## **Contents**

vii

1

Glossary

Notes

Index

References

268

285

277

Introduction

Part I: The Fictional Game 13 1. Fictional Recentering 2. Possible Worlds and Accessibility Relations: A Semantic Typology of Fiction 31 3. Reconstructing the Textual Universe: The Principle of Minimal Departure 48 61 4. Voices and Worlds 80 5. The Fiction Automaton Part II: The Plotting of the Plot 6. The Modal Structure of Narrative Universes 109 7. The Dynamics of Plot: Goals, Actions, Plans, and Private Narratives 124 148 8. Virtuality and Tellability 9. Stacks, Frames, and Boundaries, or Narrative as Computer Language 175 10. The Formal Representation of Plot 201 11. The Heuristics of Automatic Story Generation 233 Conclusion 258