

## Fairytale Contest and Stuck Story Outline

1. **Good**

Prince  
Princess  
Woodcutter  
Court Jester  
Giant  
Dwarf

**meets**

\*bumps into  
\*trips over  
\*opens door  
\*shows up uninvited to a party  
\*opens a letter  
\*enters forbidden domain  
\*takes forbidden object belonging to evil without knowing it

**Evil.**

Wizard  
Fairy  
Dragon  
Giant  
Magician  
Witch

2. **Motive: Why does evil hate good?**

- \*Good hurt/offended evil (revenge)
- \*Evil is jealous
- \*Evil is mean (Good did nothing wrong)
- \*Good entered Evil's territory

3. **Evil turns good into an animal/creature using magic.**

4. **Good asks how to be freed from current state. Evil responds with a condition or quest.**

- \*e.g. be loved by a prince/  
princess in present state  
(harder)
- e.g. go bring me something  
(easier)

5. **Good meets another character in need of food.**

Good helps this character and in return this character offers to help Good fulfill the Quest/Condition.

6. **Good uses this character's help/advice/object/weapon/magic to fulfill the quest/condition.**

Quest only: Good brings Evil the object required to fulfill the quest.

7. **Good is transformed to former state upon fulfilling the quest or condition. Evil is defeated by Good.**