice spoke, "Thy self be true. Thou shall pass." The thief began to search for the ring of power within the enormous,

foreboding temple. The thief entered a large room within the enormous, foreboding temple. A Ring sit upon a stone pillar in the center of the room. As the thief approached pillar, the voice from nowhere spoke again, "You must choose. Taking the ring of power will seal you within this room for the remainder of your life. There is no way out." The thief began thinking about the choice. He could leave now but that would mean giving up on the quest. Remembering what he learned, the ambitious thief reached out and picked up the ring then spoke out loud, "I gave my word that I would find and protect the ring of power and I intend to do just that." The voice replied, "Thy self be true. Thou have passed. Enter the doorway to find the true ring of power." The stone pillar and the ring vanished from the room and the thief's hand. Suddenly, the ground began to shake and a doorway formed where the pillar was. The thief approach the doorway but could not see through it as the entryway shimmers like a vertical puddle of water. As the thief touched the vertical puddle of water, ripples went spreading out from the point. After determining that the doorway was not a trap, the ambitious thief passed through the doorway and was instantaneously carried to a small stone room with a simple pedestal in the middle. The sides on the pedestal were coated with ivory. The voice from nowhere spoke up again, "Think of where you would like to go and pass back through the doorway and you will be instantaneously transported there. Be careful as you may only use the doorway once." The thief approached the and noticed a ring upon it. He reached out and took the ring. The voice spoke, "You now possess the genuine ring of power. Use it wisely." The room began to shake and the entrance of the doorway began to ripple out from the center. Suddenly, the old knight came through the doorway. Astounded the thief asked, "How are you here? I Thought you were dying? What is going on?" The

old knight replied, "I got better. Is that the true ring of power?" Still astonished at the return of the old knight, the thief held out the ring of power and said, "Yes! You made it in time, I just located the true ring of power." Suddenly, a puff of smoke enveloped the old knight and an evil laugh was heard. A Hand stretched out from the smoke and took the ring of power. A Sinister voice spoke from the smoke, "You fool! I Have tricked you into finding the ring of power for me. Now, I will use its power to rule the world!" The smoke faded away along with the old knight and the ring of power. Now more driven to undo what just happened, our ambitious thief passed through the doorway and set off to find the ring of power, again. The end?

Story 43

Let me tell you the story about a drifter named Henry. Let me tell you the story about a drifter named Henry. Once upon a time in a far off land, lived a ambitious drifter. Wondering from village to village was the life that the drifter had chosen. Presently, the drifter was heading into a village far away from any large towns. On the way into the village, Henry spotted an elderly figure in distress on the path ahead. All right. I will change the genre to incorporate all genres. Our ambitious drifter is now a cowardly jedi. I will try to incorporate the theme Take Personal Responsibility into the story. The Forest will become a different type of Forest. The Cave will become the Temple. The farm hand will become the knight. Let's try this instead. On the way into the village, Henry spotted an elderly figure in distress on the trail ahead. Not wanting to get involved, the jedi went and hid until nothing could be heard. After thinking coast is clear, our cowardly jedi continued towards village. When he gets to the point where the figure was, the cowardly jedi discovered a dying knight. The knight softly spoke, "Please help me! I Cannot finish my mission. An evil lord has identified the current location of the ring of power and you must find it first to protect it but be careful as the ring of power has the power to rule the world. Will you help an old knight and save the world from evil?" Henry first response was the same one he has given all of his life but something was felt different this time. Our cowardly jedi want to take personal responsibility for once in his lifetime and said, "Yes!" A Brief smile appeared on the knight face. He then spoke up again and said, "Head east until you reach a foreboding, creepy forest. Continue into the forest till you find the enormous, foreboding temple. Within the temple you will find the ring of power. This book will help you in your journey. Now go!" Our

cowardly jedi reached out and took the book and headed for the temple to find the ring of power. Henry travelled for days, heading east, with no clue of the forest or the temple. Henry heard a noise coming from the path ahead. All of a sudden, a child came running down the path yelling, "Help! Dragon! I Need help!" The cowardly jedi could only stand there stunned and observe the child. Knowing the how important his quest was, he wanted to ignore the child and the Dragon but seeing the urgency in the child's eyes broke the jedi's heart. The cowardly jedi wanted to take personal responsibility and decided to help the kid with the Dragon. Both of them, headed to the small settlement to face the Dragon. After making the decision to help the small settlement fight the dragon, the jedi realized that he knew nothing of dragon's except for tales that were told. Wanting to separate reality from fiction, the cowardly jedi asked of the child, "Tell me about the Dragon. Is there a pattern to its attacks? Do you know of, seen, or heard about any the Dragon weaknesses that we can use?" The child thought about the questions for a little bit and said, "The Dragon is rose in color and enormous. And now that I think about it, the Dragon might be looking for something. It came down out the sky, breathing fire. Took out a building and then just left. It is rumored that a Dragon has a weak belly." The child continued, "What are we going to do?" The jedi asked, "If the Dragon is looking for something, maybe the attacks will cease if the Dragon gets what it is after. Did anybody find anything unusual during the days before the first attack by the dragon?" Nothing really occurred that I know of. I Did find an interesting rock. See?" The child said pulling out the rock. It only took the cowardly jedi one look at the rock to know this was no ordinary rock but an dragon's egg. They made a plan to place the dragon's egg at the fringe of small settlement. That way the Dragon would be able to

recover the dragon's egg without any problems. A Short time after they left the dragon's egg, the Dragon came flying in for another attack. The Dragon must have sensed the dragon's egg because it moved directly towards it. The Dragon collected the dragon's egg and left. The child spoke up, "The small settlement had been saved! Thank you kind jedi. We will always be in you debt." The jedi answered, "No problem. I'm glad I could assist but I must get back to quest now." Having helped the small settlement with a Dragon problem, Henry left the small settlement went back to his quest for the ring of power. As the cowardly jedi continued searching for the ring of power, he took time to read the book because it may hold clues that would assist as the knight told. One passage in the book worried the jedi. It spoke of a creature that he would have to pass in order to get near the ring of power. This creature, the sirens, lures everybody to them, trapping them forever. No one can withstand their music and once heard are forever hopeless. The passage describes the sirens as a creature that is waist down a sparrow and waist up a women. What troubled Henry the most was that, the sirens lives within a hilly desert, which the jedi believes maybe nearing soon. Worried that the hilly desert was near, the jedi wanted to have a plan ready when the time came. Knowing the sirens only use music to summon their victims, Henry decided to build a device that covers his ears to stop all sound. That way the sirens' music has no influence on him. The jedi finished making the apparatus just in time because the next day, the jedi noticed the hilly desert ahead. Just before entering the hilly desert, Henry put on the hearing apparatus on and entered the desert. Once the hearing apparatus was on henry's head, the jedi could hear nothing and made his way through the desert without any problems completely avoiding the sirens. The cowardly jedi having barely escaped certain capture returned to his search for the

ring of power. Finally, after months of travelling, the cowardly jedi saw the foreboding, creepy forest ahead. Relieved that the quest was almost over, he remembered how his life came to this point. He then remembered the old knight and he wondered if they had recovered. Suddenly, the jedi thought of the book. Henry had been studying the book over the course of the journey knew every page but decided to quickly review it again before entering the foreboding, creepy forest to search for the enormous, foreboding temple. A Section that was blank was no longer blank but contained writings. Shocked about the new section, the cowardly jedi sat down and began to read the book. The jedi read, "These tests of three, you may flee, to determine worthiness, is a must, self be true, in order to get through." The cowardly jedi realized that getting to the ring of power wasn't going to be as easy as he thought. From this point, he was going to have to be on guard. The cowardly jedi entered the foreboding, creepy forest and began looking for the temple. As the jedi continued to search for the temple, a thick, eerie fog moved in partially obstructing visibility. Suddenly, a massive River appeared in front of the jedi that was impassable without a bridge. In the distance, the jedi spotted a bridge over the River and headed that way. An old man, was standing at the entry to the bridge and as the jedi approached, spoke up, "Stop! Who would cross the bridge of death, would answer me, these questions three, if the other side he thee would see!" The jedi a little taken back responded, "I am ready." The bridge keeper inquired, "What is your name?" The jedi replied, "I am henry." The bridge keeper asked, "What is your quest?" The jedi replied, "I seek the ring of power." The bridge keeper asked, "What have you you learned during your quest?" The jedi thought for a second and responded, "I have learned to take personal responsibility." The bridge keeper replied, "Thy self be true. Thou shall

pass." The river, bridge, and bridge keeper vanished into thin air like they were never there. The jedi continued to search for the enormous, foreboding temple. The cowardly jedi finally spotted the temple and began heading towards it. Just as the jedi approached the enormous, foreboding temple, a long stone hallway grew from the ground and formed around him with two openings. One of the openings is directly behind the jedi and the other opening leads into the temple. As the cowardly jedi moved forward, a volley of arrows shot out of one wall and into the other wall the entire length of the hallway. The jedi stopped instantly. The arrows continued fly across the room and Henry saw no way to get to the temple but through the arrows. The jedi then remembered the protection magical spell learned from book and thought it should work to get past the arrows and enter the temple. In a clear and loud voice the jedi spoke, "Illuxerunt!" And began to walked down the hallway as the arrows passed around him. As the jedi passed through the opening nearest to the temple, the whole hallway vanished and from nowhere a voice spoke, "Thy self be true. Thou shall pass." The jedi began to search for the ring of power within the enormous, foreboding temple. The jedi entered a large room within the enormous, foreboding temple. A Ring sit upon a stone pillar in the center of the room. As the jedi approached pillar, the voice from nowhere spoke again, "You must choose. You can turn back now or risk being found unworthy. Stepping up to the stone pillar will seal you within this room for the remainder of your life with no way out. Removing the ring of power from the pillar is the only way out but only the worthy one can remove it." The jedi began thinking about the choice. He could leave now but that would mean giving up on the quest. Remembering what he learned, the cowardly jedi approached the pillar and reached out for the ring then spoke out loud, "I gave my word that I would find

and protect the ring of power and I intend to do just that." Then with all his might attempted to lift the ring. The ring slowly began to move. The voice replied, "Thy self be true. Thou have passed. Enter the doorway to find the true ring of power." The stone pillar and the ring vanished from the room. Suddenly, the ground began to shake and a doorway formed where the pillar was. The jedi approach the doorway but could not see through it as the entrance shimmers like a vertical puddle of water. As the jedi touched the vertical puddle of water, ripples went extending out from the point. After determining that the doorway was not a trap, the cowardly jedi passed through the doorway and was instantaneously carried to a small stone room with a modest pedestal in the center. All the sides on the pedestal were coated with ivory. The voice from nowhere spoke up again, "Think of where you would like to go and pass back through the doorway and you will be instantly carried there. Be careful as you may only use the doorway once." The jedi approached the and noticed a ring upon it. He reached out and took the ring. The voice spoke, "You now possess the true ring of power. Use it wisely." The cowardly jedi thought about how charming that village was that he was going to before finding the old knight, who started him on this quest. The jedi, with the ring of power in hand, pictured the old knight in his mind and entered back through the doorway. Henry was instantaneously transported to the old knight. Upon seeing the jedi, the old knight spoke, "How did you get here? Did you find the ring of power? Is it protected?" "I had incredible quest. I Passed the tests and recovered the ring of power. See?" Replied the jedi taking out the ring of power. Suddenly, a puff of smoke enveloped the old knight and an villainous laugh was heard. A Hand reached out from the smoke and grabbed the ring of power. A Voice spoke from the smoke, "You fool! I Have deceived you into

recovering the ring of power for me. Now, I will use its power to conquer the universe!"

The smoke faded away and there was nothing left. Now more driven to undo what just

occurred, our cowardly jedi set off to find the ring of power, again. The end?

I'm thinking of a medieval story about a thief named Thomas. When the cowardly thief crawled out bed this morning, he thought it be just another day but fate had something else in mind for that day. Never staying in one place too long, the thief was currently heading into a village far away from any large towns. On the way into the village, Thomas spotted an elderly figure in distress on the trail ahead. Not wanting to get involved, the thief went and hid until all he could hear was nothing. After thinking coast is clear, our cowardly thief continued on towards village. When he makes it to the area where the figure was, the cowardly thief discovered a wizard, who was near death. You have a kind soul. Please help me by completing my mission and find the stone of power!" Said the wizard. He continued, "An evil lord has identified its current location. If it were to fall into his hands he would have the power to travel through space instantly. Will you help an old wizard and save the world from evil?" Thomas first response was the same one he has given all of his life but something was felt different this time. Our cowardly thief want to take personal responsibility for once in his lifetime and said, "Yes!" A Brief smile appeared on the wizard face. He then spoke up again and said, "Head south until you come to a foreboding, creepy forest. Continue into the forest till you find the enormous, foreboding temple. Within the temple you will find the stone of power. This book will help you in your trip. Now go!" Our cowardly thief reached out and took the book and headed for the temple to seek the stone of power. Our cowardly thief continued heading south for days with no clue of the forest or the temple. Thomas heard a noise coming from the trail ahead. Thomas heard a noise coming from the trail ahead. All of a sudden, a young boy came running down the trail crying out, "Help!

Dragon! I Need help!" The cowardly thief could only stand there bewildered and observe the child. Good. The thief will solve the problem by taking action. Let's try this instead. Thomas heard a noise coming from the trail ahead. All of a sudden, a young boy came running down the trail crying out, "Help! Dragon! I Need help!" The cowardly thief could only stand there bewildered and watch the child. Knowing the how crucial his quest was, he wanted to forget about the Dragon but seeing the urgency in the young boy's eyes broke the thief's heart. The cowardly thief wanted to take personal responsibility and decided to help the young boy with the Dragon. Both of them, headed to the small village to face the Dragon. After making the decision to help the small village fight the dragon, the thief realized that he knew nothing of dragon's except for tales that were told. Wanting to separate fiction from truth, the cowardly thief asked of the young boy, "Tell me about the Dragon. Is there a pattern to its attacks? Do you know of, seen, or heard about any the Dragon vulnerabilities that we can use?" The young boy thought about the questions for a minute and said, "The Dragon is ruby in color and big. And now that I think about it, the Dragon might be looking for something. It came down out the sky, breathing fire. Took out a building and then just left. It is rumored that a Dragon has a weak belly." The child continued, "What are we going to do?" The thief spoke up, "From what I have heard from tales, a Dragon has a weak belly. Let's try to use that rumored weakness." They then devised a plan to lure the Dragon into a trap. They spent the night and built a large crossbow to fire arrows at the Dragon the next time it attacks. The kid and the cowardly thief didn't have to wait long before the Dragon returned and when it was in range they fired a few arrows. Suddenly, the Dragon turned around and fled. We scared it away! We missed have hit it! We are safe!" The kid said

jumping up and down. We can now protect ourselves." Having helped the small village with a Dragon problem, Thomas left the small village went back to his quest for the stone of power. As the cowardly thief continued searching for the stone of power, he took time to read the book because it may hold clues that would assist as the wizard said. One portion in the book worried the thief. It spoke of a creature that he would have to pass in order to get near the stone of power. This creature, the sirens, lures everybody to them, trapping them forever. No one can resist their music and once heard are forever hopeless. The passage describes the sirens as a creature that is waist down a sparrow and waist up a women. What troubled Thomas the most was that, the sirens lives within a ghoulish forest, which the thief believes maybe nearing soon. Worried that the ghoulish forest was near, the thief wanted to have a strategy ready when the time came. Knowing the sirens only use music to call their victims, Thomas decided to build a apparatus that covers his ears to stop all sound. That way the sirens' music has no affect on him. The thief finished making the apparatus just in time because the next day, the thief noticed the ghoulish forest ahead. Just before entering the ghoulish forest, Thomas put on the hearing apparatus on and entered the forest. Once the hearing apparatus was on thomas' head, the thief could hear nothing and made his way into the forest toward the sirens. If he could stop the sirens' music for good, then everyone, who entered the forest, would be safe again. The thief began searching the forest for the sirens. After hours of searching, the thief could not find any signs of the sirens. Just as he was about to give up, the thief spotted a young girl walking south. Believing that the child is under the spell the music of the sirens, our thief followed the child. The kid came to a small clearing and the thief finally spotted the sirens. The cowardly thief hides behind the young girl to get closer to

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the sirens. As soon as the young girl and thief was close enough to the sirens, the cowardly thief in one quick movement strikes them down. The kid was immediately liberated and turned toward the thief. Seeing the music had been broken, Thomas removed the hearing apparatus. The kid asked, "Where am I? What happen?" The thief replied, "You are in the ghoulish forest, where the sirens use to live, but are safe now. The sirens will never trap anybody else now." The child responded, "Thank you for rescuing me oh brave thief. I Have heard about the sirens but never knew they were in this forest. I Know my way home from here and thank you again for rescuing me." Hey parted ways and the thief went back to searching for the stone of power in the temple. The cowardly thief having barely escaped certain capture returned to his search for the stone of power. Finally, after months of travelling, the cowardly thief saw the foreboding, creepy forest ahead. Relieved that the quest was almost over, he thought back to everything he had done to get where he is at. He then remembered the old wizard and he wondered if they had recovered. Suddenly, the thief thought of the book. Thomas had been studying the book over the course of the journey knew every page but decided to quickly review it again before entering the foreboding, creepy forest to search for the enormous, foreboding temple. A Section that was blank was no longer blank but contained writings. Shocked about the new section, the cowardly thief sat down and began to read the book. The thief read, "These tests of three, you may flee, to determine worthiness, is a must, self be true, in order to get through." The cowardly thief realized that getting to the stone of power wasn't going to be as easy as he thought. From this point, he was going to have to be on the look out. The cowardly thief entered the foreboding, creepy forest and started to look for the temple. As the thief continued to

look for the temple, a thick, foreboding fog moved in partially blocking the view. Suddenly, a massive gorge came into view in front of the thief that was impassable without a bridge. In the distance, the thief spotted a bridge over the gorge and headed that way. An old man, was standing at the entrance to the bridge and as the thief approached, spoke up, "Stop! Who would cross the bridge of death, would answer me, these questions three, if the other side he thee would see!" The thief a little taken back responded, "I am ready." The bridge keeper asked, "What is your name?" The thief replied, "I am thomas." The bridge keeper inquired, "What is your quest?" The thief replied, "I seek the stone of power." The bridge keeper asked, "What have you you learned during your quest?" The thief thought for a second and responded, "I have learned to take personal responsibility." The bridge keeper replied, "Thy self be true. Thou shall pass." The gorge, bridge, and bridge keeper vanished into thin air like they were never there. The thief continued to look for the enormous, foreboding temple. The cowardly thief finally spotted the temple and began heading towards it. Just as the thief approached the enormous, foreboding temple, a long stone hallway grew from the ground and formed around him with two openings. One of the openings is directly behind the thief and the other opening leads into the temple. As the cowardly thief moved forward, a volley of arrows shot out of one wall and into the other wall the entire length of the hallway. The thief stopped instantly. The arrows continued fly across the room and Thomas saw no way to get to the temple but through the arrows. The thief then remembered the protection magical spell learned from book and thought it should work to get past the arrows and enter the temple. In a clear and loud voice the thief spoke, "Illuxerunt!" And began to walked down the hallway as the arrows passed around him.

As the thief passed through the opening nearest to the temple, the whole hallway vanished and from nowhere a voice spoke, "Thy self be true. Thou shall pass." The thief began to search for the stone of power within the enormous, foreboding temple. The thief entered a large room within the enormous, foreboding temple. A Stone sit upon a stone pillar in the center of the room. As the thief approached pillar, the voice from nowhere spoke again, "You must choose. You can turn back now or risk being found unworthy. Stepping up to the stone pillar will seal you within this room for the remainder of your life with no way out. Removing the stone of power from the pillar is the only way out but only the worthy one can remove it." The thief began thinking about the choice. He could leave now but that would mean giving up on the quest. Remembering what he learned, the cowardly thief approached the pillar and reached out for the stone then spoke out loud, "I gave my word that I would find and protect the stone of power and I intend to do just that." Then with all his might attempted to lift the stone. The stone slowly began to move. The voice replied, "Thy self be true. Thou have passed. Enter the doorway to find the true stone of power." The stone pillar and the stone vanished from the room. Suddenly, the ground began to shake and a doorway formed where the pillar was. The thief approach the doorway but could not see through it as the entryway shimmers like a vertical puddle of water. As the thief touched the vertical puddle of water, ripples went extending out from the point. After deciding that the doorway was not dangerous, the cowardly thief passed through the doorway and was instantaneously transported to a small stone room with a modest pedestal in the center. The sides on the pedestal were covered in ivory. The voice from nowhere spoke up again, "Picture in your mind where you would like to go and re-enter the doorway and

you will be instantaneously carried to that place. Be careful as you may only use the doorway once." The thief approached the and noticed a stone upon it. He reached out and took the stone. The voice spoke, "You now hold in your hands the true stone of power. Use it wisely." The room started to tremble and the entrance of the doorway began to ripple out from the middle. Suddenly, the old wizard came through the doorway. Astounded the thief asked, "Weren't you seriously hurt and how did you get here?" The old wizard replied, "I got better. Is that the genuine stone of power?" Still shocked at the return of the old wizard, the thief held out the stone of power and said, "Yes! I Have just found the genuine stone of power." Suddenly, a puff of smoke enveloped the old wizard and an villainous laugh was heard. A Hand reached out from the smoke and grabbed the stone of power. A Voice spoke from the smoke, "You fool! I Have deceived you into recovering the stone of power for me. Now, I will use its power to conquer the planet!" The smoke faded away and there was nothing left. Now more driven to undo what just occurred, our cowardly thief passed through the doorway and ventured off to find the stone of power, again. The end?

I'm thinking of a medieval story about a drifter named Billy. When the ambitious drifter crawled out bed this morning, he thought it be just another day but fate had something else in mind for that day. Never staying in one place too long, the drifter was currently heading into a village far away from any large towns. On the way into the village, Billy spotted an elderly figure in distress on the path ahead. The drifter ran toward the elderly figure in an attempt to assist. When he made it to the figure, the ambitious drifter discovered a dying sheriff. The sheriff softly spoke, "Please help me! I Cannot finish my lifework. An evil lord has identified the current location of the ring of power and you must find it first to protect it but be careful as the ring of power has the power to rule the world. Will you help an old sheriff and save the world from evil?" Billy thought about it for a few minutes and responded with a thunderous, "Yes!" A Brief smile appeared on the sheriff face. He then spoke up again and said, "Head south until you reach a deep, dark forest. Continue into the forest till you find the enormous, foreboding temple. Inside the temple you will find the ring of power. This book will help you in your journey. Now go!" Our ambitious drifter reached out and took the book and headed for the temple to find the ring of power. Billy travelled for days, heading south, with no sign of the forest or the temple. Billy continued heading south when a young girl came running down the trail. The child spotted the ambitious drifter and cried out, "Dragon! Please help!. I Know where the Dragon is hiding. It is in a moody and enormous temple. We can sneak in and take it out!" Knowing how crucial his quest was, he wanted to forget about the Dragon but seeing the child broke the drifter's heart. The ambitious drifter decided to help the child with the Dragon. Both of them, headed to the temple to

face the Dragon. Along the way to the temple, the drifter asked of the young girl, "What do you know about the dragon?" The young girl instantly responded, "The Dragon is rose in color and is hiding in a temple ahead. Let's get it" The quick response and the way the kid spoke didn't add up in the drifter's mind. The words were right but the passion behind them was all wrong. But before the drifter could inquire further they had reached the temple. When they arrived at the temple entrance, the young girl said, "Oh brave drifter why don't I wait here and let you face the Dragon. I Would only get in the way." Not fully trusting the child, the drifterspoke up and said, "I'm not sure what a Dragon looks like. We will enter the temple together." Not far into the temple, they came across a fork. The child said, "If we go different ways, we will double our chances of finding the dragon." Putting his theory to the test, the ambitious drifter went a different way but waited until the child was out of sight before he made his way back to the temple entrance and hid nearby. Not five minutes later, the young girl emerged from the temple and shouted back, "I have you now! There is no way you can escape this temple. You never find the Dragon. Just like you will never find the ring of power." The drifter appeared behind the young girl and said, "Nice try! You will never stop me from finding the ring of power! I Gave my word that I would protect it." Suddenly, the kid vanished into a puff of smoke and with no Dragon to fight, Billy went back to the quest. The ambitious drifter having barely escaped huge delay returned to his search for the ring of power. Billy was heading south just like any other day, as he was passing a small settlement and noticed stone statues of a average looking people looking afraid. Billy was heading south just like any other day, as he was passing a small settlement and noticed stone statues of a average looking people looking afraid. Puzzled, the drifter

looked for someone to talk to and investigate. The ambitious drifter spotted a young girl and went over to talk to them The child responded, "A Basilisk is terrorizing the settlement and no one has been able to help. The Basilisk caused the stone statues of a average looking people looking afraid. Well. I will change the genre to incorporate all genres. Our ambitious drifter is now a cowardly jedi. I will try to incorporate the theme Take Personal Responsibility into the story. The jedi will solve the problem by taking action. The Basilisk will become the Dragon. The young girl will become the young boy. Let's try this instead. After making the decision to help the small settlement fight the dragon, the jedi realized that he knew nothing of dragon's except for tales that were told. Wanting to separate truth from fiction, the cowardly jedi asked of the child, "Tell me about the Dragon. Is there a pattern to its attacks? Do you know of, seen, or heard about any the Dragon weaknesses that we can use?" The child thought about the questions for a little bit and responded, "The Dragon is cardinal in color and large. And now that I think about it, the Dragon might be looking for something. It came down out the sky, breathing fire. Took out a building and then just left. It is rumored that a Dragon has a weak belly." The child continued, "What are we going to do?" The jedi spoke up, "From what I have heard from tales, a Dragon has a weak belly. Let's try to use that rumored weakness." They then devised a plan to lure the Dragon into a trap. They spent the night and built a large crossbow to fire arrows at the Dragon the next time it attacks. The child and the cowardly jedi didn't have to wait long before the Dragon returned and when it was in range they fired a few arrows. Suddenly, the Dragon turned around and fled. We scared it away! We missed have hit it! We are safe!" The child said jumping up and down. We can now protect ourselves." Having helped the small settlement with a

Dragon problem, Billy left the small settlement went back to his quest for the ring of power. Finally, after months of travelling, the cowardly jedi saw the deep, dark forest ahead. Relieved that the quest was almost over, he remembered how his life came to this point. He then remembered the old sheriff and he wondered if they had recovered. Suddenly, the jedi thought of the book. Billy had been studying the book over the course of the journey knew every page but decided to quickly inspect it again before entering the deep, dark forest to search for the enormous, foreboding temple. A Section that was blank was no longer blank but held writings. Shocked about the new section, the cowardly jedi sat down and began to read the book. The jedi read, "These tests of three, you may flee, to determine worthiness, is a must, self be true, in order to get through." The cowardly jedi realized that getting to the ring of power wasn't going to be as simple as he thought. From this point, he was going to have to be on the look out. The cowardly jedi entered the deep, dark forest and started to look for the temple. As the jedi continued to search for the temple, a thick, ghoulish fog rolled in partially blocking visibility. Suddenly, a massive River appeared in front of the jedi that was impassable without a bridge. In the distance, the jedi spotted a bridge over the River and headed that way. An old man, was standing at the entrance to the bridge and as the jedi approached, spoke up, "Stop! Who would cross the bridge of death, would answer me, these questions three, if the other side he thee would see!" The jedi a little taken back responded, "I am ready." The bridge keeper inquired, "What is your name?" The jedi replied, "I am billy." The bridge keeper inquired, "What is your quest?" The jedi replied, "I seek the ring of power." The bridge keeper inquired, "What have you you learned during your quest?" The jedi thought for a second and replied, "I have learned to take personal responsibility."

The bridge keeper replied, "Thy self be true. Thou shall pass." The river, bridge, and bridge keeper vanished into thin air like they were never there. The jedi continued to look for the enormous, foreboding temple. The cowardly jedi finally spotted the temple and began heading towards it. Just as the jedi approached the enormous, foreboding temple, a long stone hallway grew from the ground and formed around him with two openings. One of the openings is directly behind the jedi and the other opening leads into the temple. As the cowardly jedi moved forward, a volley of arrows shot out of one wall and into the other wall the entire length of the hallway. The jedi stopped instantly. The arrows continued fly across the room and Billy saw no way to get to the temple but through the arrows. The jedi then remembered the protection magical spell learned from book and thought it should work to get past the arrows and enter the temple. In a clear and loud voice the jedi spoke, "Illuxerunt!" And began to walked down the hallway as the arrows passed around him. As the jedi passed through the opening nearest to the temple, the whole hallway vanished and from nowhere a voice spoke, "Thy self be true. Thou shall pass." The jedi began to search for the ring of power within the enormous, foreboding temple. The jedi entered a large room within the enormous, foreboding temple. A Ring sit upon a stone pillar in the center of the room. As the jedi approached pillar, the voice from nowhere spoke again, "You must choose. You can turn back now or risk being found unworthy. Stepping up to the stone pillar will seal you within this room for the remainder of your life with no way out. Removing the ring of power from the pillar is the only way out but only the worthy one can remove it." The jedi began thinking about the choice. He could leave now but that would mean giving up on the quest. Remembering what he learned, the cowardly jedi approached the pillar and

reached out for the ring then spoke out loud, "I gave my word that I would find and protect the ring of power and I intend to do just that." Then with all his might attempted to lift the ring. The ring slowly began to move. The voice replied, "Thy self be true. Thou have passed. Enter the doorway to find the true ring of power." The stone pillar and the ring vanished from the room. Suddenly, the ground began to shake and a doorway formed where the pillar was. The jedi approach the doorway but could not see through it as the entryway shimmers like a vertical puddle of water. As the jedi touched the vertical puddle of water, ripples went extending out from the spot. After determining that the doorway was not dangerous, the cowardly jedi passed through the doorway and was instantaneously carried to a small stone room with a simple pedestal in the middle. The sides on the pedestal were coated with ivory. The voice from nowhere spoke up again, "Think of where you would like to go and pass back through the doorway and you will be instantly transported there. Be careful as you may only use the doorway once." The jedi approached the and saw a ring sitting on it. He reached out and took the ring. The voice spoke, "You now hold in your hands the true ring of power. Use it wisely." The cowardly jedi thought about how charming that village was that he was heading before coming across the old sheriff, who started him on this quest. The jedi, with the ring of power in hand, he visualized the old sheriff in his mind and passed back through the doorway. Billy was instantly carried to the old sheriff. Upon noticing the jedi, the old sheriff spoke, "How did you get here? Did you find the ring of power? Is it safe?" "I had incredible journey. I Made it through the trials and recovered the ring of power. See?" Replied the jedi taking out the ring of power. Suddenly, a puff of smoke enveloped the old sheriff and an evil laugh was heard. A Hand stretched out from the

smoke and grabbed the ring of power. A Sinister voice spoke from the smoke, "You fool! I Have tricked you into recovering the ring of power for me. Now, I will use its power to conquer the universe!" The smoke faded away and there was nothing left. Now more driven to undo what just happened, our cowardly jedi set off to find the ring of power, again. The end?

Let me tell you the story about a drifter named Thomas. Once upon a time in a far off land, lived a ambitious drifter. Wondering from village to village was the life that the drifter had chosen. Presently, the drifter was heading into a village far away from any large towns. On the way into the village, Thomas spotted an elderly figure in distress on the path ahead. The drifter ran toward the elderly figure in an attempt to assist. When he made it to the figure, the ambitious drifter discovered a sheriff, who was near death. You have a kind soul. Please help me by finishing my mission and find the stone of power!" Said the sheriff. He continued, "An evil lord has identified its current location. If it were to fall into his hands he would have the power to travel through time. Will you help an old sheriff and save the world?" Thomas thought about it for a minute and responded with a thunderous, "Yes!" A Brief smile appeared on the sheriff face. He then spoke up again and said, "Head west until you reach to a dark, haunted forest. Continue into the forest till you find the sheer, cavernous cave. Inside the cave you will find the stone of power. This book will help you in your trip. Now go!" Our ambitious drifter reached out and took the book and headed for the cave to seek the stone of power. Thomas travelled for days, heading west, with no sign of the forest or the cave. It was just another day in the quest for the stone of power, when Thomas noticed loud screams coming from further ahead. As the drifter neared a small town, he saw stone statues of a average looking people looking afraid and then witnessed a Basilisk slithering. The ambitious drifter was always told tales about basilisk's when he was little but never truly believed them till now. The drifter looked for someone to talk to and inquire. The ambitious drifter spotted a young girl and went over to them After making the choice to

help the small town fight the basilisk, the drifter realized that he knew very little of basilisk's except for stories that were told. Wanting to separate truth from fiction, the ambitious drifter asked of the young girl, "What do you know about the Basilisk? Is there a pattern to its attacks? Do you know of, seen, or heard about any the Basilisk vulnerabilities that we can use?" The young girl thought about the questions for a minute and responded, "The Basilisk is snake like and seems to attacks randomly. It only comes into the small town at night and anyone that makes eye contact with it, turns into stone. I Was told that a Basilisk can't look at it's own image but we have not been able to try it yet." The child continued, "What are we going to do?" The drifter spoke up, "I have been reading about a magical spell that might help with the Basilisk in this book I was given but I don't know if it will work or if I can perform it right." The ambitious drifter continued, "This magical spell should temporary blind the Basilisk but it won't last long and it will have to be nearby." They searched the small town to gather every object they could in order to build a large maze. It took most of the day to build the maze and the trap but they finished before night fall. That night the Basilisk came into small town and followed the maze towards the dead end. The ambitious drifter stood up and shouted, "Thou shall not hurt anyone again!" The kid continued to listen as the ambitious drifter spoke a few line in an unknown language. The Basilisk suddenly stopped and then ran into a wall. The ambitious drifter turned to the kid and shouted, "Now!" They leaped out and poked out the eyes of the Basilisk so it could never harm anyone again. We are safe! The Basilisk can't hurt anybody else." The kid said jumping up and down. Having helped the small town with a Basilisk problem, Thomas left the small town went back to his quest for the stone of power. As the ambitious drifter continued searching for the

stone of power, he took time to read the book because it may contain hints that would help as the sheriff told. As the ambitious drifter continued searching for the stone of power, he took time to read the book because it may contain hints that would help as the sheriff told. One portion in the book worried the drifter. It spoke of a creature that he would have to pass in order to get near the stone of power. This creature, the sirens, lures everybody to them, trapping them forever. No one can resist their song and once heard are forever doomed. Okay. The drifter will solve the problem by using magic. The style of temptation will become the Labyrinth. The Desert will become the Forest. Let me start this section over for your changes. The ambitious drifter's journey took him into a eerie forest. This did not bother the drifter as he has been in many forests before but this one felt different. The drifter could not determine why this forest felt different but knew he had to get through it as quickly as possible. Continuing to head west, thomas' path was blocked by trees and brushes too thick to pass and had no choice but to go back and find another route. Suddenly, realizing why he had a dreadful feeling about the forest, all the evidence, including footprints were as if he was never there. The drifter was lost in a labyrinth of the eerie forest. The drifter recalled a magical spell that he had read about from the book that might help in this situation. This magical spell takes all plant life including trees and bushes and raises them just long enough to allow a person to simply walk underneath them. Once the magical spell wears off, the planet life is restored to the exact spot where they where and with no signs that they have ever been disturbed. The drifter went back to the location of the obstruction and in clear and loud tone shouted, "Plantis surgere!" All of a sudden, the obstruction of trees and brushes too thick to pass begin to raise slowly into the air and our drifter walked underneath the trees and bushes

and continued west until he made his way through the ghoulish forest. The ambitious drifter having barely escaped certain capture returned to his search for the stone of power. Finally, after months of travelling, the ambitious drifter saw the dark, haunted forest ahead. Relieved that the quest was almost finished, he remembered how his life came to this point. The thoughts then turned to the old sheriff and he wondered if they had recovered. Suddenly, the drifter thought of the book. Thomas had been reading the book over the course of the journey knew every page but decided to quickly inspect it again before entering the dark, haunted forest to search for the sheer, cavernous cave. A Section that was blank was no longer blank but held writings. Shocked about the new section, the ambitious drifter sat down and began to read the book. The drifter read, "These tests of three, you may flee, to determine worthiness, is a must, self be true, in order to get through." The ambitious drifter realized that getting to the stone of power wasn't going to be as easy as he thought. From this point, he was going to have to be on the look out. The ambitious drifter entered the dark, haunted forest and began looking for the cave. As the drifter continued to search for the cave, a thick, ghoulish fog moved in somewhat obstructing the view. Suddenly, a large River came into view in front of the drifter that was impassable without a bridge. In the distance, the drifter spotted a bridge over the River and headed that way. An old man, was standing at the entrance to the bridge and as the drifter approached, spoke up, "Stop! Who would cross the bridge of death, would answer me, these questions three, if the other side he thee would see!" The drifter a little taken back responded, "I am ready." The bridge keeper asked, "What is your name?" The drifter responded, "I am thomas." The bridge keeper inquired, "What is your quest?" The drifter replied, "I seek the stone of power." The bridge keeper asked,

"What have you you learned during your quest?" The drifter thought for a second and responded, "I have learned to seek justice." The bridge keeper replied, "Thy self be true. Thou shall pass." The river, bridge, and bridge keeper disappeared into thin air like they were never there. The drifter resumed to look for the sheer, cavernous cave. The ambitious drifter finally spotted the cave and began heading towards it. Just as the drifter approached the sheer, cavernous cave, a long stone hallway grew from the ground and formed around him with two openings. One of the openings is directly behind the drifter and the other opening leads into the cave. As the ambitious drifter moved forward, a volley of arrows shot out of one wall and into the other wall the entire length of the hallway. The drifter stopped instantly. The arrows continued fly across the room and Thomas saw no way to get to the cave but through the arrows. The drifter then remembered the protection magical spell learned from book and thought it should work to get past the arrows and enter the cave. In a clear and loud voice the drifter spoke, "Illuxerunt!" And began to walked down the hallway as the arrows passed around him. As the drifter passed through the opening nearest to the cave, the whole hallway vanished and from nowhere a voice spoke, "Thy self be true. Thou shall pass." The drifter began to search for the stone of power within the sheer, cavernous cave. The drifter entered a large room within the sheer, cavernous cave. A Stone sit upon a stone pillar in the center of the room. As the drifter approached pillar, the voice from nowhere spoke again, "You must choose. Taking the stone of power will seal you within this room for the remainder of your life. There is no way out." The drifter began thinking about the choice. He could leave now but that would mean giving up on the quest. Remembering what he learned, the ambitious drifter reached out and picked up the stone then spoke out loud, "I

gave my word that I would find and protect the stone of power and I intend to do just that." The voice replied, "Thy self be true. Thou have passed. Enter the doorway to find the true stone of power." The stone pillar and the stone vanished from the room and the drifter's hand. Suddenly, the ground began to shake and a doorway formed where the pillar was. The drifter approach the doorway but could not see through it as the entrance shimmers like a vertical puddle of water. As the drifter touched the vertical puddle of water, ripples went spreading out from the point. After deciding that the doorway was not a trap, the ambitious drifter passed through the doorway and was instantaneously transported to a small stone room with a simple pedestal in the center. All the sides on the pedestal were covered in ivory. The voice from nowhere spoke up again, "Picture in your mind where you would like to go and re-enter the doorway and you will be instantaneously carried to that place. Be careful as you may only use the doorway once." The drifter approached the and saw a stone sitting on it. He reached out and took the stone. The voice spoke, "You now possess the true stone of power. Use it wisely." The ambitious drifter thought about how nice that village was that he was going to before finding the old sheriff, who started him on this quest. The drifter, with the stone of power in hand, he visualized the old sheriff in his mind and passed back through the doorway. Thomas was instantly transported to the old sheriff. Upon seeing the drifter, the old sheriff spoke, "Where did you come from? Did you find the stone of power? Is it protected?" "I had incredible journey. I Made it through the trials and recovered the stone of power. See?" Replied the drifter pulling out the stone of power. Suddenly, a puff of smoke surrounded the old sheriff and an villainous laugh was heard. A Hand reached out from the smoke and grabbed the stone of power. A Voice spoke from the

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smoke, "You fool! I Have tricked you into finding the stone of power for me. Now, I will use its power to rule the world!" The smoke faded away and there was nothing left. Now more driven to undo what just occurred, our ambitious drifter set off to find the stone of power, again. The end?

Story 47

I'm thinking of a medieval story about a drifter named Thomas. When the cowardly drifter crawled out bed this morning, he thought it be just another day but fate had something else in mind for that day. Never staying in one place too long, the drifter was currently heading into a village far away from any large towns. On the way into the village, Thomas spotted an elderly figure in distress on the trail ahead. Not wanting to get involved, the drifter went and hid until nothing could be heard. After thinking coast is clear, our cowardly drifter continued towards village. When he gets to the point where the figure was, the cowardly drifter discovered a dying farm hand. You have a kind soul. Please help me by completing my lifework and find the ring of power!" Said the farm hand. He continued, "An evil lord has identified its current location. If it were to fall into his hands he would have the power to rule the world. Will you help an old farm hand and save the world from evil?" Thomas first response was the same one he has given all of his life but something was felt different this time. Our cowardly drifter want to take personal responsibility for once in his lifetime and said, "Yes!" A Brief smile appeared on the farm hand face. He then spoke up again and said, "Head north until you reach to a creepy, foreboding forest. Continue into the forest till you find the foreboding, enormous temple. Within the temple you will find the ring of power. This book will help you in your trip. Now go!" Our cowardly drifter reached out and took the book and headed for the temple to seek the ring of power. Our cowardly drifter continued north for days with no sign of the forest or the temple. Thomas heard a noise coming from the trail ahead. All of a sudden, a young girl came running down the trail crying out, "Help! Dragon! I Need help!" The cowardly drifter could only stand there stunned and watch

the child. Knowing the how important his quest was, he wanted to forget about the Dragon but seeing the desperation in the young girl's eyes broke the drifter's heart. The cowardly drifter wanted to take personal responsibility and decided to help the child with the Dragon. Both of them, headed to the small village to face the Dragon. After making the choice to help the small village fight the dragon, the drifter realized that he knew nothing of dragon's except for tales that were told. Wanting to separate fiction from truth, the cowardly drifter asked of the kid, "Tell me about the Dragon. Is there a pattern to its attacks? Do you know of, seen, or heard about any the Dragon vulnerabilities that we can use?" The young girl thought about the questions for a little bit and responded, "The Dragon is cardinal in color and large. And now that I think about it, the Dragon might be looking for something. It came down out the sky, breathing fire. Took out a building and then just left. It is rumored that a Dragon has a weak belly." The child continued, "What are we going to do?" The drifter asked, "If the Dragon is searching for something, maybe the attacks will cease if the Dragon gets what it is after. Did anybody find anything unusual during the days before the first attack by the dragon?" Nothing really occurred that I know of. I Did find an unusual rock. See?" The child said pulling out the rock. It only took the cowardly drifter one glance at the rock to know this was no ordinary rock but an dragon's egg. They then decided to place the dragon's egg at the edge of small village. That way the Dragon would be able to recover the dragon's egg without any anybody getting hurt. Not long after they left the dragon's egg, the Dragon came flying in for another attack. The Dragon must have sensed the dragon's egg because it headed directly towards it. The Dragon picked up the dragon's egg and left. The child spoke up, "The small village had been rescued! Thank you kind drifter. We

will forever be in you debt." The drifter answered, "No problem. I'm glad I could assist but I must get back to quest now." Having helped the small village with a Dragon problem, Thomas left the small village went back to his quest for the ring of power. The cowardly drifter's adventure took him into a ghoulish forest. The cowardly drifter's adventure took him into a ghoulish forest. This did not trouble the drifter as he has been in many forests before but this one felt bizarre. The drifter could not determine why this forest felt different but knew he had to get through it before anything bad happened. Continuing to head north, thomas' path was blocked by trees and brushes too thick to pass and had no options but to double back and find another way through the ghoulish forest. Suddenly, realizing why he had a bad feeling about the forest, all signs, including footprints were gone. Right. I will change the genre to incorporate all genres. Our drifter is now a jedi. Our cowardly drifter will now be cowardly. The jedi will solve the problem by using magic. Let's try this instead. The jedi recalled a force trick that might help in this situation. This magical spell takes all plant life including trees and bushes and raises them just long enough to allow a person to simply walk underneath them. Once the magical spell wears off, the planet life is restored to the exact spot where they where and with no signs that they have ever been disturbed. The jedi went back to the location of the obstruction and in clear and loud tone shouted, "Plantis surgere!" All of a sudden, the obstruction of trees and brushes too thick to pass begin to raise slowly into the air and our jedi walked underneath the trees and bushes and continued north until he made his way through the creepy forest. The cowardly jedi having barely escaped certain capture returned to his search for the ring of power. Finally, after months of travelling, the cowardly jedi saw the creepy, foreboding forest ahead. Relieved that the quest was

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almost over, he remembered how his life came to this point. The thoughts then turned to the old farm hand and he wondered if they had healed. Suddenly, the jedi thought of the book. Thomas had been reading the book over the course of the journey knew every page but decided to quickly inspect it again before entering the creepy, foreboding forest to search for the foreboding, enormous temple. A Section that was blank was no longer blank but contained writings. Shocked about the new section, the cowardly jedi sat down and began to read the book. The jedi read, "These tests of three, you may flee, to determine worthiness, is a must, self be true, in order to get through." The cowardly jedi realized that getting to the ring of power wasn't going to be as easy as he thought. From this point, he was going to have to be on the look out. The cowardly jedi entered the creepy, foreboding forest and started to look for the temple. As the jedi continued to look for the temple, a thick, foreboding fog moved in partially blocking the view. Suddenly, a large gorge came into view in front of the jedi that was impassable without a bridge. In the distance, the jedi spotted a bridge over the gorge and headed that way. An old man, was standing at the entry to the bridge and as the jedi approached, spoke up, "Stop! Who would cross the bridge of death, would answer me, these questions three, if the other side he thee would see!" The jedi a little taken back responded, "I am ready." The bridge keeper inquired, "What is your name?" The jedi responded, "I am thomas." The bridge keeper asked, "What is your quest?" The jedi responded, "I seek the ring of power." The bridge keeper asked, "What have you you learned during your quest?" The jedi thought for a second and replied, "I have learned to take personal responsibility." The bridge keeper replied, "Thy self be true. Thou shall pass." The gorge, bridge, and bridge keeper vanished into thin air like they were never there. The jedi continued to search for the

foreboding, enormous temple. The cowardly jedi finally spotted the temple and began heading towards it. Just as the jedi approached the foreboding, enormous temple, a long stone hallway grew from the ground and formed around him with two openings. One of the openings is directly behind the jedi and the other opening leads into the temple. As the cowardly jedi moved forward, a volley of arrows shot out of one wall and into the other wall the entire length of the hallway. The jedi stopped instantly. The arrows continued fly across the room and Thomas saw no way to get to the temple but through the arrows. The jedi then remembered the protection magical spell learned from book and thought it should work to get past the arrows and enter the temple. In a clear and loud voice the jedi spoke, "Illuxerunt!" And began to walked down the hallway as the arrows passed around him. As the jedi passed through the opening nearest to the temple, the whole hallway vanished and from nowhere a voice spoke, "Thy self be true. Thou shall pass." The jedi began to search for the ring of power within the foreboding, enormous temple. The jedi entered a large room within the foreboding, enormous temple. A Ring sit upon a stone pillar in the center of the room. As the jedi approached pillar, the voice from nowhere spoke again, "You must choose. You can turn back now or risk being found unworthy. Stepping up to the stone pillar will seal you within this room for the remainder of your life with no way out. Removing the ring of power from the pillar is the only way out but only the worthy one can remove it." The jedi began thinking about the choice. He could leave now but that would mean giving up on the quest. Remembering what he learned, the cowardly jedi approached the pillar and reached out for the ring then spoke out loud, "I gave my word that I would find and protect the ring of power and I intend to do just that." Then with all his might attempted

to lift the ring. The ring slowly began to move. The voice replied, "Thy self be true. Thou have passed. Enter the doorway to find the true ring of power." The stone pillar and the ring vanished from the room. Suddenly, the ground began to shake and a doorway formed where the pillar was. The jedi approach the doorway but could not see through it as the entryway shimmers like a vertical puddle of water. As the jedi touched the vertical puddle of water, ripples went spreading out from the point. After determining that the doorway was not dangerous, the cowardly jedi passed through the doorway and was instantly transported to a small stone room with a simple pedestal in the center. All the sides on the pedestal were covered in ivory. The voice from nowhere spoke up again, "Picture in your mind where you would like to go and pass back through the doorway and you will be instantly carried there. Be careful as you may only use the doorway once." The jedi approached the and noticed a ring upon it. He reached out and took the ring. The voice spoke, "You now possess the genuine ring of power. Use it wisely." The jedi started moving toward the doorway but stopped in his tracks. Realizing that he would have not have reached the ring of power without the book, our jedi decided that the safest place for the ring of power is within this foreboding, enormous temple. The jedi restored the ring of power back upon the along with the book. The voice spoke again, "You have intelligently chosen to leave the ring of power here. You will never be allowed to return. Pass back through the doorway." The cowardly jedi thought about how charming that village was that he was going to before finding the old farm hand, who started him on this quest. The jedi, without the ring of power, he visualized the village in his mind and passed back through the doorway. Thomas was instantaneously carried to the village,

where he decided to put to use all that was learned throughout the quest and help others.

The end.

<u>Story 48</u>

I'm thinking of a medieval story about a thief named Thomas. When the cowardly thief crawled out bed this morning, he thought it be just another day but fate had something else in mind for that day. Wondering from village to village was the life that the thief had chosen. Presently, the thief was heading into a village far away from any large towns. On the way into the village, Thomas spotted an elderly figure in distress on the path ahead. Not wanting to get involved, the thief went and hid until all he could hear was nothing. After thinking coast is clear, our cowardly thief continued on towards village. When he makes it to the area where the figure was, the cowardly thief discovered a farm hand, who was near death. You have a kind soul. Please help me by completing my lifework and find the stone of power!" Said the farm hand. He continued, "An evil lord has discovered its current location. If it were to fall into his hands he would have the power to travel through space instantly. Will you help an old farm hand and save the world from evil?" Thomas first response was the same one he has given all of his life but something was different this time. Our cowardly thief want to take personal responsibility for once in his lifetime and said, "Yes!" A Brief smile appeared on the farm hand face. He then spoke up again and said, "Head east until you reach to a dark, deep forest. Continue into the forest till you find the enormous, foreboding temple. Within the temple you will find the stone of power. This book will help you in your trip. Now go!" Our cowardly thief reached out and took the book and headed for the temple to seek the stone of power. Our cowardly thief continued east for days with no sign of the forest or the temple. The cowardly thief's adventure took him into a flat desert. This did not trouble the thief as he has been in many deserts before but

this one felt bizarre. The thief could not determine why this desert felt bizarre but knew he had to get through it before anything bad happened. Continuing to head east, thomas' path was obstructed by mountain range and had no choice but to double back and find another way through the flat desert. Suddenly, he understood why he had a bad feeling about the desert, all signs, including footprints were gone. The thief was lost in a labyrinth of the flat desert. Knowing travelling over the top of a mountain range is a dangerous prospect but the mountain range was the fastest route to the stone of power. After analyzing the mountain range, the thief spotted a valley through the mountain range that looked very promising. Heading directly toward the valley, it didn't take very long to get there. When he had reached the valley, the thief realized that the valley was the safest way to get past the mountain range and proceeded to go through it. The change of surroundings was nice a change for the cowardly thief. After making it pass the mountain range, our thief continued east until he made his way through the sandy desert. The cowardly thief having barely escaped certain death returned to his search for the stone of power. Thomas continued heading east when a young girl came running down the path. The thief, with nowhere to hide, was petrified in his tracks. The child spotted the cowardly thief and cried out, "Dragon! Please help! My small town is under attack by a Dragon! I Was the only one to make it out to get help. You must come back with me to help." Knowing how important his quest was, he wanted to forget about the Dragon but seeing the desperation in the child's eyes broke the thief's heart. The cowardly thief wanted to take personal responsibility and decided to help the child with the Dragon. Both of them, headed to the small town to face the Dragon. After making the decision to help the small town fight the dragon, the thief realized that he knew very

little of dragon's except for stories that were told. Wanting to separate fiction from truth, the cowardly thief asked of the child, "What do you know about the Dragon? Is there a pattern to its attacks?   Do you know of, seen, or heard about any the Dragon vulnerabilities that we can use?" The child thought about the questions for a little bit and said, "The Dragon is huge and rose in color. And now that I think about it, the Dragon might be looking for something. It came down out the sky, breathing fire. Took out a building and then just left. It is rumored that a Dragon has a weak belly." The young girl continued, "What are we going to do?" The thief asked, "If the Dragon is looking for something, maybe the attacks will cease if the Dragon gets what it is after. Did anybody find anything unusual during the days before the first attack by the dragon?" Nothing really occurred that I know of. I Did find an unusual rock. See?" The child said pulling out the rock. It only took the cowardly thief one look at the rock to know this was no typical rock but an dragon's egg. They then decided to place the dragon's egg at the fringe of small town. That way the Dragon would be able to find the dragon's egg without any problems. A Short time after they left the dragon's egg, the Dragon came flying in for another attack. The Dragon must have sensed the dragon's egg because it headed directly towards it. The Dragon collected the dragon's egg and left. The child spoke up, "The small town had been saved! Thank you kind thief. We will always be in you debt." The thief responded, "No problem. I'm glad I could help but I must get back to quest now." Having helped the small town with a Dragon problem, Thomas left the small town went back to his quest for the stone of power. Finally, after months of travelling, the cowardly thief saw the dark, deep forest ahead. Relieved that the quest was almost finished, he thought back to everything he had done to get where he is at. All

of the creatures encountered like the Dragon and the new locations visited like the the .

He then remembered the old farm hand and he wondered if they had recovered. Suddenly, the thief thought of the book. Thomas had been reading the book over the course of the journey knew every page but decided to quickly inspect it again before entering the dark, deep forest to search for the enormous, foreboding temple. A Section that was blank was no longer blank but held writings. Shocked about the new section, the cowardly thief sat down and began to read the book. The thief read, "These tests of three, you may flee, to determine worthiness, is a must, self be true, in order to get through." The cowardly thief realized that getting to the stone of power wasn't going to be as easy as he thought. From this point, he was going to have to be on the look out. The cowardly thief entered the dark, deep forest and started to look for the temple. The cowardly thief entered the dark, deep forest and started to look for the temple. As the thief searched for the enormous, foreboding temple, a long stone hallway grew from the ground and formed around him with two openings. One of the openings is directly behind the thief and the other opening leads further into the dark, deep forest. As the cowardly thief moved forward, a volley of arrows shot out of one wall and into the other wall the entire length of the hallway. The thief stopped instantly. Good. I will give the story a happy ending. Let's try this instead. The cowardly thief entered the dark, deep forest and began looking for the temple. As the thief searched for the enormous, foreboding temple, a long stone hallway grew from the ground and formed around him with two openings. One of the openings is directly behind the thief and the other opening leads further into the dark, deep forest. As the cowardly thief moved forward, a volley of arrows shot out of one wall and into the other wall the entire length of the hallway. The thief stopped instantly.

The arrows continued fly across the room and Thomas saw no way to get further into the dark, deep forest but through the arrows. The thief then remembered the protection magical spell learned from book and thought it should work to get past the arrows. In a clear and loud voice the thief spoke, "Illuxerunt!" And began to walked down the hallway as the arrows passed around him. As the thief passed through the opening on the other side of the hallway, the whole hallway vanished and from nowhere a voice spoke, "Thy self be true. Thou shall pass." The thief continued to look for the enormous, foreboding temple. The cowardly thief finally spotted the temple and began heading towards it. As the thief neared the temple, a thick, foreboding fog moved in partially obstructing the view. Suddenly, a large River appeared in front of the thief that was impassable without a bridge. In the distance, the thief spotted a bridge over the River and headed that way. An old man, was standing at the entry to the bridge and as the thief came near, spoke up, "Stop! Who would cross the bridge of death, would answer me, these questions three, if the other side he thee would see!" The thief a little taken back responded, "I am ready." The bridge keeper inquired, "What is your name?" The thief responded, "I am thomas." The bridge keeper asked, "What is your quest?" The thief responded, "I seek the stone of power." The bridge keeper asked, "What have you you learned during your quest?" The thief thought for a second and responded, "I have learned to take personal responsibility." The bridge keeper replied, "Thy self be true. Thou shall pass." The river, bridge, and bridge keeper disappeared into thin air like they were never there. The thief entered the enormous, foreboding temple and began the exploration for the stone of power. The thief entered a large room within the enormous, foreboding temple. A Stone sit upon a stone pillar in the center of the room. As the thief

approached pillar, the voice from nowhere spoke again, "You must choose. You can turn back now or risk being found unworthy. Stepping up to the stone pillar will seal you within this room for the remainder of your life with no way out. Removing the stone of power from the pillar is the only way out but only the worthy one can remove it." The thief began thinking about the choice. He could leave now but that would mean giving up on the quest. Remembering what he learned, the cowardly thief approached the pillar and reached out for the stone then spoke out loud, "I gave my word that I would find and protect the stone of power and I intend to do just that." Then with all his might attempted to lift the stone. The stone slowly began to move. The voice replied, "Thy self be true. Thou have passed. Enter the doorway to find the true stone of power." The stone pillar and the stone vanished from the room. Suddenly, the ground began to shake and a doorway formed where the pillar was. The thief approach the doorway but could not see through it as the entrance shimmers like a vertical puddle of water. As the thief touched the vertical puddle of water, ripples went spreading out from the spot. After deciding that the doorway was not a trap, the cowardly thief passed through the doorway and was instantaneously transported to a small stone room with a simple pedestal in the center. The sides on the pedestal were coated with ivory. The voice from nowhere spoke up again, "Think of where you would like to go and pass back through the doorway and you will be instantly carried there. Be careful as you may only use the doorway once." The thief approached the and saw a stone upon it. He reached out and took the stone. The voice spoke, "You now possess the genuine stone of power. Use it wisely." The thief started moving toward the doorway but stopped in his tracks. Realizing that he would have not have made it to the stone of power without the book, our thief determined that

the most secure place for the stone of power is within this enormous, foreboding temple. The thief restored the stone of power back upon the along with the book. The voice spoke again, "You have wisely chosen to leave the stone of power here. You will never be permitted to return. Re-enter the doorway." The cowardly thief thought about how nice that village was that he was heading before finding the old farm hand, who started him on this quest. The thief, without the stone of power, pictured the village in his mind and entered back through the doorway. Thomas was instantly carried to the village, where he decided to put to use all that was learned throughout the quest and help others. The end.

Let me tell you the story about a drifter named Billy. Once upon a time in a far off land, lived a cowardly drifter. Never staying in one place too long, the drifter was currently heading into a village far away from any large towns. On the way into the village, Billy spotted an elderly figure in distress on the path ahead. Not wanting to get involved, the drifter went and hid until all he could hear was nothing. After thinking coast is clear, our cowardly drifter continued on towards village. When he makes it to the area where the figure was, the cowardly drifter discovered a farm hand, who was near death. The farm hand softly spoke, "Please help me! I Cannot finish my lifework. An evil lord has discovered the current location of the ring of power and you must find it first to protect it but be careful as the ring of power has the power to rule the world. Will you help an old farm hand and save the world from evil?" Billy first response was the same one he has given all of his life but something was different this time. Our cowardly drifter want to having courage for once in his lifetime and said, "Yes!" A Brief smile appeared on the farm hand face. He then spoke up again and said, "Head south until you come to a creepy, foreboding forest. Continue into the forest till you find the foreboding, enormous temple. Within the temple you will find the ring of power. This book will help you in your journey. Now go!" Our cowardly drifter reached out and took the book and headed for the temple to find the ring of power. Billy travelled for days, heading south, with no sign of the forest or the temple. Billy heard a noise coming from the path ahead. Billy heard a noise coming from the path ahead. All of a sudden, a child came running down the path crying out, "Help! Dragon! I Need help!" The cowardly drifter could only stand there stunned and observe the child. Ok. The drifter will solve the problem by

taking action. The Dragon will become the Cyclops. The child will become the young girl. Let's try this instead. Billy continued heading south when a young girl came running down the trail. The drifter, with nowhere to hide, was petrified in his tracks. The child spotted the cowardly drifter and yelled, "Cyclops! Please help! My small village is under attack by a Cyclops! I Was the only one to make it out to get help. You must help my village." Knowing how crucial his quest was, he wanted to forget about the Cyclops but seeing the urgency in the young girl's eyes broke the drifter's heart. The cowardly drifter wanted to having courage and decided to help the kid with the Cyclops. Both of them, headed to the small village to face the Cyclops. After making the choice to help the small village fight the cyclops, the drifter realized that he knew very little of cyclops' except for stories that were told. Wanting to separate reality from fiction, the cowardly drifter asked of the young girl, "Tell me about the Cyclops. Is there a pattern to its attacks? Do you know of, seen, or heard about any the Cyclops weaknesses that we can use against it?" The kid thought about the questions for a little bit and responded, "The Cyclops is human like with one eye and giant and seems to attacks randomly. It comes through the small village at different times, knocking down any buildings in the way. I Was told that a Cyclops can't reason well but we have not been able to try it yet." The child continued, "What are we going to do?" The drifter said, "If the attacks are random, then the Cyclops is not looking for something in the village. We must figure out how to scare it or trap it using what we know." He continued, "We know that the Cyclops can't reason well. Let's try to use that against it." The cowardly drifter spoke up, "I have a crazy plan that might just do the trick. Let's gather up supplies and build a fake small village a little ways down the road. Not the whole town, just the front of every

building. That way the Cyclops will think he is in the small village and won't hurt anybody else." The young girl replied, "But he already knows where the small village is. How do we get him to the fake town and leave us alone?" The cowardly drifter again spoke up, "We build a sign saying the small village has moved and give directions to the fake town." It took most of the day to build the fake small village and the sign but they finished before night fall. The next day they hid near the sign and waited for the Cyclops to come to see if he would fall for the fake small village. Suddenly, the Cyclops came walking down the path and noticed the sign. He stopped and seemed to look at it forever. Finally, the Cyclops started walking to the fake small village away from the real one. We are safe! I Can't believe that worked." The young girl said jumping up and down. Having helped the small village with a Cyclops problem, Billy left the small village went back to his quest for the ring of power. As the cowardly drifter continued seeking for the ring of power, he took time to read the book because it may contain hints that would assist as the farm hand told. One passage in the book troubled the drifter. It spoke of a creature that he would have to pass in order to get near the ring of power. This creature, the sirens, lures everybody to their death. No one can resist their music and once heard are forever hopeless. The passage describes the sirens as a creature that is waist down a sparrow and waist up a women. What worried Billy the most was that, the sirens stays within a deep forest, which the drifter believes maybe nearing soon. Worried that the dark forest was near, the drifter wanted to have a plan ready when the time came. Knowing the sirens only use music to call their victims, Billy decided to build a apparatus that covers his ears to block all sound. That way the sirens' music has no affect on him. The drifter finished constructing the device just in time because the next day, the drifter

noticed the dark forest ahead. Just before entering the dark forest, Billy put on the hearing device on and entered the forest. Once the hearing device was on billy's head, the drifter could hear nothing and made his way through the forest without any complications completely avoiding the sirens. The cowardly drifter having barely escaped certain death returned to his search for the ring of power. Finally, after months of travelling, the cowardly drifter saw the creepy, foreboding forest ahead. Relieved that the quest was almost over, he remembered how his life came to this point. He then remembered the old farm hand and he wondered if they had recovered. Suddenly, the drifter thought of the book. Billy had been studying the book over the course of the journey knew every page but decided to quickly review it again before entering the creepy, foreboding forest to search for the foreboding, enormous temple. A Section that was blank was no longer blank but contained writings. Shocked about the new section, the cowardly drifter sat down and began to read the book. The drifter read, "These tests of three, you may flee, to determine worthiness, is a must, self be true, in order to get through." The cowardly drifter realized that getting to the ring of power wasn't going to be as simple as he thought. From this point, he was going to have to be on guard. The cowardly drifter entered the creepy, foreboding forest and began looking for the temple. As the drifter continued to look for the temple, a thick, ghoulish fog rolled in somewhat obstructing the view. Suddenly, a massive gorge appeared in front of the drifter that was impassable without a bridge. In the distance, the drifter spotted a bridge over the gorge and headed that way. An old man, was standing at the entrance to the bridge and as the drifter approached, spoke up, "Stop! Who would cross the bridge of death, would answer me, these questions three, if the other side he thee would see!" The drifter a little taken back

responded, "I am ready." The bridge keeper inquired, "What is your name?" The drifter responded, "I am billy." The bridge keeper inquired, "What is your quest?" The drifter responded, "I seek the ring of power." The bridge keeper asked, "What have you you learned during your quest?" The drifter thought for a second and responded, "I have learned to have courage." The bridge keeper replied, "Thy self be true. Thou shall pass." The gorge, bridge, and bridge keeper disappeared into thin air like they were never there. The drifter continued to search for the foreboding, enormous temple. The cowardly drifter finally spotted the temple and began heading towards it. Just as the drifter approached the foreboding, enormous temple, a long stone hallway grew from the ground and formed around him with two openings. One of the openings is directly behind the drifter and the other opening leads into the temple. As the cowardly drifter moved forward, a volley of arrows shot out of one wall and into the other wall the entire length of the hallway. The drifter stopped instantly. The arrows continued fly across the room and Billy saw no way to get to the temple but through the arrows. The drifter then remembered the protection magical spell learned from book and thought it should work to get past the arrows and enter the temple. In a clear and loud voice the drifter spoke, "Illuxerunt!" And began to walked down the hallway as the arrows passed around him. As the drifter passed through the opening nearest to the temple, the whole hallway vanished and from nowhere a voice spoke, "Thy self be true. Thou shall pass." The drifter began to search for the ring of power within the foreboding, enormous temple. The drifter entered a large room within the foreboding, enormous temple. A Ring sit upon a stone pillar in the center of the room. As the drifter approached pillar, the voice from nowhere spoke again, "You must choose. You can turn back now or risk being

found unworthy. Stepping up to the stone pillar will seal you within this room for the remainder of your life with no way out. Removing the ring of power from the pillar is the only way out but only the worthy one can remove it." The drifter began thinking about the choice. He could leave now but that would mean giving up on the quest. Remembering what he learned, the cowardly drifter approached the pillar and reached out for the ring then spoke out loud, "I gave my word that I would find and protect the ring of power and I intend to do just that." Then with all his might attempted to lift the ring. The ring slowly began to move. The voice replied, "Thy self be true. Thou have passed. Enter the doorway to find the true ring of power." The stone pillar and the ring vanished from the room. Suddenly, the ground began to shake and a doorway formed where the pillar was. The drifter approach the doorway but could not see through it as the entryway shimmers like a vertical puddle of water. As the drifter touched the vertical puddle of water, ripples went extending out from the spot. After deciding that the doorway was not a trap, the cowardly drifter passed through the doorway and was instantly carried to a small stone room with a modest pedestal in the middle. All the sides on the pedestal were coated with ivory. The voice from nowhere spoke up again, "Picture in your mind where you would like to go and re-enter the doorway and you will be instantly transported there. Be careful as you may only use the doorway once." The drifter approached the and saw a ring sitting on it. He reached out and took the ring. The voice spoke, "You now possess the genuine ring of power. Use it wisely." The cowardly drifter thought about how nice that village was that he was heading before finding the old farm hand, who first told him of this quest. The drifter, with the ring of power in hand, he visualized the old farm hand in his mind and entered back through the doorway. Billy was instantaneously carried to

the old farm hand. Upon noticing the drifter, the old farm hand spoke, "How did you get here? What did you do with the ring of power and is it protected?"   "I had amazing journey. I Made it through the trials and recovered the ring of power. See?" Replied the drifter pulling out the ring of power. Suddenly, a puff of smoke enveloped the old farm hand and an evil laugh was heard. A Hand reached out from the smoke and took the ring of power.   A Voice spoke from the smoke, "You fool!   I Have deceived you into recovering the ring of power for me. Now, I will use its power to conquer the planet!" The smoke faded away along with the old farm hand and the ring of power. Now more driven to undo what just occurred, our cowardly drifter ventured off to find the ring of power, again. The end?

Story 50

Let me tell you the story about a drifter named Billy. Let me tell you the story about a drifter named Billy. Once upon a time in a far off land, lived a ambitious drifter. Wondering from village to village was the life that the drifter had chosen. Presently, the drifter was heading into a village far away from any large towns. On the way into the village, Billy spotted an elderly figure in distress on the trail ahead. Good choice. Our ambitious drifter is now a cowardly knight. I will try to incorporate the theme Having Courage into the story. Let's try this instead. On the way into the village, Sir Billy spotted an elderly figure in distress on the path ahead. Not wanting to get involved, the knight went and hid until all he could hear was nothing. After thinking coast is clear, our cowardly knight continued on towards village. When he makes it to the area where the figure was, the cowardly knight discovered a farm hand, who was near death. The farm hand softly spoke, "Please help me! I Cannot finish my mission. An evil lord has discovered the current location of the ring of power and you must find it first to protect it but be careful as the ring of power has the power to rule the world. Will you help an old farm hand and save the world from evil?" Sir Billy first response was the same one he has given all of his life but something was different this time. Our cowardly knight want to having courage for once in his lifetime and said, "Yes!" A Brief smile appeared on the farm hand face. He then spoke up again and said, "Head east until you reach a haunted, deep forest. Continue into the forest till you find the rocky, cavernous cave. Within the cave you will find the ring of power. This scroll will help you in your journey. Now go!" Our cowardly knight reached out and took the scroll and headed for the cave to find the ring of power. Sir Billy travelled for days, heading east, with no clue of the forest or

the cave. As the cowardly knight continued seeking for the ring of power, he took time

to read the scroll because it may contain hints that would help as the farm hand told. One

passage in the scroll troubled the knight. It spoke of a creature that he would have to pass

in order to get near the ring of power. This creature, the sirens, lures everybody to them,

trapping them forever. No one can resist their music and once heard are forever doomed.

The portion describes the sirens as a creature that is waist down a sparrow and waist up a

women. What troubled Sir Billy the most was that, the sirens lives within a sandy desert,

which the knight believes maybe nearing soon. Worried that the hot desert was near, the

knight wanted to have a strategy ready when the time came. The passage in the scroll

also spoke of a magical spell that would stop all sound in an area. No one would be able

to hear anything within the hot desert ever again but the sirens would never be able to use

their music to lure people into a captivity. The knight noticed the hot desert ahead and

before entering the desert, Sir Billy shouted, "Non auditus desert-us!" In order to see if

the magical spell worked, the knight picked up a stone and threw it into the desert. Never

hearing the stone land, the knight knew the magical spell had worked and it was safe to

enter. Continuing to head east, the knight ran into a child, who was acting scared and

confused. The child spotted the knight, ran to him and tried to speak but nothing came

out. Sir Billy took the child by the hand and led them west until they had made it through

the desert. The knight spoke, "You were in the desert of the sirens but are safe now. I

Used a magical spell to prevent anyone from being lured by the sirens' music. No one

can hear anything in the hot desert ever again. The sirens will never trap anybody else

now." The child responded, "Thank you for saving me oh brave knight. I Have been told

about the sirens but never knew they were in this desert. I Know my way home from

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here and thank you again for saving me." Hey parted ways and the knight went back to searching for the ring of power in the cave. The cowardly knight having barely escaped certain capture returned to his search for the ring of power. Sir Billy continued heading east when a child came running down the trail. The knight, with nowhere to hide, was petrified in his tracks. The child spotted the cowardly knight and yelled, "Dragon! Please help! My small settlement is under attack by a Dragon! I Was the only one to make it out to find help. You must help my settlement." Knowing how crucial his quest was, he wanted to ignore the kid and the Dragon but seeing the urgency in the kid's eyes broke the knight's heart. The cowardly knight wanted to having courage and decided to help the kid with the Dragon. Both of them, headed to the small settlement to face the Dragon. After making the decision to help the small settlement fight the dragon, the knight realized that he knew very little of dragon's except for tales that were told. Wanting to separate fiction from truth, the cowardly knight asked of the child, "Tell me about the Dragon. Is there a pattern to its attacks? Do you know of, seen, or heard about any the Dragon weaknesses that we can use against it?" The kid thought about the questions for a minute and said, "The Dragon is cardinal in color and large. And now that I think about it, the Dragon might be looking for something. It came down out the sky, breathing fire. Took out a building and then just left. It is rumored that a Dragon has a weak belly." The kid continued, "What are we going to do?" The knight asked, "If the Dragon is searching for something, maybe the attacks will cease if the Dragon gets what it is after. Did anybody find anything unusual during the days before the first attack by the dragon?" Nothing really happened that I know of. I Did find an unusual rock. See?" The child said pulling out the rock. It only took the cowardly knight one glance at

the rock to know this was no typical rock but an dragon's egg. They then decided to place the dragon's egg at the fringe of small settlement. That way the Dragon would be able to recover the dragon's egg without any problems. Not long after they left the dragon's egg, the Dragon came flying in for another attack. The Dragon must have perceived the dragon's egg because it moved directly towards it. The Dragon picked up the dragon's egg and left. The child spoke up, "The small settlement had been rescued! Thank you kind knight. We will always be in you debt." The knight responded, "No problem. I'm glad I could assist but I must get back to quest now." Having helped the small settlement with a Dragon problem, Sir Billy left the small settlement went back to his quest for the ring of power. Finally, after months of travelling, the cowardly knight saw the haunted, deep forest ahead. Relieved that the quest was almost finished, he remembered how his life came to this point. He then remembered the old farm hand and he wondered if they had healed. Suddenly, the knight thought of the scroll. Sir Billy had been reading the scroll over the course of the journey knew every page but decided to quickly inspect it again before entering the haunted, deep forest to search for the rocky, cavernous cave. A Section that was blank was no longer blank but held writings. Shocked about the new section, the cowardly knight sat down and began to read the scroll. The knight read, "These tests of three, you may flee, to determine worthiness, is a must, self be true, in order to get through." The cowardly knight realized that getting to the ring of power wasn't going to be as easy as he thought. From this point, he was going to have to be on guard. The cowardly knight entered the haunted, deep forest and started to look for the cave. As the knight continued to look for the cave, a thick, ghoulish fog rolled in somewhat blocking the view. Suddenly, a large River came into view in front of

the knight that was impassable without a bridge. In the distance, the knight spotted a bridge over the River and headed that way. An old man, was standing at the entry to the bridge and as the knight came near, spoke up, "Stop! Who would cross the bridge of death, would answer me, these questions three, if the other side he thee would see!" The knight a little taken back responded, "I am ready." The bridge keeper inquired, "What is your name?" The knight replied, "I am Sir billy." The bridge keeper asked, "What is your quest?" The knight responded, "I seek the ring of power." The bridge keeper asked, "What have you you learned during your quest?" The knight thought for a second and replied, "I have learned to have courage." The bridge keeper replied, "Thy self be true. Thou shall pass." The river, bridge, and bridge keeper disappeared into thin air like they were never there. The knight continued to look for the rocky, cavernous cave. The cowardly knight finally spotted the cave and began heading towards it. Just as the knight approached the rocky, cavernous cave, a long stone hallway grew from the ground and formed around him with two openings. One of the openings is directly behind the knight and the other opening leads into the cave. As the cowardly knight moved forward, a volley of arrows shot out of one wall and into the other wall the entire length of the hallway. The knight stopped instantly. The arrows continued fly across the room and Sir Billy saw no way to get to the cave but through the arrows. The knight then remembered the protection magical spell learned from scroll and thought it should work to get past the arrows and enter the cave. In a clear and loud voice the knight spoke, "Illuxerunt!" And began to walked down the hallway as the arrows passed around him. As the knight passed through the opening nearest to the cave, the whole hallway vanished and from nowhere a voice spoke, "Thy self be true. Thou shall pass." The knight began to search

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for the ring of power within the rocky, cavernous cave. The knight entered a large room within the rocky, cavernous cave. A Ring sit upon a stone pillar in the center of the room. As the knight approached pillar, the voice from nowhere spoke again, "You must choose. You can turn back now or risk being found unworthy. Stepping up to the stone pillar will seal you within this room for the remainder of your life with no way out. Removing the ring of power from the pillar is the only way out but only the worthy one can remove it." The knight began thinking about the choice. He could leave now but that would mean giving up on the quest. Remembering what he learned, the cowardly knight approached the pillar and reached out for the ring then spoke out loud, "I gave my word that I would find and protect the ring of power and I intend to do just that." Then with all his might attempted to lift the ring. The ring slowly began to move. The voice replied, "Thy self be true. Thou have passed. Enter the doorway to find the true ring of power." The stone pillar and the ring vanished from the room. Suddenly, the ground began to shake and a doorway formed where the pillar was. The knight approach the doorway but could not see through it as the entryway shimmers like a vertical puddle of water. As the knight touched the vertical puddle of water, ripples went extending out from the spot. After determining that the doorway was not dangerous, the cowardly knight passed through the doorway and was instantly transported to a small stone room with a simple pedestal in the center. All the sides on the pedestal were coated with ivory. The voice from nowhere spoke up again, "Picture in your mind where you would like to go and re-enter the doorway and you will be instantaneously transported there. Be careful as you may only use the doorway once." The knight approached the and saw a ring upon it. He reached out and took the ring. The voice spoke, "You now possess the true ring of

power. Use it wisely." The cowardly knight thought about how nice it will be to go home to the small village that he was heading before coming across the old farm hand, who started him on this quest. The knight, with the ring of power in hand, he visualized the village in his mind and entered back through the doorway. Sir Billy was instantaneously transported to the village. Realizing that the evil lord will continue to search for the ring of power, the knight decided that he would wander from village to village forever protecting the ring from anyone who would abuse it. The end.

APPENDIX C

NOVELTY SCORES COMPUTED ACROSS THE 30 RUNS

Run	Event	Characters	Props	Scenarios	Novelty
1	5.25	5.25	1	2.1	51.475
2	5.25	5.25	1.1	2.1	51.635
3	5.03	5.25	1	2.1	50.485
4	6.67	3.93	1	2.1	52.057
5	2.83	4.04	1	2.1	35.261
6	4.05	2.83	1	2.1	35.427
7	3.93	4.15	1	2.1	40.695
8	5.25	4.15	1	2.1	46.635
9	3.83	5.14	1	2.1	44.601
10	2.73	2.75	1	1	27.485
11	3.93	5.14	1	1.1	43.551
12	3.93	5.25	1	2.1	45.535
13	2.73	4.05	1	1	33.205
14	4.04	5.14	1	1	43.896
15	4.15	5.25	1	1	44.875
16	2.61	4.15	1	1	33.105
17	4.15	4.05	1	2.1	41.245
18	5.25	5.25	1	2.1	51.475
19	3.95	4.15	1	1	39.135
20	5.25	5.25	1	1	49.825
21	5.25	5.25	1	2.1	51.475
22	3.93	5.25	1	1	43.885
23	5.25	5.25	1	1	49.825
24	5.25	5.25	1	1.1	49.975
25	5.25	4.05	1	1	44.545
26	5.25	5.25	1	1.1	49.975

27	5.25	3.93	1	1	44.017
28	2.73	3.95	1	1.1	32.915
29	5.25	5.25	1	1.1	49.975
30	5.14	5.25	1	1.1	49.48

APPENDIX D

CAMPFIRE STORY SYSTEM SURVEY

CAMPFIRE Story System Survey
Subject #:

For purpose of this survey we define children as ages 2 to 8.

1) What is your age (check one): 18 - 21 ___ ; 22 - 34 ___ ; 35 - 44 ___ ;
    45 - 54 ___; 55 - 64 ___ ; 65 and Older ___ ; Prefer not to answer ___

2) Your gender is (check one): Male ___ ; Female ___; Prefer not to answer ___

3) Approximately how many short stories do you read in a month? _____

Please circle the correct YES/NO answer to the questions below

4) Do have or work with children?   YES   NO   Prefer not to answer

5) Have you listened to stories being generated by a computer before? YES   NO

6) How would you rate your computer knowledge?
    Below Average   Average   Above Average

7) Should bedtime stories teach morals?   YES   NO

8) Should bedtime stories be imaginative? YES   NO

9) Would you like stories that were based on real life? YES   NO

10)   Did someone tell you bedtime stories when you younger? YES   NO

11)   Did you like those bedtime stories? YES   NO

12)   Have you ever read stories to children? YES   NO

13)   At what age should children be read stories? (Circle as needed)
       2 3 4 5 6 7 8 9 10 Other _____

Story #1

Please answer the following questions on a 1 to 5 scale when appropriate, where 1 = **absolutely No/Bad** and 5 = **absolutely Yes/Good.** Use 0 for **not applicable or couldn't really tell**. Feel free to use decimals when appropriate to express your exact opinion.

14) Was the story entertaining? _____

15) Was your interaction with the computer to specify the story easy and intuitive? __

16) Were the details of the story interesting? _____

17) Did the story hold your interest throughout its telling? _____

18) Would it hold the interest of a child? _____

19) Was the protagonist likable? _____

20) Was the antagonist sufficiently evil or dislikable? _____

21) Did you find the plot to be suspenseful (unpredictable)? _____

22) Would it be suspenseful for a child? _____

23) Was the plot of appropriate complexity for a child listener? _____

24) How willing would a child be to listen to another similar story immediately? ___

25) How willing would a child be to listen to another similar story 24 hrs later? ____

26) Were there any aspects of the story that excited you? _____

27) Were there any aspects of the story that would excite a child listener? _____

28) Should there be musical accompaniment in the story? _____

29) Is the number of graphics presented acceptable? _____

30) Is the quality of the graphics presented acceptable? _____

31) Did CAMPFIRE use wording that you understood? _____

32) Did CAMPFIRE use wording that a child would understand? _____

33) Overall, did the story provide sufficient detail? _____

34) Overall, was the story creative? _____

35) Overall, how satisfied were you with the story? _____

36) How was the overall quality of the story in the context of a child listener? _____

37) Was the length of the story appropriate for a bedtime story for a child? _____

Story #2

Please answer the following questions comparing the dynamically-altered story #2 with the original unaltered story #1. where 1 = **Much less** and 5 = **Much more.** Use 0 for **not applicable or couldn't really tell**. Feel free to use decimals when you feel is appropriate to express your exact opinion.

38)   Which story held your interest more?

   Story 1(Much More)   Story 1(More)   Story 2(More)   Story 2(Much More)

39)   Were you more or less satisfied with story 2 than with story 1? _____

40)   Were the details of story 2 more or less interesting than of story 1? _____

Please answer the following questions on a 1 to 5 scale when appropriate, where 1 = **absolutely No/Bad** and 5 = **absolutely Yes/Good.** Use 0 for **not applicable or couldn't really tell**. Feel free to use decimals when appropriate to express your exact opinion.

41)   Was story 2 entertaining? _____

42)   How was the overall quality of story 2? _____

43)   How likely would you be to listen to another story that you can change? _____

44)   Knowing that both stories started out the same, were you impressed with how the
        content of the story changed? _____

45)   Were there any aspects of story 2 that made you question the outcome? _____

46)   Did CAMPFIRE use words that you understood in the story 2? _____

47)   Were the changes that you made done early or later into story 2? _____

48)   Were the changes you wanted incorporated into the story? _____
49)   Were you surprised that the computer could change the story so much when you
         requested? _____
50)   Were you happy with the changes that CAMPFIRE made? _____

51)   Were the changes to the story what you expected? _____

52)   Was CAMPFIRE easy to use? _____

53)   Was the content of the story 2 you heard a good story for a child? _____
54)   Any final thoughts?

   _____

   _____

APPENDIX E

TABLE OF RAW DATA

This table provides the scores for most of the survey questions. The number represents either the likert scale score or the answer circled. For example, in the question about gender, a 1 represents male because male is the first answer that they could circle.

Questions	1	1.5	2	2.5	3	3.5	4	4.5	5	5.5	6
What is your age?	6		16		9		4		2		1
Your gender is?	19		19		0						
Do have or work with children?	20		18		0						
Have you listened to stories being generated by a computer before?	9		28		0						
How would you rate your computer knowledge?	3		18		17						
Should bedtime stories teach morals?	35		3								
Should bedtime stories be imaginative?	38		0								
Would you like stories that were based on real life?	30		8								
Did someone tell you bedtime stories when you younger?	34		4								
Did you like those bedtime stories?	36		2								
Have you ever read stories to children?	29		9								
Was the story (#1) entertaining?	0	1	3	1	12	0	13	0	8		
Was your interaction with the computer to specify the story easy and intuitive?	0	0	1	0	3	0	6	0	22		
Were the details of the	0	0	5	1	9	0	11	0	12		

story interesting?									
Did the story hold your interest throughout its telling?	1	0	6	0	9	0	10	0	12
Would it hold the interest of a child?	2	0	4	0	7	0	15	0	8
Was the protagonist likable?	0	0	3	0	5	0	12	0	17
Was the antagonist sufficiently evil or dislikable?	3	0	5	0	10	0	6	0	6
Did you find the plot to be suspenseful (unpredictable)?	2	0	6	0	8	0	11	0	11
Would it be suspenseful for a child?	1	0	0	0	9	1	13	0	13
Was the plot of appropriate complexity for a child listener?	2	0	2	0	7	0	13	1	13
How willing would a child be to listen to another similar story immediately?	1	0	5	1	13	1	11	0	6
How willing would a child be to listen to another similar story 24 hrs later?	0	0	2	0	6	1	20	0	8
Were there any aspects of the story that excited you?	1	0	7	0	8	0	12	0	9
Were there any aspects of the story that would excite a child listener?	1	0	1	0	2	0	16	0	17
Should there be musical accompaniment in the story?	2	0	1	0	3	0	16	0	16
Is the number of graphics presented acceptable?	5	0	6	0	13	0	11	0	3
Is the quality of the graphics presented acceptable?	7	0	10	0	8	0	7	0	6

Question									
Did CAMPFIRE use wording that you understood?	1	0	0	0	3	0	8	1	25
Did CAMPFIRE use wording that a child would understand?	1	0	3	0	13	0	13	0	8
Overall, did the story provide sufficient detail?	0	0	2	1	3	0	16	0	16
Overall, was the story creative?	0	1	1	0	8	0	12	0	16
Overall, how satisfied were you with the story?	1	0	3	1	10	1	12	0	9
How was the overall quality of the story in the context of a child listener?	1	0	1	0	13	0	12	1	10
Was the length of the story appropriate for a bedtime story for a child?	2	0	7	0	6	0	9	0	13
Which story held your interest more?	1		9		14		14		
Were you more or less satisfied with story 2 than with story 1?	2	0	5	0	4	0	11	0	15
Were the details of story 2 more or less interesting than of story 1?	1	0	1	0	8	0	11	0	14
Was story 2 entertaining?	1	0	1	0	10	2	12	0	12
How was the overall quality of story 2?	1	0	1	0	10	0	17	2	7
How likely would you be to listen to another story that you can change?	2	0	5	0	7	0	7	0	17
Knowing that both stories started out the same, were you impressed with how the content of the story changed?	1	0	2	0	4	0	19	0	12
Were there any aspects of story 2 that made you	8	0	7	0	3	0	11	0	6

question the outcome?									
Did CAMPFIRE use words that you understood in the story 2?	0	0	2	0	1	0	8	0	26
Were the changes you wanted incorporated into the story?	2	0	0	0	2	0	8	0	26
Were you surprised that the computer could change the story so much when you requested?	1	0	7	0	5	0	9	0	16
Were you happy with the changes that CAMPFIRE made?	0	0	1	0	6	0	17	0	14
Were the changes to the story what you expected?	2	0	4	0	11	0	15	0	6
Was CAMPFIRE easy to use?	0	0	1	0	1	0	9	0	27
Was the content of the story 2 you heard a good story for a child?	1	0	1	0	7	0	14	0	15

This table contains the statistical data for the survey. The number represents either the likert scale score or the answer circled. For example, in the question about gender, a 1 represents male because male is the first answer that they could circle.

Questions	Average	Median	Variance	Standard Deviation	Range
What is your age?	2.55	2	1.44	1.20	5
Your gender is?	1.50	1.5	0.26	0.51	1
How many short stories do you read in a month?	7.95	4	164.81	12.84	60
Do have or work with children?	1.47	1	0.26	0.51	1
Have you listened to stories being generated by a computer before?	2.29	2	10.97	3.31	21
How would you rate your computer knowledge?	2.37	2	0.40	0.63	2
Should bedtime stories teach morals?	1.11	1	0.15	0.39	2
Should bedtime stories be imaginative?	1.00	1	0.00	0.00	0
Would you like stories that were based on real life?	1.32	1	0.38	0.62	2
Did someone tell you bedtime stories when you younger?	1.11	1	0.10	0.31	1
Did you like those bedtime stories?	1.05	1	0.05	0.23	1
Have you ever read stories to children?	1.24	1	0.19	0.43	1
Was the story (#1) entertaining?	3.63	4	0.96	0.98	3.5

Was your interaction with the computer to specify the story easy and intuitive?	4.53	5	0.64	0.80	3
Were the details of the story interesting?	3.78	4	1.12	1.06	3
Did the story hold your interest throughout its telling?	3.68	4	1.36	1.16	4
Would it hold the interest of a child?	3.64	4	1.27	1.13	4
Was the protagonist likable?	4.16	4	0.92	0.96	3
Was the antagonist sufficiently evil or dislikable?	3.23	3	1.56	1.25	4
Did you find the plot to be suspenseful (unpredictable)?	3.61	4	1.49	1.22	4
Would it be suspenseful for a child?	4.01	4	0.87	0.93	4
Was the plot of appropriate complexity for a child listener?	3.91	4	1.24	1.11	4
How willing would a child be to listen to another similar story immediately?	3.42	3	1.02	1.01	4
How willing would a child be to listen to another similar story 24 hrs later?	3.93	4	0.61	0.78	3
Were there any aspects of the story that excited you?	3.57	4	1.31	1.14	4
Were there any aspects of the story that would excite a child listener?	4.27	4	0.81	0.90	4
Should there be musical accompaniment in the	4.13	4	1.09	1.04	4

story?					
Is the number of graphics presented acceptable?	3.03	3	1.32	1.15	4
Is the quality of the graphics presented acceptable?	2.87	3	1.85	1.36	4
Did CAMPFIRE use wording that you understood?	4.51	5	0.74	0.86	4
Did CAMPFIRE use wording that a child would understand?	3.63	4	1.00	1.00	4
Overall, did the story provide sufficient detail?	4.20	4	0.75	0.87	3
Overall, was the story creative?	4.09	4	0.92	0.96	3.5
Overall, how satisfied were you with the story?	3.68	4	1.07	1.04	4
How was the overall quality of the story in the context of a child listener?	3.80	4	0.94	0.97	4
Was the length of the story appropriate for a bedtime story for a child?	3.65	4	1.68	1.30	4
Which story held your interest more?	3.08	3	0.72	0.85	3
Were you more or less satisfied with story 2 than with story 1?	3.86	4	1.56	1.25	4
Were the details of story 2 more or less interesting than of story 1?	4.03	4	1.03	1.01	4
Was story 2 entertaining?	3.89	4	0.95	0.97	4
How was the overall quality of story 2?	3.82	4	0.79	0.89	4

How likely would you be to listen to another story that you can change?	3.84	4	1.65	1.28	4
Knowing that both stories started out the same, were you impressed with how the content of the story changed?	4.03	4	0.89	0.94	4
Were there any aspects of story 2 that made you question the outcome?	3.00	3	2.18	1.48	4
Did CAMPFIRE use words that you understood in the story 2?	4.57	5	0.64	0.80	3
Were the changes you wanted incorporated into the story?	4.47	5	1.01	1.01	4
Were you surprised that the computer could change the story so much when you requested?	3.84	4	1.54	1.24	4
Were you happy with the changes that CAMPFIRE made?	4.16	4	0.62	0.79	3
Were the changes to the story what you expected?	3.50	4	1.12	1.06	4
Was CAMPFIRE easy to use?	4.63	5	0.46	0.67	3
Was the content of the story 2 you heard a good story for a child?	4.08	4	0.94	0.97	4

APPENDIX F

CHANGE OF STORY TEST PHD STORY

Let me tell you the story about a student named Josiah. When the ambitious student crawled out bed this morning, he thought it be just another day but fate had something else in mind for that day. Wondering from village to village was the life that the student had chosen. Presently, the student was heading into a village far away from any large cities. On the way into the village, Josiah spotted an elderly figure in distress on the trail ahead. The student ran toward the elderly figure in an attempt to assist. When he made it to the figure, the ambitious student discovered a professor, who was near death. The professor softly spoke, "Please help me! I Cannot finish my lifework. An evil researcher has identified the current location of the magical phd and you must find it first to protect it but be careful as the magical phd has the power to receive grants. Josiah thought about it for a few minutes and responded with a thunderous, "Yes!" A Brief smile appeared on the professor face. He then spoke up again and said, "Head east until you come to a long, final years. Continue into the final years till you find the , stage. Within the stage you will find the magical phd. This scroll will help you in your journey. Now go!" Our ambitious student reached out and took the scroll and headed for the stage to find the magical phd.

Josiah travelled for days, heading east, with no clue of the final years or the stage. The ambitious student's journey took him into a time consuming background research. This did not trouble the student as he has been in many background researchs before but this one felt different. The student could not determine why this background research felt bizarre but knew he had to get through it as quickly as possible. Continuing to head east, josiah's trail was obstructed by similar research and had no options but to double back and find another way through the time consuming background research. Suddenly, he understood why he had a bad feeling about the background research, all the evidence, including footprints were gone. The student was lost in a maze of the time consuming background research. Knowing his original method was blocked, the student speculated his best chance of getting through the background research was to find another method that wasn't blocked by research. Our ambitious student sat down and began to think. Suddenly, it came to him. By using an interesting method from another area of research and applying to this new area, would get our ambitious student past the similar research. The ambitious student having barely escaped huge delay returned to his

search for the magical phd. Josiah was heading east just like any other day in search for the magical phd, as he was passing a small lab and noticed giant hole in the middle. Bewildered, the student looked for someone to talk to and investigate. The ambitious student spotted a fellow graduate student and went over to talk to them. The fellow graduate student responded, "A Advisor is terrorizing the lab and no one has been able to stop it. The Advisor caused the giant hole in the middle. Flee before the Advisor gets you too." For those of you from a different land, a Advisor is a the most feared creature among the grad students that sneaks up from behind questioning them about their research. They can be very dangerous! After making the choice to help the small lab fight the advisor, the student realized that he knew very little of advisor's except for tales that were told. Wanting to separate truth from fiction, the ambitious student asked of the fellow graduate student, "What do you know about the Advisor? Is there a pattern to it attacks? Do you know of, seen, or heard about any the Advisor vulnerabilities that we can use against it?" The fellow graduate student thought about the questions for a little bit and responded, "The Advisor is upset and seems to attacks randomly. It sneaks up from behind questioning

them about their research. I Was told that a Advisor loves data but we have not been able to try it yet." The fellow student continued, "What are we going to do?" The student spoke up, "I have been studying about a magical spell that might help with the Advisor in this scroll I was given but I don't know if it will work or if I can perform it right." The ambitious student stood up and shouted, "Deadline extend!" The fellow student continued to listen as the ambitious student spoke a few line in what he thought sounded like something from lord of the rings. When done the ambitious student turned to the fellow student and said, "We must wait for the email notification now." The next day the Advisor can back into the small lab and spoke, "Great news the conference deadline has been extended. Now you have time to work on that paper and your research." After the Advisor left, the ambitious student and fellow student exchanged smiles knowing that they have just saved the lab from the wrath of the Advisor. Having helped the small lab with a Advisor problem, Josiah left the small lab went back to his quest for the magical phd. Finally, after months of travelling, the ambitious student saw the long, final years ahead. Relieved that the quest was almost over, he remembered how his life came to this point. All of the

creatures encountered like the Advisor and the new locations visited like the the . The thoughts then turned to the old professor and he wondered if they had healed. Suddenly, the student thought of the scroll. Josiah had been reading the scroll over the course of the journey knew every page but decided to quickly review it again before entering the long, final years to search for the , stage. A Page was blank was no longer blank but contained writings. Shocked about the new page, the ambitious student sat down and began to read the scroll. The student read, "These tests of three, you may flee, to determine worthiness, is a must, self be true, in order to get through." The ambitious student realized that getting to the magical phd wasn't going to be as easy as he thought. From this point, he was going to have to be on the look out. The ambitious student entered the long, final years and began looking for the stage. As the student continued to search for the stage, a thick, creepy fog moved in somewhat blocking the view. Suddenly, a large Advisor appeared in front of the student that was impassable without a bridge. In the distance, the student spotted a bridge over the Advisor and headed that way. An old man, was standing at the entry to the bridge and as the student came near, spoke up, "Stop! Who would

cross the bridge of death, would answer me, these questions three, if the other side he thee would see!" The student a little taken back responded, "I am ready." The bridge keeper inquired, "What is your name?" The student replied, "I am josiah." The bridge keeper inquired, "What is your topic?" The student responded, "I used this interesting method to solve a problem." The bridge keeper inquired, "What does your data say about your method?" The student responded, "My data suggests that this method outperforms all others." The bridge keeper replied, "Thy self be true. Thou shall pass." The advisor, bridge, and bridge keeper vanished into thin air like they were never there. The student continued to look for the , stage. The ambitious student finally spotted the stage and began heading towards it. After having pasted the defense, the student continued towards the , stage to receive the phd. The student began to search for the magical phd within the , stage. The student entered a large room with a doorway that led to the , stage headed towards it. The student approach the doorway but could not see through it as the entrance shimmers like a vertical puddle of water. As the student touched the vertical puddle of water, ripples went spreading out from the spot. After determining that the doorway was not dangerous, the

ambitious student passed through the doorway and was instantaneously carried to a small stone room with a simple podium in the center. All the sides on the podium were covered in ivory. The voice from nowhere spoke up again, "Picture in your mind where you would like to go and pass back through the doorway and you will be instantly transported there." The student crawled up on stage looking for the magical phd. Suddenly, hands appeared out of nowhere all wanting to shake the student's hand. As he made his way the sea of hands, the magical phd finally came into view. Approaching the magical phd, the student reached out and took it. Thus, making all of his dreams come true.

APPENDIX G

CHANGE OF STORY TEST PRESIDENT STORY

Let me tell you the story about a young senator named Wilson. When the brave young senator crawled out bed this morning, he thought it be just another day but fate had something else in mind for that day. Our young senator had elected to live on the vicinity of a small settlement and needed to head into the village to fetch some supplies. On the way into the village, Wilson spotted an elderly figure in distress on the trail ahead. The young senator ran toward the elderly figure in an attempt to help. When he made it to the figure, the brave young senator discovered a former mentor, who was near death. The former mentor softly spoke, "Please help me! I Cannot finish my mission. An evil senator has identified the current location of the become a good president and you must find it first to protect it but be careful as the become a good president has the power to make change happen. Wilson thought about it for a few minutes and responded with a thunderous, "Yes!" A Brief smile appeared on the former mentor face. He then spoke up again and said, "Head south until you come to a long, general election. Continue into the general election till you find the , white house. Within the white house you will find the become a good president. This book will help you in your journey. Now go!" Our brave young senator

reached out and took the book and headed for the white house to find the become a good president. Wilson travelled for days, heading south, with no sign of the general election or the white house. As the brave young senator continued searching for the become a good president, he took time to read the book because it may contain hints that would help as the former mentor told. One portion in the book worried the young senator. It spoke of a creature that he would have to pass in order to get near the become a good president. This creature, the big business, lures everybody to them. No one can withstand their money and once heard are forever doomed. The passage describes the big business as a creature that offers money in exchange for favors later. What worried Wilson the most was that, the big business lives within a general election, which the young senator believes maybe nearing soon. Worried that the general election was near, the young senator wanted to have a plan ready when the time came. Knowing the big business only use money to summon their victims, Wilson decided to build a apparatus that covers his ears to stop all sound. That way the big business' money has no affect on him. The young senator finished constructing the apparatus just in time because the

next day, the young senator noticed the general election ahead. Just before entering the general election, Wilson put on the hearing apparatus on and entered the general election. Once the hearing apparatus was on wilson's head, the young senator could hear nothing and made his way through the general election without any complications completely avoiding the big business. The brave young senator having barely escaped huge delay returned to his search for the become a good president. Wilson was heading south just like any other day in the quest for the become a good president, when Wilson noticed flahes of cameras further ahead. As the young senator neared a small town hall, he saw tons of reporters and then witnessed a Debate approaching. The brave young senator was always told stories about debate's when he was younger but never gave them any thought till now. For those of you from a different land, a Debate is a feared time among the candidates that asks tricky questions to cause you problems. They can be very dangerous! After making the decision to help the small town hall fight the debate, the young senator realized that he knew very little of debate's except for stories that were told. Wanting to separate fiction from truth, the brave young senator asked of the

political advisor, "Tell me about the Debate. Is there a pattern to it attacks? Do you know of, seen, or heard about any the Debate vulnerabilities that we can use?" The political advisor thought about the questions for a little bit and said, "The Debate is big and seems to attacks randomly. It asks tricky questions to cause you problems. I Was told that a Debate loves long answers but we have not been able to try it yet." The political advisor continued, "What are we going to do?" The young senator spoke up, "I have been reading about a magical spell that might help with the Debate in this book I was given but I don't know if it will work or if I can perform it right." The brave young senator continued, "This magical spell will cause the other candidates to make horrible mistakes in tonight's Debate. But how can I still be a good president if I use it? If I don't use the spell, I may not be president at all." The political advisor replied, "Think of all the good that you could do when you are president for just a little bad." The brave young senator struggled with the decision for a bit and finally spoke, "I will not use the magical spell." And took the stage with the other candidates. Our brave young senator gracefully answered all the questions while other candidates fell for the trap questions. The brave young

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senator also managed to dodge all the attacks from the other candidates. After the night was over, even the other candidates thought our brave young senator had won the Debate. Having helped the small town hall with a Debate problem, Wilson left the small town hall went back to his quest for the become a good president. Finally, after months of travelling, the brave young senator saw the long, general election ahead. Relieved that the quest was almost over, he thought back to everything he had done to get where he is at. All of the creatures encountered like the big business and the Debate and the new locations visited like the the . The thoughts then turned to the old former mentor and he wondered if they had recovered. Suddenly, the young senator thought of the book. Wilson had been studying the book over the course of the journey knew every page but decided to quickly inspect it again before entering the long, general election to search for the , white house. A Page was blank was no longer blank but contained writings. Shocked about the new page, the brave young senator sat down and began to read the book. The young senator read, "These tests of three, you may flee, to determine worthiness, is a must, self be true, in order to get through." The brave young senator realized that getting to

the become a good president wasn't going to be as simple as he thought. From this point, he was going to have to be on the look out. The brave young senator entered the long, general election and began looking for the white house. As the young senator continued to look for the white house, a thick, moody fog moved in partially blocking the view. Suddenly, a large press core appeared in front of the young senator that was impassable without a bridge. In the distance, the young senator spotted a bridge over the press core and headed that way. An old man, was standing at the entry to the bridge and as the young senator came near, spoke up, "Stop! Who would cross the bridge of death, would answer me, these questions three, if the other side he thee would see!" The young senator a little taken back responded, "I am ready." The bridge keeper inquired, "What is your name?" The young senator responded, "I am wilson." The bridge keeper asked, "What will you do as president?" The young senator replied, "I will change the world for the better." The bridge keeper inquired, "Will you be a good president?" The young senator replied, "I will do my best." The bridge keeper replied, "Thy self be true. Thou shall pass." The press core, bridge, and bridge keeper disappeared into thin air like they were never there.

The young senator continued to look for the , white house. The brave young senator finally spotted the white house and began heading towards it. After having won the election, the young senator continued towards the , white house to be a good president. The young senator began to search for the become a good president within the , white house. The young senator entered a large room with a doorway that led to the , white house headed towards it. The young senator approach the doorway but could not see through it as the entrance shimmers like a vertical puddle of water. As the young senator touched the vertical puddle of water, ripples went extending out from the spot. After deciding that the doorway was not a trap, the brave young senator passed through the doorway and was instantaneously carried to a small stone room with a simple podium in the center. All the sides on the podium were coated with ivory. The voice from nowhere spoke up again, "Picture in your mind where you would like to go and re-enter the doorway and you will be instantaneously carried to that place." The young senator entered the white house started trying to become a good president. Suddenly, young senator realized that his quest had only truly started.

APPENDIX H

A GENERATED QUEST STORY

Let me tell you the story about a wizard named Thomas.

When the cowardly wizard crawled out bed this morning, he thought it be just another day but fate had something else in mind for that day.

Never staying in one place too long, the wizard was currently heading into a village far away from any large towns.

On the way into the village, Thomas spotted an elderly figure in distress on the path ahead.

Not wanting to get involved, the wizard went and hid until nothing could be heard.

After thinking coast is clear, our cowardly wizard continued towards village.

When he gets to the point where the figure was, the cowardly wizard discovered a dying drifter.

The drifter softly spoke, "Please help me!

I Cannot finish my lifework.

An evil lord has discovered the current location of the ring of power and you must find it first to protect it but be careful as the ring of power has the power to rule the world.

Thomas first response was the same one he has given all of his life but something was different this time.

Our cowardly wizard want to having courage for once in his lifetime and said, "Yes!"

A Brief smile appeared on the drifter face.

He then spoke up again and said, "Head south until you come to a haunted, dark forest.

Continue into the forest till you find the rocky, cavernous cave.

Inside the cave you will find the ring of power.

This book will help you in your journey.

Now go!"

Our cowardly wizard reached out and took the book and headed for the cave to find the ring of power.

Our cowardly wizard continued heading south for days with no sign of the forest or the cave.

The cowardly wizard's journey took him into a haunted forest.

This did not trouble the wizard as he has been in many forests before but this one felt different.

The wizard could not figure out why this forest felt different but knew he had to get through it before anything bad happened.

Continuing to head south, thomas' path was blocked by wizard and had no choice but to go back and find another route.

Suddenly, he understood why he had a dreadful feeling about the forest, all the evidence, including footprints were gone.

The wizard was lost in a maze of the haunted forest.

Knowing the right way was blocked, the wizard believed his best shot of getting through the forest was to find a way to cut a passage in the brushes and trees.

Looking around in the immediate area, the cowardly wizard found a sharp rock.

He then attached the sharp rock to a sturdy stick to form a primitive axe.

Using the primitive axe, our wizard to cut a pathway through the brushes and trees that blocked the trail to the south.

The cutting took hours to finish but finally, the cowardly wizard made his way through the spooky forest and continued the search for the ring of power.

The cowardly wizard having barely escaped huge delay returned to his search for the ring of power.

As the cowardly wizard continued searching for the ring of power, he took time to read the book because it may hold clues that would assist as the drifter said.

One passage in the book worried the wizard.

It spoke of a creature that he would have to pass in order to get near the ring of power.

This creature, the sirens, lures everybody to them, trapping them forever.

No one can resist their music and once heard are forever hopeless.

The passage describes the sirens as a creature that is waist down a sparrow and waist up a women.

What troubled Thomas the most was that, the sirens lives within a sandy desert, which the wizard believes maybe nearing soon.

Fearing the sandy desert was near, the wizard wanted to have a plan ready when the time came.

Knowing the sirens only use music to summon their victims, Thomas decided to build a apparatus that covers his ears to block all sound.

That way the sirens' music has no influence on him.

The wizard finished constructing the device just in time because the next day, the wizard noticed the sandy desert ahead.

Just before entering the sandy desert, Thomas put on the hearing device on and entered the desert.

Once the hearing apparatus was on thomas' head, the wizard could hear nothing and made his way through the desert without any problems completely avoiding the sirens.

The cowardly wizard having barely escaped certain capture returned to his search for the ring of power.

Finally, after months of travelling, the cowardly wizard saw the haunted, dark forest ahead.

Relieved that the quest was almost over, he thought back to everything he had done to get where he is at.

All of the creatures encountered like the sirens and the new locations visited like the the and the .

He then remembered the old drifter and he wondered if they had recovered.

Suddenly, the wizard thought of the book.

Thomas had been reading the book over the course of the journey knew every page but decided to quickly inspect it again before entering the haunted, dark forest to search for the rocky, cavernous cave.

A Page was blank was no longer blank but contained writings.

Shocked about the new page, the cowardly wizard sat down and began to read the book.

The wizard read, "These tests of three, you may flee, to determine worthiness, is a must, self be true, in order to get through."

The cowardly wizard realized that getting to the ring of power wasn't going to be as easy as he thought.

From this point, he was going to have to be on the look out.

The cowardly wizard entered the haunted, dark forest and started to look for the cave.

As the wizard searched for the rocky, cavernous cave, a long stone hallway grew from the ground and formed around him with two openings.

One of the openings is directly behind the wizard and the other opening leads further into the haunted, dark forest.

As the cowardly wizard moved forward, a volley of arrows shot out of one wall and into the other wall the entire length of the hallway.

The wizard stopped instantly.

The arrows continued fly across the room and Thomas saw no way to get further into the haunted, dark forest but through the arrows.

The wizard then remembered the protection magical spell learned from book and thought it should work to get past the arrows.

In a clear and loud voice the wizard spoke, "Illuxerunt!"

And began to walked down the hallway as the arrows passed around him.

As the wizard passed through the opening on the other side of the hallway, the whole hallway vanished and from nowhere a voice spoke, "Thy self be true.

Thou shall pass."

The wizard resumed to look for the rocky, cavernous cave.

The cowardly wizard finally spotted the cave and began heading towards it.

As the wizard neared the cave, a thick, foreboding fog moved in somewhat obstructing visibility.

Suddenly, a massive gorge came into view in front of the wizard that was impassable without a bridge.

In the distance, the wizard spotted a bridge over the gorge and headed that way.

An old man, was standing at the entry to the bridge and as the wizard came near, spoke up, "Stop!

Who would cross the bridge of death, would answer me, these questions three, if the other side he thee would see!"

The wizard a little taken back responded, "I am ready."

The bridge keeper inquired, "What is your name?"

The wizard replied, "I am thomas."

The bridge keeper inquired, "What is your quest?"

The wizard responded, "I seek the ring of power."

The bridge keeper asked, "What have you you learned during your quest?"

The wizard thought for a second and replied, "I have learned to have courage."

The bridge keeper replied, "Thy self be true.

Thou shall pass."

The gorge, bridge, and bridge keeper disappeared into thin air like they were never there.

The wizard entered the rocky, cavernous cave and began the search for the ring of power.

The wizard entered a large room within the rocky, cavernous cave.

A Ring sit upon a stone pillar in the center of the room.

As the wizard approached pillar, the voice from nowhere spoke again, "You must choose.

You can turn back now or risk being found unworthy.

Stepping up to the stone pillar will seal you within this room for the remainder of your life with no way out.

Removing the ring of power from the pillar is the only way out but only the worthy one can remove it."

The wizard began thinking about the choice.

He could leave now but that would mean giving up on the quest.

Remembering what he learned, the cowardly wizard approached the pillar and reached out for the ring then spoke out loud, "I gave my word that I would find and protect the goal and I intend to do just that."

Then with all his might attempted to lift the ring.

The ring slowly began to move.

The voice replied, "Thy self be true.

Thou have passed.

Enter the doorway to find the true ring of power."

The stone pillar and the ring vanished from the room.

Suddenly, the ground began to shake and a doorway formed where the pillar was.

The wizard approach the doorway but could not see through it as the entryway shimmers like a vertical puddle of water.

As the wizard touched the vertical puddle of water, ripples went extending out from the point.

After determining that the doorway was not dangerous, the cowardly wizard passed through the doorway and was instantly transported to a small stone room with a modest in the middle.

The sides on the were covered in ivory.

The voice from nowhere spoke up again, "Picture in your mind where you would like to go and re-enter the doorway and you will be instantly carried there."

The wizard approached the and saw a ring upon it.

He reached out and took the ring.

The voice spoke, "You now possess the genuine ring of power.

Use it wisely."

The cowardly wizard thought about how charming that village was that he was heading before coming across the old drifter, who first told him of this quest.

The wizard, with the ring of power in hand, pictured the village in his mind and started towards the doorway.

Suddenly, the wizard tripped and fell down dropping the ring of power.

The ground began to shake and a small opening formed underneath the ring.

The ring of power fell into the opening and the ground closed up around the ring sealing it in the ground.

The voice spoke again, "You have intelligently chosen to destroy the ring of power keeping it safe forever.

Re-enter the doorway."

Realizing that he had fulfilled his promise to the old drifter, just not in the way he thought he would.

The wizard passed through the doorway and was instantly carried to the village.

The end.

APPENDIX I

UCF IRB LETTER

University of Central Florida Institutional Review Board
Office of Research & Commercialization
12201 Research Parkway, Suite 501
Orlando, Florida 32826-3246
Telephone: 407-823-2901 or 407-882-2276
www.research.ucf.edu/compliance/irb.html

Approval of Human Research

From: **UCF Institutional Review Board #1**
          FWA00000351, IRB00001138

To: **James Hollister**

Date: **February 09, 2016**

Dear Researcher:

On 02/09/2016, the IRB approved the following human participant research until 02/08/2017 inclusive:

Type of Review:	UCF Initial Review Submission Form
Project Title:	Assessing the Enjoyment of the CAMPFIRE Story System.
Investigator:	James Hollister
IRB Number:	SBE-16-12005
Funding Agency:	
Grant Title:	
Research ID:	N/A

The scientific merit of the research was considered during the IRB review. The Continuing Review Application must be submitted 30days prior to the expiration date for studies that were previously expedited, and 60 days prior to the expiration date for research that was previously reviewed at a convened meeting. Do not make changes to the study (i.e., protocol, methodology, consent form, personnel, site, etc.) before obtaining IRB approval. A Modification Form **cannot** be used to extend the approval period of a study. All forms may be completed and submitted online at https://iris.research.ucf.edu .

If continuing review approval is not granted before the expiration date of 02/08/2017, approval of this research expires on that date. When you have completed your research, please submit a Study Closure request in iRIS so that IRB records will be accurate.

Use of the approved, stamped consent document(s) is required. The new form supersedes all previous versions, which are now invalid for further use. Only approved investigators (or other approved key study personnel) may solicit consent for research participation. Participants or their representatives must receive a copy of the consent form(s).

All data, including signed consent forms if applicable, must be retained and secured per protocol for a minimum of five years (six if HIPAA applies) past the completion of this research. Any links to the identification of participants should be maintained and secured per protocol. Additional requirements may be imposed by your funding agency, your department, or other entities. Access to data is limited to authorized individuals listed as key study personnel.

In the conduct of this research, you are responsible to follow the requirements of the Investigator Manual.

On behalf of Sophia Dziegielewski, Ph.D., L.C.S.W., UCF IRB Chair, this letter is signed by:

Joanne Muratori

Signature applied by Joanne Muratori on 02/09/2016 10:46:59 AM EST

IRB Manager

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