TWI Project for Storytelling, Story Engineering, and Mythcrafting

Founded by Oliver Dreams

There is a set of principles and these are good for humanity. These are called themes.

There are events through which we learn these principles. These are called stories.

There are flaws due to which we refuse the journey of those events and remain ignorant of the principles we would discover. These are called story engines.

There are mediums for communication. These are called storytelling techniques.

Basically, HJ as an argument means:

Lie is the antithesis, believed due to Trauma, and supposes a False World Problem (kill all the dragons) that masks the Current World Problem blighting the land (dragons are oppressed and need to be freed)

* The Lie (all Vikings slay all dragons) presents obstacles to Gnosis by being antithetical to the need (free yourself by befriending a dragon, free your friends by helping them to befriend dragons, free all dragons and Vikings from the False World Problem by destroying the Current World Dragon, which altogether destroys the Current World Problem)

Impact is the thesis out of focus, such that it is insufficient for solving the World Problem.

* Impact is hypothetically correct but doesn’t solve the need, exactly (dragons aren’t bad)
  + And in act 2, we will go through the argument’s premises and see the interplay between the antithesis and the out of focus thesis, which will sharpen it
    - Dragons aren’t bad because they don’t want to fight
    - Dragons aren’t bad because they can be tamed with eels
    - Dragons aren’t bad because hiccup can fly toothless
    - Dragons aren’t bad because they’re just oppressed by Red Death
    - Vikings aren’t bad they just don’t understand dragons
      * Double down on Dragons are for slaying the Red Death

All is lost is a new idea that fully expresses Thesis on the basis of the combined thinking of the Impact and Flawed worldviews (dragons are for dragon slaying X dragons are our friends, we ride them)

* + - dragons aren’t bad and if we use dragons for slaying the Red Death, my new generation Vikings should all ride the dragons like I ride toothless.

Gathering Allies is the beginning of the synthesis of the Gnosis Worldview

* + - We should ride those dragons into battle
    - Save the day

Ultimate Boon is proves the Gnosis Worldview is the solution to the Current World Problem and transmits the Gnosis Worldview via direct introduction

(dragons are for dragon slaying and dragons are for riding and friendship = therefore, I should ride my dragon into the Current World Dragon and kill the Current World Dragon using the dragon secrets I found out from my friendship with my dragon, removing the blight that causes the ignorance of the Current World Problem which caused my trauma that caused me to believe the lie that prevented me from growing in the way that I did such that I realized all the reasons why this Gnosis Worldview solves the Current World Problem in a way that transmits the Gnosis to others)

Defeating the Current World Dragon is the solution to the Current World Problem, which is how the audience and storyworld members gain confidence that the thesis is correct. On that basis we see:

Master of Two Worlds is the fully expressed synthesis

* + - And then all Vikings see that dragons can be our friends. They are basically good just like people. They will ride them and live happily ever after.

Bad guys close in seems to be = back to square one in external problem

The hero presses on in identity and things get even worse in impact story, back to square one

This antagonizes the ordeal against the gnosis worldview and the status quo moves deeper toward reverting to ordinary world

The hero gets sad and finds the way the impact worldview connects to the gnosis worldview completely for the first time, actually stating the thought

Then they use their mastery to imagine a plan to storm the castle

Then they gather allies

storm the castle

* But can’t engage the antagonist because there is a problem

High tower surprise/stunning surprise

* necessitates hero do something totally different than the norm (can’t use emotions to make Riley feel anything but Joy needs to change status quo and put sadness in charge) and also initiate the showdown once and for all

Dig deep down

Death and resurrection

Ultimate boon

Return

Master of the two worlds - multicolored memories, multicolor console

Freedoms to live

* Final proof

Contemporary hero journey:

Born into capitalist Wasteland

Call to adventure is bringing spirituality back to the world

Have to overcome threshold guardians of caring about money

Have to learn spirituality

Small Attainment

Collapse into history, science, and psychology

All is Lost contradiction destroys spirituality

Spark of noncontradictoriness destroys non-spirituality - all is seen as emergent

Major Attainment - able to improvise

Return - Bring the transmission

Refusal - Which requires money

* Writing the book in the melodious voice of Brahma

Return with elixir - Change society

* Become a threshold guardian
  + But now, there is a new type of emanation, which plays the role of supernatural aid for those answering and refusing the call to adventure
    - Must have new business ethics and new patriotism, which are the replacements for everyday spirituality

Symbols can’t come from consciousness, they come from unconscious and are brought into consciousness by its own wisdom, which is revealed by a hero to themselves through the hero’s journey

2nd Amendment type story - TV show - hr long miniseries?

* Good Guy with a gun puts an end to a school shooting in which his daughter is killed
* But struggles with his identity as a gun lover as the suffering of the children is ignored and his actions are politicized by the right into policy to put guns in school
* He becomes very valuable within the party
* But slowly realizes the game everyone is playing with the public (voters), ignoring the truth for the sake of profits and power
* And ends up killing a corrupt republican, displaying the original intention of the second amendment

Notes

Two subtypes of the hero’s journey:

“If the God is a tribal, racial, national, or sectarian archetype, we are the warriors of his cause; but if he is a lord of the universe itself, we then go forth as knowers to whom all men are brothers.”

* The coming-of-age, growth-in-society story
* The universal-realization story

Simplified heros journey

* There is a task at hand [because of the state of the world]
* Hero lying to themselves because of a wound attempts the task because of a want and fails
* And then learns something about themself [that is key to the growth of the parts of themselves they will need to defeat the big bad] and gain the tools they need to complete the task
  + Over and over until all the parts are accumulated
* Hero enters the ordeal
* Win their want
* Which causes
* bad guys close in and antagonist fights hero to a draw
  + Woman as temptress revelation
* all is lost because they still have not entered central gnosis of their need
* Self realization and actualization of Apotheosis
* Finale where they complete the task in their way and the world problem is solved
  + “This is the meaning of the image of the bisexual god. He is the mystery of the theme of initiation. We are taken from the mother, chewed into fragments, and assimilated to the world-annihilating body of the ogre for whom all the precious forms and beings are only the courses of a feast; but then, miraculously reborn, we are more than we were.”

What is he actually talking about? What is the complete temple initiation journey metaphor?

Stages

Ordinary world

* Want stated
* B story hint
* Impact character is introduced
* Catalyst implied
* Herald
* Examples of Want/Father introduced
  + External difference between Father and Child stated
* Theme stated
  + Flaw hinted at
* Catalyst closes in
* Father states the nature of the Father
* Inciting event
* Hero comes face to face with flaw for the first time
  + But doesn’t realize the nondual nature
    - Suffers the consequences
* Call to Adventure
* Refusal of the Call due to having suffered those consequences
  + Reminder of the Want
    - Accepted

Threshold Crossing

(Fun and Games A)

Trial - failure

* Rescue from without

Internal - hero does their weird thing that is part of their flaw but also their need

* this leads to a hint of their first success
  + Brings a Fun-Want

B story hint - failure

Study - learn about society view

Trial - failure

* B story hint - failure

Internal - first success

* Progress montage
  + Event
    - Event
      * Leap of faith related to impact character

B story hint - progress

Internal - hero makes second progression toward the Need

* Uses small skills learned so far to cause
* a breakthrough related to the promise of the premise

(Fun and Games B)

Enters into “Fun” of the promise

Trial - hero fails

* Improvises according to internal progress
* Father and B story hint - first real progress

Internal - learning montage

* Event - failure
  + Learning

Trial - hero succeeds due to learning

Internal - learning

Trial - success

B story - progress

Father - progress

Trial - success

B story - progress

Internal - progress coming to completion of Fun Want [need to track]

(Fun and Games C)

Implication of joining internal and external

* B story complication

Father - external complication

Internal - Fun Want progress near completion, magic flight

* Things go wrong and hero pays price for daring but improvises
  + Learns last piece of information
  + Hero states they are now convinced new worldview is the right one, but that they don’t know everything about it
    - Will become useful for improvisation in finale

Confrontation with the Father view

* Reveal the backstory event (orphaned, whatever)

Trial - success

B story - progress

Further Confrontation with the Father view

* Retreat to the impact view

B story first climax sequence

* B story (Astrid) + Impact story (Toothless) join = catalyst of gnosis view

Meeting with the Goddess

* Loving aspect of World of Need is felt and from there on never leaves

Approach to the Inmost Cave

* + Confrontation with antagonist
    - Big bad revelation - the nature of the human problem
      * This is woman as Temptress - vision of the pervasiveness of Maras
* Hero commits to the story
* B Story enters a new stage, which exemplifies the theme
* Hero improvises to join External and Internal arcs
  + Fails as the antitheme resurges
  + Special Power taken away
* Confrontation with Father
  + Father commits to a fight between them and the external forces
* (The forces of good form a plan with the hero)
* All is Lost
  + B story
    - Spark in the dark
      * Realization of Flaw, realization of gnosis
        + Realization of use of special skill, but remains untested and can only be tested by confronting the Big Bad
* External problem escalates

(Act 3)

* Gathering allies
* External escalation
* Gearing up
  + Sharing gnosis skill if possible
* External escalation to full blown confrontation
  + Things get bad
* Storming the castle - allies use skills they developed in fun and games
* External, internal, impact come together as the Need draws close
  + Semi-atonement, not yet elixir
    - Energy call back to Magic Flight
      * Big bad shows final form
        + Finale battle

The original skill that caused impact is tested

Improvisation

Use of act 2 solution from the last bit of learning

* Death and rebirth
* Atonement with the father
  + Father accepts gnosis worldview
  + Hero pays a price for their bravery
* Return (can be implied)
* Awaking as Master of the Two Worlds
  + Father has changed due to child growing up
    - Most magic flight?