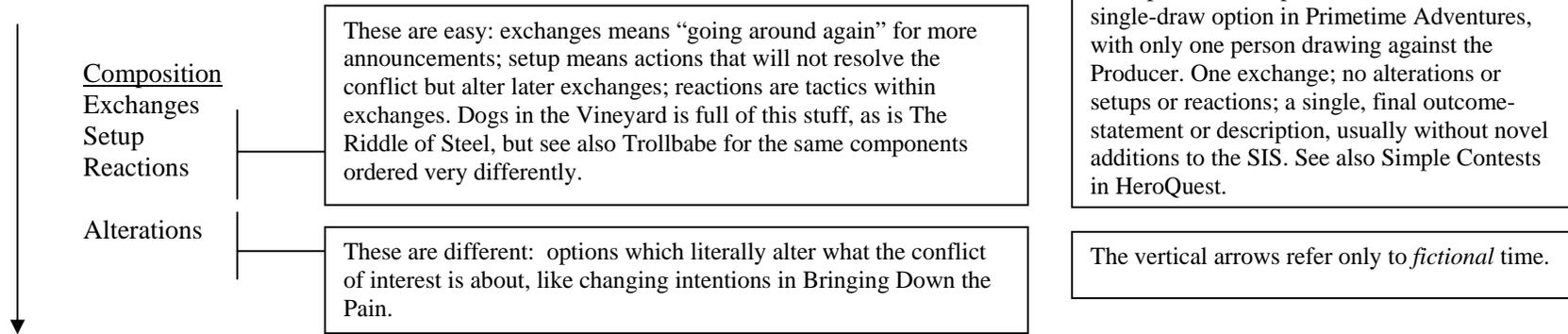


Conflict Resolution – *Czege principle*

Conflict in action – *say yes or roll the dice* – composed of either *Intent* or (*Intent + Initiation*)

Defined and invoked by a conflict of interest among two or more fictional characters

Either oppositional or orthogonal; doesn't matter.



Outcomes – *let it ride* – *Execution* or (*Initiation + Execution*) or (*Execution + part of Effect*)

Defined by settling the conflict(s) of interest (four basic ways for orthogonal; two for oppositional);

also by definition, the settlement is fixed into the SIS relative to later play

