Here's a clear before-and-after example showing how the Acts Freely commands look in a prompt (before processing) versus the final passage (after processing).

Before (with Acts Freely commands):

```text

Character1(reacts physically and speaks):

[they must "speak", command demands]

Character2(acts freely):

[actions only, no introspection or dialogue]

Character3(reacts physically and inwardly):

[they must \*think\*, command demands]

```

After (final passage, no commands visible):

```text

Character1 moved toward him, his hand twitching near his holster. Riddick didn’t slow his pace, his gaze cold as the soldier stepped forward. “You’ve got two seconds to step aside,” he said, his voice low but firm. The soldier hesitated, his fingers trembling for just a moment, before he shifted aside without a word, his eyes tracking Riddick’s every move.

Character2 stood rigid, watching the exchange. There was a quiet tension in the air, the soldier’s body tight with anticipation as Riddick moved past him. He shifted just enough to avoid blocking the path but didn’t fully disengage. The soldier’s eyes were locked on Riddick, watching, waiting, but he didn’t move again.

Character3 felt a flicker of unease, but it was quickly gone. \*This isn’t a fight. Not yet.\* He kept walking, his body relaxed, but his mind already calculating the next step. \*The game is already in motion. Just a matter of who makes the first move.\*

```

Explanation:

\* Before (in the prompt), the Acts Freely commands guide the structure and intent of the scene but aren’t meant to be part of the final narrative. These commands are just for the writing process to ensure that the character reacts or acts as intended.

\* After (in the passage), the commands are gone, and the character’s actions, speech, and internal thoughts are seamlessly blended into the narrative. The actions are expanded into prose, the speech is included, and the internal thoughts are italicized where applicable. There is no trace of the original commands; it reads naturally.

The key idea here is that Acts Freely helps structure the scene, but once the writing is done, the commands vanish and leave just the actions and thoughts as part of the flow of the story.