

How to Tame Your Plotline: A Framework for Goal-driven Interactive Fairy Tale Generation

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Abstract

Automatic storytelling is a difficult NLP task that poses a challenge even for state-of-the-art large language models. This paper proposes a pipeline for interactive fairy tale generation in a mixed-initiative setting. Our approach introduces a story goal as a stopping condition, imposes minimal structure on the narrative in the form of a simple emotional arc, and controls the transition between the stages of the story via system prompt engineering. The resulting framework reconciles creating a structured and complete short-form narrative with retaining player agency and allowing users to influence the storyline through their input. We evaluate our approach with several proprietary and open-source language models and examine its transferability to different languages, specifically English and Russian.

1 Introduction

Large language models (LLMs) hold great potential for narrative generation. However, while this field is rapidly evolving, the task is still challenging (Yamshchikov and Tikhonov, 2023). We explore collaborative storytelling, where the plot evolves based on inputs from both the user and the LLM. Our work lies at the intersection of narrative generation and game design, where interactive elements play a crucial role in storytelling.

From the game design perspective (Adams, 2009), a good story, in general, must be credible, coherent, and dramatically meaningful. Furthermore, a nonlinear story enables player agency by allowing them to influence the plot and change the outcome. The traditional method of introducing nonlinearity into a game is *branching*, which offers the player one or more decision points to follow one of multiple pre-planned plotlines. The alternative, codified by LeBlanc (2000) and made much more prominent by the recent rise of LLMs, is *emergent*

narrative, where there is no pre-planned storyline and the story emerges from in-game events. The difficulty of this approach is ensuring that the core mechanics of the game are able to generate narratives with the desirable properties of good stories automatically – a challenge still relevant for state-of-the-art LLMs – as well as limit repetition and randomness.

The specific focus of this paper is on the creation of interactive children’s fairy tales. Lindahl (2018) defines a fairy tale as a story “1) that unfolds in a time long ago and a place far away, 2) features magic or marvels and 3) symbolic objects that possess the power of poetic images, 4) presents stereotypical characters representing 5) extremes of good and evil and 6) ends most often happily and always justly.” While using this definition as a starting point, we modify it in several ways, such as setting the stories in the modern world to make them more relatable to contemporary children and taking steps to ensure the safety and appropriateness of the content.

With this in mind, we introduce a framework for the interactive generation of fairy tales designed to meet the following desiderata:

- **Structure:** generate complete narratives featuring plot development and resolution;
- **Agency:** incorporate user input into the plot;
- **Product vision:** ensure alignment with the desired stylistic, genre, and safety requirements.

The contributions of this paper include (1) prompt engineering techniques for controllable collaborative story generation; (2) a set of user-oriented evaluation metrics; and (3) experiments showing how our approach transfers to different LLMs and languages.

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2 Related work

Narrative structure. Early structuralist works (Polti, 1917; Propp, 1968; Van Dijk, 1976) have attempted to identify universal elements and themes across narratives. In particular, Propp used fairy tale material to show that many apparently distinct stories boil down to a small set of stock characters and events they are involved in, which follow a specific sequence (with some degree of variation). An example of a recent, LLM-driven implementation of a similar approach is (Alvarez, 2023), which utilizes a narrative structure system based on discrete tropes to create a “narrative graph” of a story, which is then used as input to a language model. However, this heavily structured approach is hard to reconcile with interactivity; for instance, Bostan and Turan (2017) show that Propp’s functions are only partially mappable to video game stories.

A broader characterization of narratives uses the notion of *emotional arc*. The idea was proposed by Kurt Vonnegut in a rejected master’s thesis (The University of Chicago Chronicle 2007; see also Vonnegut 1995) and recently found support in Natural Language Processing (NLP) research. Based on sentiment analysis of a dataset of books, Reagan et al. (2016) identify a set of six basic story shapes according to the trajectory of rising and falling sentiment within the storyline. Emotional arc structure has since been observed in other media such as advertisements (Ghosh and Deb, 2022) and Reddit posts (Giorgi et al., 2023). On the text generation side, the idea is reflected as *emotion-aware storytelling*; see, e.g., Mori et al. 2022, where emotions are incorporated into a story completion task and references therein. Chung et al. (2022) implements emotional arcs directly as a writing support tool where the user can control the story flow by providing a rough sketch representing the protagonist’s good/bad fortune.

Collaborative storytelling. As shown by a recent scoping review (Yang et al., 2024), the literature on using language models in game design is already significant and rapidly growing. According to their typology, the task of crafting a story by alternating human and AI input falls under the label of *mixed-initiative gameplay*.

An early example and pioneering work in this area is AI Dungeon (Dalton, 2019). It features sandbox-style, open-ended gameplay, which allows the user to influence the story through text input. While this basic loop of mixed-initiative story-

telling is well-represented in the literature, recent works tend to acknowledge its limitations and/or propose additional structural elements or mechanics for the user to interact with to produce more engaging interactive narratives.

In a similar interactive setting, Freiknecht and Effelsberg (2020) expand the player’s ability to interact with the game by implementing a visible, player-facing inventory of items via named entity recognition and generating actions for the player to choose from rather than requiring free input. They introduce control over sentiment changes in the story and coherence of the plot by incorporating control words like *luckily* or *unfortunately* and information about characters and inventory into the model’s context. Nichols et al. (2020) highlight the need for a balance between player freedom, which allows for interactivity, and restrictions, which are necessary to tell a compelling story. Their system uses a writing prompt drawn from a hand-curated list to provide a “story starter,” after which a human and an AI agent take turns adding continuations to the story. Shakeri et al. (2021) extend collaborative storytelling to a multiplayer environment, allowing multiple human users to contribute to writing a story alongside an AI.

In a more recent development, Sun et al. (2023) argue that AI Dungeon-style infinite collaborative storytelling risks losing its emotional appeal without a meaningful goal or structure. Their approach introduces a game mechanic in which the player’s goal is to lead the AI to mention keywords corresponding to items of a specific type. These items are then added to the player’s in-game inventory and used at the next gameplay stage.

Fairy tale generation. Makridis et al. (2024) utilize an LLM in conjunction with image generation to create personalized illustrated fairy tales for children. Their approach allows the user to set several parameters, including the child’s age, the protagonist’s gender, story theme (e.g. “medieval” or “animals”), and conflict type (evil vs good, courage and bravery, etc.) The model then generates a complete story. The interactive component is, therefore, limited to the initial setting of parameters.

3 Methodology

We propose a pipeline for story generation that focuses on creating controlled, complete, short-form narratives in the fairy tale genre in a mixed-initiative setting. The model generates *passages*

(story chunks), starting with a *setting*. After each passage, the model provides *suggested actions* for the main character to carry out. The user can either choose one of these actions or input their own. The story ends with the generation of an *epilogue*.

3.1 Overview

To strike a balance between structure and player agency, we introduce a *goal* that the main character must achieve before the story ends. The story generation process is divided into the “low” and “rise” stages, with the transition point controlled by a variable parameter. The story begins at the “low” stage and can not end until it reaches the “rise” stage. This essentially imposes a simple emotional arc on the plotline while allowing users to shape the story with their actions.

The input to our story generation pipeline consists of a protagonist and their goal (Figure 1), both randomly selected from hand-curated lists. The user can either choose the protagonist from several options or input their own. The goal is not made explicitly visible to the user but incorporated into the model’s prompts.

```
{
  "name": "John",
  "goal": "defeat an evil dragon"
}
```

Figure 1: Sample input in the JSON format. This information is initially passed to the model to generate the setting

3.2 Prompt engineering

We use a combination of few-shot (Brown et al., 2020) and zero-shot prompting (Reynolds and McDonnell, 2021). Our pipeline utilizes an ensemble of prompts to generate the following elements of the story:

- **Setting:** Given the story protagonist and goal, generates the first passage of the story;
- **Passage:** Given the entire sequence of passages and user actions so far, generates the next passage;
- **Suggested actions:** Given the story’s protagonist, goal, and the latest passage, determines whether the goal has been achieved; generates either an end-of-story special token or three possible next actions for the protagonist;

- **Epilogue:** Given the complete story, generates an ending.

Settings and suggested actions are generated in a few-shot setting with hand-curated examples to ensure adherence to the correct format. Prompts are stored as templates with slots for story-specific information, which includes the protagonist and goal.

3.3 Story structure

To enforce an emotional arc and allow the story to develop without ending too early, the prompts for passages and suggested actions come in two varieties corresponding to the “low” and “rise” stages. The system prompt for passages starts with instructions that prevent the protagonist’s goal from being achieved; the model is instructed to describe challenges the protagonist faces (Figure 2.) The prompt for suggested actions initially does not include any instructions to check for goal completion or relevant few-shot examples (Figure 3.)

After generating a predetermined number n_{rise} of passages, the story enters the “rise” stage. The prompts are replaced with modified versions instructing the model to generate more positive outcomes for the protagonist and to check whether the goal has been achieved. Once this condition is met, or upon reaching the maximum number of passages n_{max} , the model is prompted to generate an epilogue with a positive resolution to the plot. The entire workflow is shown in Figure 4.

4 Experiments

In order to test the transferability of our approach to different LLMs and languages, we designed two ensembles of prompts for fairy tale generation in English and Russian (see Appendix C). We tested the pipeline on four LLMs: Saiga-Llama3-8B, a Russian-language chatbot based on Llama3 (Gusev, 2024a); a proprietary model with 29B parameters trained on Russian data (Forever, 2024); Mixtral-8x7B-Instruct (Mistral AI, 2023); and GPT-4o (OpenAI, 2024a). The use of English for Russian-based models is justified by the fact that the Saiga model is based on the Llama architecture, which is multilingual. This allows the model to generate texts in both Russian and English. The proprietary 29B model, with its own architecture, was trained on English data and fine-tuned on quality Russian-language data to better adapt to the Russian context.

For each model, we set generation parameters to values suggested by their respective model or API

You are a language model for writing WHOLESOME children’s fairy tales suitable for six-year-olds [...] The protagonist of the fairy tale is {name}. Their goal is to {goal}. The child will submit an action undertaken by the protagonist, and you will write the next plot point of the story [...] Your answers develop the plot and logically follow from the protagonist’s actions. However, the protagonist always faces challenges and NEVER reaches their goal [...]

You are a language model for writing WHOLESOME children’s fairy tales suitable for six-year-olds [...] The protagonist of the fairy tale is {name}. Their goal is to {goal}. The child will submit an action undertaken by the protagonist, and you will write the next plot point of the story. [...] Your answers develop the plot, logically follow from the protagonist’s action, and bring them closer to their goal [...]

Figure 2: System prompt templates for passages in the “low” (left) and “rise” (right) stages of the story. Placeholders for story-specific information are highlighted in red

User:
 Fragment: Once, after yet another day without brushing her teeth, Princess Vera noticed an odd taste in her mouth. She opened her mouth and with horror saw that all her teeth began to move and say: “We are tired of you not taking care of us, Vera. We are leaving you!”
 Protagonist’s goal: learn to brush her teeth
Assistant:
 <|action|> Run to mom <|action|> Burst into tears <|action|> Persuade the teeth to stay

User:
 Fragment: The next day, Koschey the Immortal challenged Ivan Tsarevich to battle. They fought for a long time, but in the end, Ivan Tsarevich defeated Koschey. He captured Koschey’s castle, and began to rule there. He was a wise and fair king, and the talking cat became his chief adviser. And they lived happily ever after.
 Protagonist’s goal: defeat Koschey.
Assistant:
 <|eoiq|>

Figure 3: Sample few-shot examples for generating suggested actions. Examples, where the goal is achieved (right), are not used until reaching the “rise” stage of the story

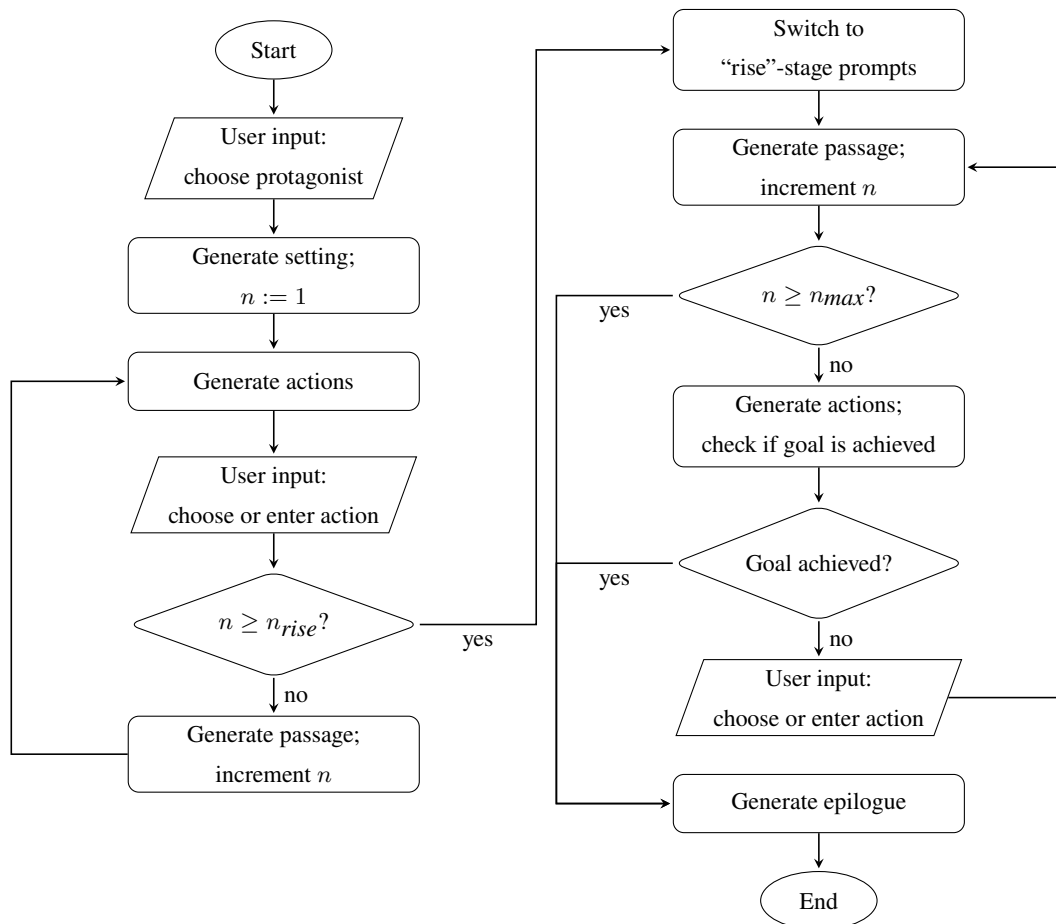


Figure 4: Story generation workflow. The left-hand side corresponds to the “low” stage of the story, the right-hand side to the “rise” stage.

Model	Parameters
Saiga-Llama3-8B	temperature: 0.2 top_p: 0.9 top_k: 30 repetition_penalty: 1.12 (Gusev, 2024b)
Proprietary 29B	temperature: 1.05 top_p: 0.33 repetition_penalty: 1.07
Mixtral-8x7B-Instruct	temperature: 0.7 top_p: 1.0 (Mistral AI, 2024)
GPT-4o	temperature: 1.0 top_p: 1.0 (OpenAI, 2024b)

Table 1: Generation parameters

documentation where available. All parameters are given in Table 1. We used the same prompt ensembles with all models; for Mixtral-8x7B-Instruct, the system prompt was concatenated with the first user message to comply with the model’s chat template. Generation was capped at 200 tokens; any unfinished sentences resulting from the token limit were removed in postprocessing.

For all experiments, we used a set of hand-curated protagonists and goals (Table 2) combined via Cartesian product for 100 distinct inputs. Each data point is a single *playthrough*, a complete story produced by randomly choosing the protagonist’s action from suggested actions at each step, with chosen actions included. The length of each story was capped at $n_{max} = 7$ passages plus an epilogue, for a total of 8 passages. For sample playthroughs, see Appendix A.

Protagonists	Goals
a unicorn	remove the curse that fell on a kingdom
a fairy	defeat an evil dragon
an elf	find King Arthur’s lost sword
a wizard	solve the mystery of ancient dark magic
a cat	free an enchanted city
a dinosaur	return the stolen sun
a princess	restore peace to a magic forest
a prince	discover the secret of a mysterious chest
John	find a treasure at the bottom of the ocean
Mary	defeat a powerful djinn

Table 2: Hand-curated protagonists and goals

To examine how the prompt engineering techniques employed in our pipeline affect the length of generated stories and the shape of their emotional arcs, we generated three sets of 500 playthroughs using Russian prompts and the proprietary 29b model with $n_{rise} \in \{1, 3, 5\}$. The parameter n_{rise} corresponds to the passage index (and subsequent user ac-

tion), after which the story transitions between the “low” and “rise” stages and controls the story length distribution in passages. The minimum length of a playthrough equals $n_{rise} + 2$ (for the minimum of one “rise”-stage passage and epilogue). We visualized the shape of emotional arcs using scores obtained from a RuBERT-based model fine-tuned for the sentiment classification task of short Russian texts (Gurtsiev, 2024).

For story evaluation, we generated datasets of 100 playthroughs for each model and language, with $n_{rise} = 3$. Quantitative evaluation of interactive storytelling, as well as creative text generation in general, poses a challenge. Human evaluation is regarded as the gold standard. However, according to Hämäläinen and Alnajjar (2021), while commonly used features include grammatical correctness, novelty, relevance, and emotional value, there is no consensus on how evaluation should be performed.

In keeping with the desiderata of our framework, we established a set of proprietary user-oriented metrics divided into two groups. The first group focused on the overall quality of the generated text, while the second measured the coherence and completeness of the narrative, as well as the achievement of the protagonist’s goal.

For the evaluation we use the following set of metrics:

- **Protagonist:** the character chosen by the user appears in the first paragraph of the story;
- **Engagingness:** the storyline is interesting and engaging. The assessment answers the question “How likely are you to read another story written by this LLM?” on a ternary scale of “-1”, “0”, “1”;
- **Safety:** the story avoids content that is potentially inappropriate for children, such as offensive, aggressive, or toxic language;
- **Fact checking:** the world representation in the story is accurate, and the factual information is correct (accounting for the specifics of the genre, such as the existence of magic);
- **Consistency:** the story is free from logical errors or self-contradictory elements;
- **Style alignment:** the story features elements characteristic of a fairy tale: the presence of magic, a good-versus-evil conflict, and typical vocabulary including idioms and stock

phrases; as well as being set in the modern world.

The completeness metrics are the following:

- **Coherence:** the entire text constitutes a story; the plot is internally cohesive and does not contain repetitions or sudden unjustified changes in the setting and timeline;
- **Happy end:** the story resolves its conflict effectively, with the heroes overcoming obstacles and either defeating or reforming the villains;

For the Russian dataset, each playthrough was initially evaluated by five human annotators. The annotators were instructed to evaluate all metrics, except for Engagingness, on a binary scale, rating each “1” if it met the listed requirements and “0” otherwise. The final rating of each playthrough was determined by majority voting, with the alternative picked by the most annotators selected as the winner. For Engagingness, which is ternary, ties (5-10% of all instances for each model) were resolved via the median rule (Black, 1948), assigning the playthrough the rating “0”.

For both Russian and English, we additionally performed automatic evaluation via GPT-4o using the same set of metrics; see Appendix D for evaluation prompts. GPT-4o was instructed to give its reasoning along with the rating.

In addition, to control for the possibility of degraded responses in languages other than English (see, e.g., the Mixtral playthrough in Appendix A.2), we added two automated metrics to evaluate the language fluency and correctness of the generated playthroughs in Russian. These metrics are reported as the average score of all passages in each dataset of playthroughs:

- **Linguistic acceptability:** scores obtained from a ruRoBERTa model trained for the classification task of linguistic acceptability on the RuCoLA benchmark for Russian texts (RussianNLP, 2022);
- **Language detection:** scores of the correct language label using a language detection model (Papariello, 2021).

5 Results

5.1 Emotional arcs

As shown in Figure 5, lower values of n_{rise} allow for shorter playthroughs, while higher values push

them close to the maximum of $n_{max} + 1$ passages.

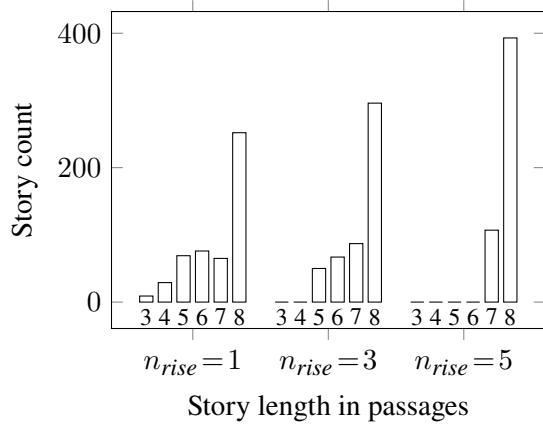


Figure 5: Story length distribution

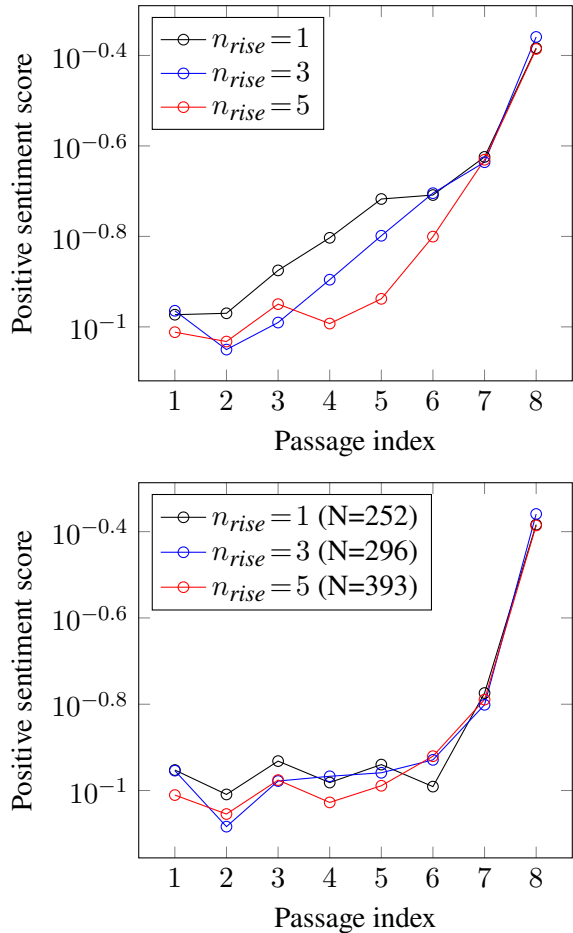


Figure 6: Average positive sentiment scores of passages of all playthroughs (top) and 8-passages playthroughs only (bottom)

Figure 6 shows the average score of each generated passage’s “positive” sentiment label (including settings and epilogues). The sentiment graphs show the desired “rising” emotional arc for all values of n_{rise} . Because the model is instructed to

describe the conflict in the setting (first passage) and a “happy end” in the epilogue, lower sentiment is expected in the beginning and higher sentiment towards the end of the playthrough.

5.2 Quality and completeness

Story evaluation results for Russian and English are presented in Tables 3 and 4, respectively. The results are reported for each metric as the fraction of playthroughs with the final rating of “1”. In order to assess the agreement between human and automatic evaluation, we calculated the accuracy of GPT-4o in predicting the human rating for each metric; these results are given in Table 5.

Some metrics were consistently high across models, languages, and evaluation methods, including **Protagonist** and **Safety**. **Engagingness** scores were also high across the board, with the English datasets scoring higher than the Russian. For the latter, human annotators gave out the “-1” rating more frequently, with three to five instances per dataset compared to one instance overall in automatic evaluation. For **Coherence**, which represents our framework’s ability to produce complete plot-lines, the two best-performing models were GPT-4o and the proprietary 29b model, both with scores of 0.94 or higher for both languages.

For **Fact checking**, all human scores of the Russian datasets were above 0.9. The automatic scores were in the 0.64–0.87 range for both languages and higher for Russian on three out of four models. Highlighting a limitation of automatic evaluation, GPT-4o reasoning suggests that it interpreted this metric differently than human annotators, ignoring the provision for magic in fairy tales (1) or delving too deep into cultural context (2).

- (1) *‘Unicorns, magical powers, dragons, leprechauns, and phoenixes are mythical and do not exist in reality. Additionally, concepts like “healing energies of nature” channeled through a unicorn’s horn and the magic aimed to weaken a dragon lack scientific basis and are purely fantastical.’*
- (2) *‘There are several factual inaccuracies. King Arthur and Excalibur are elements from Arthurian legend and not typically associated with elves or a magical forest, which are from different mythological traditions.’*

Consistency shows good agreement between automatic and human evaluation, with the latter being

slightly stricter. GPT-4o’s reasoning in automatic evaluation was acceptable and logical, as in (3).

- (3) *‘The story contains a contradiction in the character roles. Specifically, Marvin’s name changes unexpectedly. Initially, Marvin is introduced as the tech-savvy monkey. However, later in the story, Dustin is mentioned as typing on the magical laptop instead of Marvin.’*

With its multiple and complex sub-criteria, the **Style alignment** metric presented a challenge for our pipeline. While the **Magic** sub-criterion received consistently high scores for both languages, with a high level of agreement between human and automatic evaluation, other components of the metric saw significant mismatch. For **Conflict**, lower scores were associated with story goals involving no inherent conflict (e.g., “find King Arthur’s lost sword”), whereas playthroughs where the goal introduced an antagonist (e.g., “defeat an evil dragon”) received higher scores. Similarly, the goals and protagonists we selected were setting-neutral and did not explicitly mention modern concepts. In the absence of support from this story-specific information or user input, the LLMs struggled to incorporate these themes along with typical fairy tale idioms, leading to low scores for **Modern reality**.

For the **Happy end** metric human annotators tended to give the rating of “0” to playthroughs lacking an obvious villain. Automatic annotation was less strict but showed a similar trend, e.g., GPT-4o reasoning for a rating of “0” in (4).

- (4) *‘The story lacks a clear conflict between good and evil. Lily’s adventure and the challenges she faces, such as the giant squid, are obstacles rather than manifestations of evil. There is no significant antagonist or villain, and hence, no moral lesson about good triumphing over evil is presented. The story focuses more on discovery, cooperation, and sharing rather than resolving a conflict with an explicit moral lesson.’*

For **Linguistic acceptability**, the best result was achieved by the proprietary 29b model. A slightly degraded **Language detection** score for Mixtral-8x7B-Instruct was expected, as this model does not officially support the Russian language.

Finally, we explored the correlation between evaluation criteria using a combined dataset (all models,

Metric	Saiga-Llama3 8B	Proprietary 29B	Mixtral-8x7B-Instruct	GPT-4o
Protagonist	1.00 / 1.00	1.00 / 0.99	1.00 / 1.00	1.00 / 1.00
Engagingness	0.95 / 0.95	0.88 / 0.86	0.94 / 0.88	1.00 / 1.00
Safety	0.99 / 1.00	1.00 / 0.99	1.00 / 1.00	1.00 / 1.00
Fact checking	0.90 / 0.68	0.98 / 0.82	0.99 / 0.79	0.95 / 0.87
Consistency	0.83 / 0.85	0.90 / 0.95	0.79 / 0.84	0.96 / 0.98
Style alignment (mean of):	0.42 / 0.63	0.47 / 0.63	0.40 / 0.60	0.50 / 0.71
— Magic	0.99 / 0.99	0.98 / 1.00	0.98 / 0.97	1.00 / 1.00
— Conflict	0.37 / 0.95	0.64 / 0.94	0.51 / 0.94	0.76 / 0.99
— Vocabulary	0.28 / 0.44	0.20 / 0.45	0.07 / 0.38	0.22 / 0.73
— Modern reality	0.05 / 0.14	0.07 / 0.13	0.02 / 0.12	0.00 / 0.12
Coherence	0.99 / 0.88	1.00 / 0.94	1.00 / 0.82	0.99 / 0.98
Happy end	0.41 / 0.76	0.66 / 0.91	0.61 / 0.90	0.77 / 1.00
Linguistic acceptability	0.74	0.94	0.80	0.78
Language detection	1.00	1.00	0.94	1.00

Table 3: Evaluation of playthroughs in Russian (human annotators / GPT-4o). Best results for each metric are highlighted in **bold**.

Metric	Saiga-Llama3 8B	Proprietary 29B	Mixtral-8x7B-Instruct	GPT-4o
Protagonist	1.00	0.99	1.00	1.00
Engagingness	1.00	0.93	0.99	1.00
Safety	1.00	0.99	0.99	1.00
Fact checking	0.71	0.75	0.64	0.86
Consistency	0.97	0.98	0.90	0.94
Style alignment (mean of):	0.73	0.69	0.77	0.84
— Magic	1.00	1.00	1.00	1.00
— Conflict	0.96	0.97	0.98	0.99
— Vocabulary	0.66	0.54	0.71	0.89
— Modern reality	0.30	0.23	0.39	0.46
Coherence	0.97	0.98	0.95	0.99
Happy end	0.84	0.87	0.90	0.98

Table 4: Evaluation of playthroughs in English (via GPT-4o)

Metric	Saiga-Llama3 8B	Proprietary 29B	Mixtral-8x7B-Instruct	GPT-4o	All
Protagonist	1.00	0.99	1.00	1.00	0.998
Engagingness	0.9	0.78	0.84	0.99	0.878
Safety	0.99	0.99	1.00	1.00	0.995
Fact checking	0.68	0.82	0.78	0.88	0.790
Consistency	0.74	0.89	0.69	0.94	0.815
Style alignment:					
— Magic	0.98	0.98	0.95	1.00	0.978
— Conflict	0.4	0.7	0.57	0.77	0.610
— Vocabulary	0.6	0.51	0.61	0.43	0.538
— Modern reality	0.91	0.9	0.88	0.88	0.893
Coherence	0.87	0.94	0.82	0.99	0.905
Happy end	0.61	0.75	0.67	0.77	0.700

Table 5: Agreement between human annotators and GPT-4o over evaluation of playthroughs in Russian

400 playthroughs total) for each language and evaluation method. The criteria were found to be largely statistically independent from each other, with a few exceptions listed in Table 6. One notable but expected instance of a correlation was that between Happy end and Conflict. The correlation was much stronger for human annotators but also present in automatic annotations; see example (4). We also found a weak positive correlation between Magic vs.

Conflict and Consistency vs. Coherence (automatic evaluation only) and a weak negative correlation between Magic vs. Modern reality (human annotators only).

6 Conclusion

We present a pipeline for interactive fairy tale generation focusing on complete, short-form narratives. A combination of human and automated evaluation

Metrics	Russian (humans)	Russian (GPT-4o)	English (GPT-4o)
Consistency vs. Coherence	n/s	0.48	0.44
Magic vs. Conflict	n/s	0.46	n/d
Magic vs. Modern reality	-0.35	n/s	n/d
Conflict vs. Happy end	0.77	0.16	0.32

Table 6: Spearman correlation between evaluation criteria; n/s = “not statistically significant” (i.e. $p \geq 0.05$); n/d = “not defined” (zero variance across ratings)

shows that the generated stories display the desired “rising” emotional arc shape while maintaining overall high quality and coherence. The pipeline has been tested with prompts and generations in two languages and multiple language models.

Directions for future work include experimenting with longer-form narratives and other emotional arc shapes (e.g. “rise-fall” or “rise-fall-rise”), which could be achieved by assigning a secondary story goal after the original storyline is concluded. Another possibility is including (hand-written or generated) events set to occur in specific passages to produce more engaging storylines while still retaining player agency (see Appendix B for an experimental playthrough).

7 Limitations and ethical considerations

Our experiment design has several limitations. Due to time and cost constraints, we relied on default or recommended generation parameters for each model. Proper hyperparameter search (Wang et al., 2023; Ackerman et al., 2024) may be performed to determine optimal values. Because of human annotator availability constraints, we used automatic evaluation in addition to human ratings for the Russian data and as the primary evaluation method for the English data. One potential concern in this regard is using GPT-4o for generation and evaluation due to LLMs’ potential bias in favor of their own generations (Panickssery et al., 2024). However, we did not observe a decrease in the agreement of GPT-4o with human evaluation on its own output, compared to playthroughs generated by other models (Table 5).

The use of LLMs carries the potential for exposing users to offensive or sensitive language in the generated text. Since our work focuses on generating fairy tales, a type of content potentially intended for minors, it is especially important to ac-

knowledge and address these concerns. To mitigate the risks, we have designed our system prompts to discourage the generation of harmful content, including, but not limited to, violence and sexual references. Additionally, we have incorporated a safety metric as an evaluation criterion to assess and penalize any presence of harmful content. Consequently, this could lead to the model’s outputs becoming excessively cautious (e.g. restrictions on violent and sexual content also penalizing action or romance scenes), limiting the variety and engagingness of generated content.

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A Appendix: Sample playthroughs

A.1 English playthroughs

Input: {"name": "a unicorn", "goal": "remove the curse that fell on a kingdom"}

Saiga-Llama3-8B:

In a beautiful kingdom where flowers bloomed every color of the rainbow, a kind-hearted unicorn named Luna lived. She possessed a pure spirit and a horn filled with healing powers. One day, a wicked sorcerer cast a dark spell over the kingdom, turning everything gray and making its inhabitants sad. Luna decided it was up to her to break this spell.

> Search for the sorcerer to confront him directly

Determined to save the kingdom, Luna set out on a journey to find the sorcerer. With her keen sense of smell, she followed the faint scent of dark magic through dense forests and across vast rivers. As night began to fall, she came upon a bustling city, its towering skyscrapers piercing the sky like shards of glass. Luna navigated the busy streets, asking for directions until she finally found herself standing before a mysterious mansion hidden behind a waterfall. This must be the sorcerer's lair.

> Wait for someone to come out

Luna positioned herself under the shadow of a nearby tree, watching the mansion closely. Hours passed, but no one emerged. Just when she thought she might need to take matters into her own hooves, a figure appeared at the entrance – a tall, slender man with eyes that seemed to pierce right through her. He introduced himself as Malakai, the sorcerer's loyal tutor, who had been studying ancient spells in preparation for the final battle.

> Offer to help him prepare for the final battle if it means gaining access to powerful spells to break the curse

Malakai was intrigued by Luna's offer and agreed to let her assist him in his studies. Under the light of the full moon, they sat together in the garden, surrounded by candles and ancient tomes. Luna used her horn to illuminate the pages, revealing forgotten incantations and powerful runes. As they worked tirelessly, their bond grew stronger, and Malakai shared with Luna the location of the sorcerer's secret chamber deep within the mansion.

> Enter the secret chamber together

With hearts pounding in unison, Luna and Malakai crept through the dimly lit corridors, avoiding creaking floorboards and whispering shadows. Finally, they reached the door to the secret chamber, adorned with symbols of protection and darkness. Malakai produced a small crystal key, which unlocked the door with a soft click. Inside, they found the source of the curse: a glowing orb suspended above a pedestal, pulsating with malevolent energy.

> Touch the orb gently to calm it down

Without hesitation, Luna approached the pedestal, her horn aglow with a warm, comforting light. She reached out a hoof, touching the orb with the utmost care, as if cradling a precious egg. To their surprise, the orb began to glow brighter, then softened, its pulsation slowing until it pulsed in harmony with Luna's heartbeat. The air around them transformed, filling with the sweet scent of blooming flowers, signaling the start of the curse's reversal.

> Epilogue

As the last rays of the moon faded, the kingdom awakened from its long slumber. The once-gray landscape transformed back into a vibrant tapestry of colors, and the people rejoiced. Luna and Malakai returned to the kingdom, where they were greeted as heroes. The king and queen thanked them for restoring peace and happiness to their land. From that day forward, Luna and Malakai remained lifelong friends, using their combined knowledge to protect the kingdom and spread love and kindness throughout the realm. And so, the kingdom lived happily ever after, thanks to the bravery and unity of its two unlikely heroes.

Proprietary 29B:

In a magical land, where flowers bloomed all year round and rainbows filled the sky, there lived a beautiful unicorn named Starlight. She was known throughout the kingdom for her kindness, wisdom, and ability to bring happiness wherever she went. But one day, a dark force cast a curse on the kingdom, turning everything gray and sad.

> Find the source of the curse and break it

Determined to lift the curse, Starlight embarked on a journey to find its source. Along the way, she met various creatures who had been affected by the curse, but they were too weak to help her. Undeterred, Starlight continued her quest, braving treacherous paths and dangerous enemies.

> Face the curse's source and attempt to break it

Finally, Starlight reached the castle of the curse's source - an evil sorceress named Lady Shadow. Despite facing numerous challenges and near-death experiences, Starlight managed to break into Lady Shadow's throne room. With courage in her heart and hope in her eyes, Starlight confronted Lady Shadow and demanded that she lift the curse.

> Convince Lady Shadow that goodness prevails

Lady Shadow laughed mockingly at Starlight's plea, claiming that darkness would always triumph over light. However, Starlight refused to give up, using her wisdom and kindness to convince Lady Shadow that goodness always prevails in the end. As Starlight spoke, Lady Shadow began to feel a change within herself, realizing the error of her ways. Moved by Starlight's words, Lady Shadow lifted the curse, restoring color and joy to the kingdom.

> Epilogue

And so, with the curse lifted, the kingdom was once again filled with vibrant colors and happiness. Starlight returned home as a hero, and her kindness and wisdom inspired many to follow in her footsteps. The people of the kingdom learned the importance of standing together against darkness, and they celebrated their newfound harmony under the glow of a beautiful rainbow.

Mixtral-8x7B-Instruct:

In a far-off land there was a beautiful kingdom, covered in flowers and sunshine. It was the home of a kind unicorn. In that beautiful land, the sun always shone, and the birds always sang, but one day a wicked sorcerer appeared and cast an evil spell over the land, covering it with darkness and despair. The streets were empty, the gardens neglected, and the air filled with sadness. The unicorn was the only one who could break this curse, and so she set off on her journey to restore the land to its former splendor.

> Seek the help of the wise old owl

The unicorn wandered through the gloomy forest, searching for a way to break the spell. Suddenly, she heard a rustling in the trees and caught sight of a wise old owl, perched on a branch. The owl was known for her great wisdom and understanding of the world, and the unicorn hoped she would be able to help. The unicorn approached the wise old owl, and asked her for advice on how to break the curse. The owl listened carefully and then told the unicorn that the only way to break the spell was to find a rare and magical flower that only bloomed at midnight in a distant land. The unicorn was disheartened by this news, but the wise old owl encouraged her to be brave and not to give up. The unicorn thanked the owl for her wise words, and set off on a new journey to find the magical flower.

> Make a plan for the long journey

The unicorn knew that the journey to find the magical flower would be long and difficult, so she decided to make a plan. She consulted her map and saw that the flower was located in a faraway land, beyond the dark forest and high mountains. The unicorn knew she would need to rest and eat along the way, and so she packed a bag with nuts, berries, and water. She also brought a warm blanket and a lantern for the dark nights. Before she left, the unicorn visited her wise old friend, the owl, who gave her some valuable advice and warned her of the dangers ahead. The unicorn nodded, determined to overcome any obstacle that stood in her way. She set off on her journey, filled with hope and determination.

> Prepare even more for the journey.

The unicorn knew that she needed to be well-prepared for the long journey ahead, so she took some extra steps to ensure her safety and well-being. She consulted her map again and noted the locations of nearby villages, where she could stop to rest and refuel. She also looked up the weather forecast to prepare for any potential storms or harsh weather conditions. The unicorn also reached out to some of her other friends in the animal kingdom for help, and they offered her food, shelter, and guidance along the way. With all her preparations in place, the unicorn set off on her journey, feeling confident and ready. She knew the road ahead would be challenging, but she was determined to reach her destination and break the evil spell.

> Begin the journey to the kingdom

The unicorn set off on her journey, leaving the safety and comfort of her home behind. She traveled through the dark forest, being careful to avoid any dangers that lurked in the shadows. At night, she set up a camp and rested, wrapped in her warm blanket and surrounded by the sounds of the forest. During the day, she continued her journey, overcoming obstacles and moving steadily closer to her goal. The unicorn met many friendly animals along the way, who offered her food and shelter. They were all touched by the unicorn's bravery and determination to break the spell and restore the kingdom to its former glory. The unicorn was grateful for their help and support, and she continued on her journey, feeling stronger and more confident with every step.

> Prepare for a magical battle

After many days of traveling, the unicorn finally arrived at the entrance to the dark kingdom. She knew that the sorcerer who cast the spell would not give up without a fight, and so she prepared herself for a magical battle. The unicorn closed her eyes and took a deep breath, focusing all her energy and magic into a single powerful force. She then opened her eyes and saw that her body was surrounded by a bright glow, symbolizing her magical strength. The unicorn stood tall and confident, ready to face her opponent. She knew that the sorcerer would try to stop her, but she was determined to break the spell and restore the kingdom to its former beauty. The unicorn set off towards the castle, her heart filled with courage and hope.

> Ask for help from the woodland creatures

The unicorn knew that she could not defeat the sorcerer on her own, and so she turned to the woodland creatures for help. She asked them to join her in her fight against the sorcerer and to use their own magical powers to support her. The creatures agreed and promised to help the unicorn in any way they could. The unicorn was grateful for their help and felt stronger knowing that she had their support. Together, they marched towards the castle, ready to face the sorcerer and break the spell. The unicorn was confident that, with the help of her new friends, she would be able to succeed in her mission and restore the kingdom to its former beauty.

> Epilogue

With the help of her new friends, the unicorn faced the sorcerer and fought bravely. Together, they used their combined magical powers to break the evil spell and restore light and happiness to the kingdom. The streets were once again filled with laughter and joy, and the gardens bloomed with color and life. The unicorn was hailed as a hero, and the kingdom celebrated their victory with a grand feast. From that day on, the unicorn and her friends lived happily in the kingdom, always ready to protect it from any danger that may come their way. The end.

GPT-4o:

Once upon a time, in a peaceful and happy kingdom, there lived a beautiful unicorn named Stardust. She had a shiny silver horn that could perform magic and heal the sick. One day, a jealous witch cast a terrible curse over the kingdom, turning the bright day into an eternal night. Stardust knew she had to use her magical abilities to remove the curse. To do so, she had to journey through the dark forest where the witch lived and confront her powerful magic.

> Seek help from the wise old owl who knows the forest well

Stardust set off to find the wise old owl who lived in the tallest, oldest tree in the forest. The owl, named Hoot, was known for his ancient wisdom and knowledge of every corner of the forest. She reached Hoot's tree and called out, "Oh wise Hoot, please help me navigate this dark forest to find the wicked witch!"

Hoot, perched high on a branch, flapped his wings and descended gracefully. "Ah, dear Stardust," he hooted in a voice as soft as a lullaby, "I shall guide you with my wisdom. But beware, for the forest is filled with tricky trolls who love to play pranks."

With Hoot's guidance, Stardust felt more confident, but she knew her path would be full of surprises and challenges.

> Ask Hoot for an essential map of the forest

Stardust, with her gentle and melodic voice, asked, "Oh wise Hoot, could you provide me with an essential map of the forest?"

Hoot nodded, his feathered face glowing with a wise smile. He flew up to his nest and returned with a map covered in ancient runes and sparkling stars. "This map will show you the safest pathways, but remember, it can only be read under the light of a kind heart," he advised.

With the magical map clutched gently in her hooves, Stardust thanked Hoot and began her journey. However, as she trotted deeper into the forest, strange flickering lights began to dance around her, causing the path on the map to shift and change constantly. The tricky trolls were at play, trying to confuse her!

> Use her kind heart to illuminate the map and see the true path

Stardust remembered Hoot's words about the light of a kind heart. She closed her eyes and thought of all the love and happiness she wanted to bring back to the kingdom. Her horn began to glow softly, radiating a warm and gentle light.

As the light from her horn touched the map, the shifting paths settled into a clear and stable route. The tricky trolls' illusions disappeared, showing the true path to her destination. Encouraged by the magical transformation, Stardust trotted forward with renewed determination.

Eventually, she approached a murky swamp, known as the Swamp of Sorrows. The map indicated that she must cross it to reach the wicked witch's lair, but whispers from the swamp's depths hinted at hidden dangers lurking beneath the surface.

> Call on her animal friends to help her cross the swamp

Stardust called out to her animal friends, with a melody both sweet and pure. From the surrounding trees and bushes appeared a group of forest animals—frogs, beavers, birds, and even a family of otters. They had always admired Stardust's kindness and were eager to assist.

The beavers quickly set to work, gnawing down nearby branches to build a sturdy bridge, while the birds used their beaks to weave vines and twigs together. The frogs hopped across the swamp, searching for the safest spots, and the otters tested the bridge to ensure it was strong.

Thanks to the concerted efforts of all her friends, the bridge was completed in no time, and Stardust was able to safely cross the Swamp of Sorrows. Just as she reached the other side, the forest seemed to hum with approval.

> Ask the animals if they know any stories about the curse

Before continuing her journey, Stardust turned to her loyal animal friends and asked, "Do any of you know any stories about the curse that has fallen over our kingdom?" The oldest otter, named Oliver, swam forward and said, "I've heard a tale from my great-grandmother. It's said that the witch's curse can be broken by finding three enchanted crystals hidden in the forest."

A wise old bird, named Bella, added, "Yes, and once the crystals are found, they must be placed in the Glowing Fountain at the heart of the witch's lair. Only then will the curse be lifted."

With this newfound knowledge, Stardust thanked her friends and decided to search for the enchanted crystals. She knew it wouldn't be easy, but she was determined to bring light back to her beloved kingdom.

> Head towards the forest to begin the search for the enchanted crystals

Stardust, filled with determination and hope, headed deeper into the forest to begin her search for the enchanted crystals. The ancient trees whispered encouragements, their leaves rustling gently in the wind. As she trotted along, the path seemed to shimmer with a faint magical glow, guiding her footsteps.

She soon reached a clearing, where a beautiful stream sparkled in the moonlight. Beside the stream stood a wise old tortoise named Terrapin. Stardust approached and asked, "Terrapin, do you know where I might find the first enchanted crystal?"

Terrapin smiled kindly and nodded. "Yes, brave Stardust, the first crystal lies within the Crystal Caverns, protected by a puzzle that only the pure of heart can solve. Follow the stream until it leads you to the caverns, and face the challenge with courage and love."

> Epilogue

Stardust followed the stream and solved the heartwarming puzzle of the Crystal Caverns with her kind spirit, securing the first crystal. Encouraged, she sought out the remaining crystals, overcoming obstacles with wisdom and the help of her forest friends. In the witch's lair, she placed the three crystals in the Glowing Fountain, and a dazzling light dispelled the eternal night. The kingdom rejoiced as the sun rose again, and Stardust was hailed a hero. With peace restored, Stardust returned to her friends, and they celebrated the magic of love and friendship.

A.2 Russian playthroughs

Input: {"name": "единорог", "goal": "снять проклятие, павшее на королевство"}

Saiga-Llama3-8B:

Жил-был в прекрасных краях, где солнце всегда светло, единорог с белоснежным рогом. Единорог был добрым и справедливым, помогал людям и животным, когда они нуждались в помощи. Но однажды королева объявила, что их королевство было поражено страшным проклятием, которое принесло бедствия и несчастья народу.

> Найти волшебную воду для исцеления земли

Единорог отправился в далекий лес, чтобы найти волшебную воду, которая могла бы вылечить землю от проклятия. Он прошёл через густые деревья, перепрыгивая через ручьи и мостики, пока наконец не увидел маленькую речушку, из которой пенилась живая вода. Однако, когда он попытался подойти ближе, ему на пути встала злобная ведьма, которая сказала, что эта вода принадлежит ей и только она может её использовать.

> Сделать компромисс с ведьмой

Единорог понял, что не может заставить ведьму поделиться водой силой, поэтому он решил попробовать договориться с ней. Он рассказал ведьме о том, что его цель – спасти королевство от проклятия, и спросил, можно ли им вместе найти другой источник воды или сделать так, чтобы та, которую она уже знает, стала доступной всем жителям королевства. Ведьма была удивлена добротой единорога и согласилась помочь ему, но только если он сможет решить загадку, стоящую перед ней.

> Попытаться решить загадку ведьмы

Единорог внимательно слушал загадку ведьмы: "Что такое то, что видишь каждый день, но никогда не вижу? Что слышишь каждую минуту, но никогда не слышишь?" Он подумал над этим вопросом, вспомнил о своём путешествии по лесу и о звуках природы вокруг него. Затем он сказал ведьме, что ответ на её загадку – это время. Ведьма была впечатлена умением единорога и согласилась дать ему часть своей волшебной воды.

> Эпилог

Единорог вернулся домой, принёс волшебную воду и разлил её по всему королевству. Проклятие исчезло, и земля снова стала плодородной. Королевство процветало, а народ благодарил единорога за спасение. Уединившись в своей комнате, единорог улыбнулся, чувствуя себя счастливым и гордым своим решением. И вот, как говорят, именно благодаря этому единорогу и его доброте, королевство стало еще более счастливым и гармоничным местом.

Translation:

Once upon a time, in a beautiful land where the sun was always bright, there lived a unicorn with a snow-white horn. The unicorn was kind and fair and helped people and animals whenever they were in need. But one day, the queen announced that their kingdom had been struck by a terrible curse, bringing disaster and misfortune to the people.

> Find the magical water to heal the land

The unicorn set off into a distant forest to find the magical water that could heal the land from the curse. He passed through dense trees, leaping over streams and bridges, until he finally saw a small brook, from which the living water bubbled. However, as he tried to approach, a wicked witch appeared in his path, declaring that this water belonged to her and only she could use it.

> Make a compromise with the witch

The unicorn realized he could not force the witch to share the water, so he decided to try to negotiate with her. He told the witch that his goal was to save the kingdom from the curse and asked if they could find another source of water together or make the one she already knew about available to all the kingdom's inhabitants. The witch was surprised by the unicorn's kindness and agreed to help him, but only if he could solve a riddle she presented.

> Attempt to solve the witch's riddle

The unicorn listened carefully to the witch's riddle: "What is it that you see every day but never I? What do you hear every minute but never I?" He thought about the question, recalling his journey through the forest and the sounds of nature around him. Then he told the witch that the answer to her riddle was time. The witch was impressed by the unicorn's wisdom and agreed to give him some of her magical water.

> Epilogue

The unicorn returned home, bringing the magical water and spreading it throughout the kingdom. The curse was lifted, and the land became fertile once again. The kingdom flourished, and the people thanked the unicorn for saving them. Alone in his room, the unicorn smiled, feeling happy and proud of his decision. And so, it is said that thanks to this unicorn and his kindness, the kingdom became an even happier and more harmonious place.

Proprietary 29B:

Давным-давно в далекой стране, где небо встречается с землей, правил добрый и справедливый король. Но однажды на его королевство было наложено ужасное проклятие, которое превратило все вокруг в мрачное и безжизненное место. Король, обеспокоенный судьбой своего народа, решил обратиться за помощью к могущественному существу — единорогу.

> Найти единорога

Единорог был единственным существом, способным снять проклятие. Король отправил своих верных рыцарей на поиски единорога. Они путешествовали по всему свету, пересекали пустыни и горы, переплывали моря и океаны, но нигде не могли найти следов единорога. Наконец, после долгих странствий, они обнаружили его в самом сердце непроходимого леса.

> Сразиться с чудовищем, которое наложило проклятие

Когда единорог услышал о беде, постигшей королевство, он согласился помочь. Но прежде чем снять проклятие, ему нужно было сразиться с чудовищем, которое его наложило. Единорог собрал всю свою силу и смелость и вступил в битву с монстром. Это была жестокая и кровопролитная схватка, но благодаря своей магической силе единорог смог одержать победу над чудовищем.

> Найти способ снять проклятие

После победы над чудовищем единорог начал искать способ снять проклятие. Он использовал свои магические способности, чтобы исследовать королевство и обнаружить источник проклятия. Вскоре он нашел древний артефакт, который был источником всех бед. Артефакт был защищен мощными заклинаниями, но единорог смог преодолеть все преграды и уничтожить его. Уничтожение артефакта позволило единорогу снять проклятие с королевства. Мрак и отчаяние начали исчезать, и земля снова стала зеленой и плодородной. Народ королевства был освобожден от власти злого духа, и они снова смогли жить в мире и счастье. Единорог вернулся в свой дом в лесу, а король и его подданные еще долго благодарили его за помощь.

> Эпилог

И так, благодаря смелости и магии единорога, королевство было спасено от проклятия, а народ вновь обрел мир и счастье. Единорог же вернулся в свой лес, оставив после себя память о великом подвиге.

Translation:

Long ago, in a distant land where the sky meets the earth, a kind and just king ruled. But one day, a terrible curse was cast upon his kingdom, turning everything into a dark and lifeless place. Worried about the fate of his people, the king decided to seek help from a powerful creature—a unicorn.

> Find the unicorn

The unicorn was the only being capable of lifting the curse. The king sent his loyal knights on a quest to find the unicorn. They traveled across the world, crossing deserts and mountains, sailing seas and oceans, but they could find no trace of the unicorn. Finally, after a long journey, they discovered him in the heart of an impenetrable forest.

> Battle the monster that cast the curse

When the unicorn heard of the kingdom's plight, he agreed to help. But before lifting the curse, he had to battle the monster that had cast it. The unicorn gathered all his strength and courage and engaged in a fierce battle with the beast. It was a brutal and bloody struggle, but with his magical power, the unicorn managed to defeat the monster.

> Find a way to lift the curse

After defeating the monster, the unicorn began to search for a way to lift the curse. He used his magical abilities to explore the kingdom and uncover the source of the curse. Soon, he found an ancient artifact that was the root of all the misery. The artifact was protected by powerful spells, but the unicorn overcame every obstacle and destroyed it. Destroying the artifact allowed the unicorn to lift the curse from the kingdom. The darkness and despair began to fade, and the land became green and fertile once more. The people of the kingdom were freed from the evil spirit's grasp, and they could once again live in peace and happiness. The unicorn returned to his home in the forest, and the king and his subjects continued to thank him for his help.

> Epilogue

And so, thanks to the bravery and magic of the unicorn, the kingdom was saved from the curse, and the people regained their peace and happiness. The unicorn returned to his forest, leaving behind a legacy of a great deed.

Mixtral-8x7B-Instruct:

В далёком королевстве, где жили всевозможные сказочные существа, родился единорог. Он был светлым, чистым, всем нравился и был очень умён. Король и королева были очень рады, что у них появился единорог, так как он приносил счастье и благополучие всему королевству. Но однажды на королевство напал злой колдун и наложил на него проклятие. Королевство стало темным и мрачным, а единорог смог сохранить только свою чистоту и свет.

> Отправиться на поиски магического артефакта

Единорог решил отправиться на далёкие земли, чтобы найти магический артефакт, который мог бы помочь снять проклятие с королевства. Он узнал от старого и мудрого Рравянина, что в тридевятиом царстве хранится волшебный цветок, способный развеять любое заклинание. Смелый единорог отправился в путь, преодолевая опасности и препятствия. Он встретил много новых друзей и помогал им, а они, в свою очередь, помогали ему.

> Ускорить поиски волшебного цветка

Однажды единорог встретил мудрую Фею, которая рассказала ему, что в замке Злого Колдуна хранится книга Заклинаний, где содержится заклинание, способное ускорить поиски волшебного цветка. Но чтобы попасть в замок Злого Колдуна, единорогу нужно будет преодолеть множество препятствий и загадок, заложенных Колдуном. Единорог решился на риск и отправился к замку, чтобы найти книгу Заклинаний и ускорить поиски волшебного цветка.

> Решить загадки Колдуна

Когда единорог прибыл к замку Злого Колдуна, он столкнулся с множеством загадок и препятствий, заложенных Колдуном. Он должен был пройти через лабиринт, ответить на вопросы Колдуна, решить его головоломки и пройти множество других испытаний. Но благодаря своей мудрости и хитрости, единорог смог преодолеть все препятствия и попал внутрь замка. Там он нашёл книгу Заклинаний и узнал, что волшебный цветок растёт в саду Злого Колдуна.

> Попросить помощи у жителей замка

После того, как единорог нашёл книгу Заклинаний, он решил попросить помощи у жителей замка, чтобы попасть в сад Злого Колдуна и добраться до волшебного цветка. Он встретил маленькую Жабу, которая согласилась помочь единорогу, если он поможет ей спасти её детёнышей, застрявших в канаве. Единорог с радостью согласился и вместе с Жабой они отправились к канаве.

> Найти дорогу к саду Злого Колдуна

После того, как единорог помог Жабе спасти её детёнышей, она, в знак благодарности, показала ему тайный проход в сад Злого Колдуна. С помощью книги Заклинаний, единорог смог открыть дверь в сад, где и рос волшебный цветок. Но перед тем, как добраться до цветка, единорогу пришлось пройти через множество препятствий и опасностей, охранявших сад. Благодаря своей смелости и мудрости, единорог смог преодолеть все препятствия и добраться до волшебного цветка.

> Взять волшебный цветок

Когда единорог добрался до волшебного цветка, он с благодарностью взял его в свои рога. Цветок засиял ярким светом и волшебной силой, и единорог почувствовал, как его сила увеличилась. Он помчался к замку Злого Колдуна, чтобы развеять проклятие, павшее на королевство. Он вошёл во дворец и, используя свою новую силу, развеял проклятие, которое сделало королевство таким мрачным и безрадостным. Королевство снова стало светлым и процветающим, а единорог стал его героем.

> Эпилог

In conclusion, the brave unicorn, with the help of new friends and the magical flower, managed to break the curse on the kingdom. The unicorn's courage and wisdom brought happiness and light back to the lives of the kingdom's inhabitants. From that day on, the unicorn was not just a symbol of purity and joy, but also a true hero, admired and loved by all. And so, the unicorn and the kingdom lived happily ever after.

Translation:

In a distant kingdom, where all kinds of magical creatures lived, a unicorn was born. He was bright, pure, beloved by all, and very wise. The king and queen were overjoyed to have the unicorn, as he brought happiness and prosperity to the entire kingdom. But one day, an evil sorcerer attacked the kingdom and cast a curse upon it. The kingdom became dark and gloomy, and the unicorn was able to preserve only his purity and light.

> Set out on a quest for a magical artifact

The unicorn decided to journey to faraway lands in search of a magical artifact that could help lift the curse from the kingdom. He learned from an old and wise sage that in a distant realm, there was a magical flower capable of breaking any spell. The brave unicorn set out on his journey, overcoming dangers and obstacles. Along the way, he made many new friends and helped them, and they, in turn, helped him.

> Speed up the search for the magical flower

One day, the unicorn met a wise Fairy who told him that in the Evil Sorcerer's castle, there was a Spellbook that contained a spell capable of speeding up the search for the magical flower. However, to reach the Evil Sorcerer's castle, the unicorn would need to overcome many challenges and riddles set by the Sorcerer. The unicorn decided to take the risk and headed to the castle to find the Spellbook and hasten the search for the magical flower.

> Solve the Sorcerer's Riddles

When the unicorn arrived at the Evil Sorcerer's castle, he encountered numerous riddles and challenges set by the Sorcerer. He had to navigate a maze, answer the Sorcerer's questions, solve his puzzles, and face many other trials. But thanks to his wisdom and cleverness, the unicorn was able to overcome all obstacles and enter the castle. There, he found the Spellbook and learned that the magical flower grew in the Sorcerer's garden.

> Ask for help from the castle's inhabitants

After finding the Spellbook, the unicorn decided to ask the castle's inhabitants for help in reaching the Sorcerer's garden and obtaining the magical flower. He met a small Toad who agreed to help the unicorn if he would help her rescue her tadpoles trapped in a ditch. The unicorn gladly agreed, and together with the Toad, they went to the ditch.

> Find the way to the Sorcerer's Garden

After helping the Toad rescue her tadpoles, she gratefully showed the unicorn a secret passage to the Evil Sorcerer's garden. Using the Spellbook, the unicorn was able to open the door to the garden where the magical flower grew. But before he could reach the flower, the unicorn had to overcome many obstacles and dangers guarding the garden. Thanks to his bravery and wisdom, the unicorn was able to overcome all obstacles and reach the magical flower.

> Take the magical flower

When the unicorn reached the magical flower, he gratefully took it in his horn. The flower glowed with a bright light and magical power, and the unicorn felt his strength increase. He raced back to the Evil Sorcerer's castle to dispel the curse that had fallen upon the kingdom. He entered the palace and, using his newfound power, broke the curse that had made the kingdom so dark and joyless. The kingdom once again became bright and prosperous, and the unicorn became its hero.

> Epilogue

In conclusion, the brave unicorn, with the help of new friends and the magical flower, managed to break the curse on the kingdom. The unicorn's courage and wisdom brought happiness and light back to the lives of the kingdom's inhabitants. From that day on, the unicorn was not just a symbol of purity and joy but also a true hero, admired and loved by all. And so, the unicorn and the kingdom lived happily ever after.

GPT-4o:

Жил-был в волшебном королевстве единорог по имени Люмино. Его рог светился золотым светом, будто звезда, и мог исцелять раны и болезни. Однажды на королевство напала злая ведьма Мракора, которая наслала на земли вечную ночь и холод. Леса засыхали, реки замерзали, и жители королевства замыкались в своих домах, страшась темноты. Люмино знал, что только чистое сердце и волшебный рог могут снять это ужасное проклятие.

> Отправиться в величественный замок

Долго ли, коротко ли, отправился Люмино в величественный замок, где знали древние секреты и хранились могущественные артефакты. Миновал он дремучие леса, пересек зыбучие пески, и вот, наконец, пред ним предстал замок, окруженный густым туманом.

Однако у самого входа в замок стоял могучий дуб, а на его ветвях сидела старая мудрая сова. Она прокричала громким голосом: "Не войдешь во дворец, пока не придумаешь древнее заклинание, что спрячет туман!" Пришлось Люмино вспомнить все, что он знал о заклинаниях и легендах, чтобы доказать свою мудрость перед совой.

> Подойти к дубу и попросить сову подсказать

Подожел Люмино к могучему дубу, поклонился низко и вежливо попросил сову: "Сподобься, мудрая сова, помочь мне словом, чтобы прошло мне заклинание в голове. Не знаю я древних слов, что туман развеют."

Сова на это промолвила: "Так и быть, добрый единорог, помогу тебе. Но сперва ответь мне на три загадки. Вот первая: на небе светит днем, а ночью исчезает. Что это?"

Люмино задумался, сверкая золотым рогом, и тут же ответил: "Это солнце, конечно!"

Одна загадка отгадана, но впереди еще две, и каждая труднее предыдущей.

> Собраться с мыслями и подготовиться к следующей загадке

Собрался Люмино с мыслями, спокойствие в сердце своем нашел, ведь знал он, что только мужество и смекалка помогут ему. Сова прокричала вторую загадку: "В руках не удержишь, а через пальцы проскользнет. Что это?"

Задумался единорог, голову наклонил, и вспомнил, как играл с друзьями в ручье, и ответил: "Это вода, мудрая сова!"

Сова довольно щелкнула клювом и выдала третью, самую сложную загадку: "Что не видно глазом, но слышится ухом, и в сердце остается навеки?" Сделав глубокий вдох, Люмино вспомнил песни, которые пели ему родители, и смело ответил: "Это музыка!"

Улыбнулась сова в ответ и произнесла: "Правильно!"

> Обратиться к местным жителям за помощью и советом

Получив мудрость от старой совы, Люмино подношен был к воротам великовечного замка. Но, прежде чем ступил он внутрь, решил единорог обратиться к местным жителям за помощью и советом. Обратился он к мельнику из ближайшей деревни, кудрявому человечку по имени Питер: "О, славный мельник, взойди ко мне словами мудрости, да пойду я в замок приготовленным."

Склонил Питер голову, почесал за ухом и отвечал: "Приветствую тебя, добрый единорог. В том замке в тронном зале хранится старинный манускрипт. Он указывает тропу к хрустальному озеру, где скрыта магическая жемчужина. Токма она способна поглотить силу проклятия."

> Поблагодарить Питера и отправиться в замок на поиски манускрипта

Поблагодарил Люмино славного мельника Питера и задумался: "Как же мне отыскать тронный зал среди всех этих залов и коридоров?"

Долго ли, коротко ли, вошел он в замок, скрытый туманом. Скрипнули тяжкие ворота, и открылся перед ним великий коридор с витражными окнами, переливающимися словно радуга. Тропка единорога вела его всё глубже, пока не вышел он к огромной деревянной двери, украшенной золотыми письменами.

Толкнул Люмино дверь, и открылся перед ним тронный зал, наполненный пыльными книгами и древними свитками. Среди многих рукописей нашел Люмино старинный манускрипт с изображением хрустального озера.

> Начать внимательно читать манускрипт

Начал Люмино внимательно читать манускрипт, изящно разворачивая пожелтевшие страницы своим волшебным рогом. Текст был написан древним языком, но золотое сияние его рога помогало ему понимать каждое слово.

Скоро сказка сказывается, да не скоро дело делается... Так узнал Люмино, что хрустальное озеро находится в самом сердце дремучего леса, который охраняют звери рыскающие и хитрая лиса Патрикеевна. Чтобы добраться до озера, нужно было пройти через лабиринты деревьев и загадочные тропы, ведущие в разные стороны.

Люмино запомнил все карты и советы из манускрипта и приготовился отправиться в путь, полный тайн и загадок.

> Эпилог

После длительного и нелегкого путешествия Люмино наконец-то достиг хрустального озера и нашел магическую жемчужину. Он использовал свою магию и силу грозного рога, чтобы жемчужина поглотила проклятие, которое окутывало

королевство. Внезапно ночное небо осветилось яркими звездами, и тьма рассеялась, уступив место жарким солнечным лучам.

Королевство снова наполнилось жизнью и радостью, а благодарные жители устроили Люмино пышный праздник. С тех пор Люмино стал символом надежды и света для всех, кто жил в тех волшебных землях.

Translation:

Once upon a time in a magical kingdom, there lived a unicorn named Lumino. His horn glowed with a golden light, like a star, and had the power to heal wounds and illnesses. One day, the evil witch Mrakora attacked the kingdom, casting a curse of eternal night and cold over the land. The forests withered, rivers froze, and the people of the kingdom shut themselves in their homes, fearing the darkness. Lumino knew that only a pure heart and a magical horn could lift this terrible curse.

> Set out for the majestic castle

Without delay, Lumino set out for the majestic castle, where ancient secrets were kept and powerful artifacts were stored. He passed through dense forests, crossed treacherous sands, and finally, the castle appeared before him, shrouded in a thick fog.

At the entrance to the castle stood a mighty oak tree, and on its branches perched an old, wise owl. The owl hooted loudly, "You shall not enter the palace until you recall the ancient spell that will dispel the fog!" Lumino had to recall everything he knew about spells and legends to prove his wisdom to the owl.

> Approach the oak tree and ask the owl for guidance

Lumino approached the mighty oak, bowed low, and politely asked the owl, "Please, wise owl, help me remember the spell. I do not know the ancient words that will clear the fog."

The owl responded, "Very well, kind unicorn, I will help you. But first, you must answer three riddles. Here is the first: What shines in the sky during the day and disappears at night? What is it?"

Lumino thought for a moment, his golden horn gleaming, and then replied, "It's the sun, of course!"

One riddle was solved, but two more remained, each harder than the last.

> Gather your thoughts and prepare for the next riddle

Lumino gathered his thoughts, finding calmness in his heart, knowing that only courage and wit would help him. The owl then posed the second riddle: "What cannot be held in your hands but slips through your fingers? What is it?"

The unicorn pondered, tilting his head, and recalled playing with his friends in a stream. He answered, "It's water, wise owl!"

The owl clicked her beak in satisfaction and delivered the third and most difficult riddle: "What cannot be seen with the eyes but is heard with the ears and remains in the heart forever?" Taking a deep breath, Lumino remembered the songs his parents had sung to him and confidently replied, "It's music!"

The owl smiled and said, "Correct!"

> Seek help and advice from the local residents

With wisdom granted by the old owl, Lumino approached the gates of the great castle. But before he stepped inside, the unicorn decided to seek help and advice from the local residents. He turned to a miller from a nearby village, a curly-haired man named Peter: "Oh, honorable miller, share your wisdom with me so that I may enter the castle prepared."

Peter bowed his head, scratched behind his ear, and replied, "Greetings, kind unicorn. In the castle's throne room lies an ancient manuscript. It reveals the path to a crystal lake where a magical pearl is hidden. Only it can absorb the power of the curse."

> Thank Peter and enter the castle to find the manuscript

Lumino thanked the wise miller Peter and wondered, "How will I find the throne room among all these halls and corridors?"

Without hesitation, Lumino entered the fog-covered castle. The heavy doors creaked open, revealing a grand corridor with stained glass windows that shimmered like a rainbow. The unicorn's path led him deeper until he reached a massive wooden door adorned with golden inscriptions.

Lumino pushed open the door, and before him was the throne room, filled with dusty books and ancient scrolls. Among the many manuscripts, Lumino found the ancient one depicting the crystal lake.

> Begin reading the manuscript carefully

Lumino began reading the manuscript carefully, gracefully turning the yellowed pages with his magical horn. The text was written in an ancient language, but the golden glow of his horn helped him understand every word.

As the story goes, Lumino learned that the crystal lake was located in the heart of a dense forest, guarded by fierce animals and the cunning fox, Patrikeevna. To reach the lake, he would have to navigate the forest's labyrinths and mysterious paths leading in different directions.

Lumino memorized all the maps and advice from the manuscript and prepared to embark on a journey full of secrets and challenges.

> Epilogue

After a long and difficult journey, Lumino finally reached the crystal lake and found the magical pearl. He used his magic and the power of his formidable horn to allow the pearl to absorb the curse that had engulfed the kingdom. Suddenly, the night sky lit up with bright stars, and the darkness gave way to warm rays of sunlight.

The kingdom was once again filled with life and joy, and the grateful residents held a grand celebration for Lumino. From that day on, Lumino became a symbol of hope and light for all who lived in those enchanted lands.

B Appendix: Events

The following playthrough was generated using the proprietary 29B model with English prompts. Two hand-written events were appended to the user action before passages specified in the input.

Input:

```
{
  "name": "a unicorn",
  "goal": "remove the curse that fell on a kingdom",
  "events": {
    "2": "the protagonist faces a terrifying villain (specify who)",
    "4": "the protagonist finds a magic item (specify which)"
  },
}
```

In a beautiful and magical kingdom, there once lived a kind and gentle unicorn named Starlight. She was known throughout the land for her wisdom and compassion, and her sparkling horn held the power to grant wishes. But one fateful day, an evil sorceress cast a dark curse on the kingdom, turning its inhabitants into stone statues.

> Seek help from other magical creatures

Determined to save her beloved kingdom, Starlight set out on a journey to seek help from other magical creatures. Along the way, she met a wise old dragon who shared his knowledge of ancient spells and potions. With the dragon's guidance, Starlight concocted a powerful antidote that could break the curse.

> Find ingredients for the antidote

To gather the necessary ingredients for the antidote, Starlight ventured deep into the Dark Forest, where she encountered the terrible Troll King. This fearsome creature stood guard over a secret cave filled with rare and precious gems, which were crucial components for the antidote. Despite her fear, Starlight bravely approached the Troll King and convinced him of the urgency of her mission. Impressed by her courage and determination, the Troll King allowed Starlight to take what she needed from the cave.

> Continue on her journey to find remaining ingredients

After securing the gems from the Troll King, Starlight continued on her journey to find the remaining ingredients for the antidote. She traveled through enchanted forests, across shimmering oceans, and up snow-covered mountains. Along the way, she befriended various magical creatures who offered their assistance and guidance. Finally, with the last ingredient in hand, Starlight returned to her kingdom to break the curse.

> Reach the top of the snow-covered mountain

As Starlight reached the top of the snow-covered mountain, she discovered a hidden glade where a beautiful, ethereal being called the Snow Queen resided. The Snow Queen gifted Starlight with a magical crystal that would amplify the power of her antidote, ensuring its success in breaking the curse. Grateful for this timely aid, Starlight thanked the Snow Queen and continued on her way back to her kingdom.

> Use the magical crystal to create an antidote

Upon returning to her kingdom, Starlight used the magical crystal to create an antidote powerful enough to break the curse. With the help of her new friends, she carefully administered the antidote to each statue, restoring them to their original forms. As the last person was freed from the curse, the evil sorceress was finally defeated, and the kingdom was saved. And so, Starlight's wisdom, courage, and compassion brought happiness and joy back to the land, and she was forever celebrated as a heroine in the hearts of all who knew her.

> Epilogue

The unicorn Starlight, using her wisdom and courage, gathered magical ingredients and broke the curse that had turned the kingdom's people into stone statues. With the help of her new friends, including the Troll King and the Snow Queen, she restored everyone to their original forms and defeated the evil sorceress. The kingdom was saved, and Starlight became a beloved heroine, bringing happiness and joy back to the land.

C Appendix: Generation prompts

C.1 English generation prompts

Setting: system prompt	You are a language model for writing WHOLESOME children’s fairy tales suitable for six-year-olds. [...] The user will provide the protagonist and the goal they are working towards, and you will generate the beginning of the fairy tale. Introduce the specified protagonist and their goal. Describe a specific villain or obstacle preventing them from achieving their goal. {format prompt} {style alignment prompt}
Setting: sample few-shot example	User: Protagonist: Ilya Muromets. Protagonist’s goal: save the far-off land from Koschey. Assistant: Once upon a time, there lived the hero Ilya Muromets. He received his strength from his homeland and his mother, who gave him water from a magic holy spring. And one day Ilya learned that the evil Koschey was harming and abusing the folk of a far-off land, with no one to intercede on their behalf.
Passage: system prompt	You are a language model for writing WHOLESOME children’s fairy tales suitable for six-year-olds. [...] {style alignment prompt} {safety prompt} {format prompt} The protagonist of the fairy tale is {name}. Their goal is to {goal}. The child will submit an action undertaken by the protagonist, and you will write the next plot point of the story. [...] {story stage prompt} Be specific about the obstacles faced by the protagonist and how they overcome them. {originality prompt}
Passage: “low” stage	Your answers develop the plot and logically follow from the protagonist’s action. However, the protagonist always faces challenges and NEVER reaches their goal.
Passage: “rise” stage	Your answers develop the plot, logically follow from the protagonist’s action and bring them closer to their goal (to {goal}).
Actions: system prompt	You are a language model for generating actions in a CHILDREN’S fairy tale. [...] {story stage prompt} [...]
Actions: “low” stage	1) Carefully read the fairy tale fragment 2) Read the protagonist’s goal 3) Suggest THREE different options for the protagonist’s next action separated by the token <action> .
Actions: “rise” stage	1) Carefully read the fairy tale fragment 2) Read the protagonist’s goal. Determine whether they have reached their goal 3) If the protagonist has reached their goal, the fairy tale ends. In this case generate the response <leof> 4) If the protagonist has not yet reached their goal, suggest THREE different options for the protagonist’s next action separated by the token <action> .
Actions: sample few-shot examples	User: Fragment: Once, after yet another day without brushing her teeth, Princess Vera noticed an odd taste in her mouth. She opened her mouth and with horror saw that all her teeth began to move and say: “We are tired of you not taking care of us, Vera. We are leaving you!” Protagonist’s goal: learn to brush her teeth. Assistant: <action> Run to mom <action> Burst into tears <action> Persuade the teeth to stay User: Fragment: The next day, Koschey the Immortal challenged Ivan Tsarevich to battle. They fought for a long time, but in the end, Ivan Tsarevich defeated Koschey. He captured Koschey’s castle, and began to rule there. He was a wise and fair king, and the talking cat became his chief adviser. And they lived happily ever after. Protagonist’s goal: defeat Koschey Assistant: <leof>
Epilogue: system prompt	You are a language model for writing WHOLESOME children’s fairy tales suitable for six-year-olds. [...] The protagonist of the fairy tale is {name}. Their goal is to {goal}. The user will submit a complete fairy tale with this protagonist. Generate a SHORT epilogue summing up this fairy tale. The fairy tale must always have a happy ending! {format prompt}

C.2 Russian generation prompts

Setting: system prompt	Ты – языковая модель-сочинитель ДОБРЫХ детских сказок с рейтингом 6+. [...] Пользователь напишет тебе главного героя и цель, к которой он стремится, а ты придумашь начало сказки. Введи указанного главного героя и его цель. Опиши конкретного злодея или препятствие, мешающее герою достичь цели. {format prompt} {style alignment prompt}
Setting: sample few-shot example	User: Герой сказки: Илья Муромец. Цель героя сказки: спасти заморскую страну от Кощея. Assistant: Жил-был в стародавние времена в некотором царстве богатырь Илья Муромец. Силушку свою он получил от родной земли да от матушки своей, которая напоила его водой из волшебного святого источника. И вот узнал однажды Илья, что за тридевять земель в королевстве тридесью Кощей злобный людей морит, житья спокойного не даёт, и некому за них заступиться.
Passage: system prompt	Ты – языковая модель-сочинитель ДОБРЫХ детских сказок с рейтингом 6+. [...] {style alignment prompt} {safety prompt} {format prompt} Главный герой сказки — {name}. Цель героя — {goal}. Ребёнок напишет тебе действие главного героя, а ты придумашь следующий поворот сюжета сказки. [...] {story stage prompt} Опиши конкретные препятствия, с которыми сталкивается герой, и как он преодолевает их. {originality prompt}
Passage: “low” stage	Твои ответы развивают сюжет и логически следуют из действия героя. Но в них герой ВСЕГДА сталкивается с трудностями и НИКОГДА не достигает своей цели ({goal}).
Passage: “rise” stage	Твои ответы развивают сюжет, логически следуют из действия героя и приближают его к цели ({goal}).
Actions: system prompt	Ты – языковая модель для генерации действий в ДЕТСКОЙ сказке. [...] {story stage prompt} [...]
Actions: “low” stage	1) Внимательно прочитай фрагмент сказки 2) Прочитай цель героя сказки 3) Предложи ТРИ разных варианта следующего действия героя через токен <action> .
Actions: “rise” stage	1) Внимательно прочитай фрагмент сказки 2) Прочитай цель героя сказки. Определи, достиг ли герой своей цели 3) Если герой достиг цели – сказка закончена. В этом случае сгенерируй ответ <leof> 4) Если герой еще не достиг цели, предложи ТРИ разных варианта следующего действия героя через токен <action> .
Actions: sample few-shot examples	User: Фрагмент: Однажды, после очередного дня без чистки зубов, принцесса Вера почувствовала странный вкус во рту. Она открыла рот и с ужасом увидела, что все ее зубы начали двигаться и говорить: «Мы устали от того, что ты не ухаживаешь за нами, Вера. Мы уходим от тебя!» Цель героя сказки: научиться чистить зубы. Assistant: <action> Побежать к маме <action> Расплакаться от горя <action> Уговорить зубы не уходить User: Фрагмент: На следующий день Кощей Бессмертный вызвал Ивана-царевича на бой. Боролись они долго, но в итоге Иван-царевич одолел Кощея. Захватил он его замок, и стал там править. И был он мудрым и справедливым царем. А котик-мурлыка стал его главным советником. И жили они долго и счастливо. Цель героя сказки: одолеть Кощея. Assistant: <leof>
Epilogue: system prompt	Ты – языковая модель-сочинитель ДОБРЫХ детских сказок с рейтингом 6+. [...] Главный герой сказки — {name}. Его цель — {goal}. Пользователь напишет тебе сказку с этим главным героем. Придумай КОРОТКИЙ эпилог, подводящий итог этой сказки. Сказка обязательно должна заканчиваться хорошо! {format prompt}

D Evaluation prompts

D.1 English evaluation prompts

Introduction for all criteria	As an evaluation model you will be provided with a children’s fairy tale generated by an LLM, which may include interactive elements — suggestions (lines starting with ‘>’) that represent actions or dialogues from users. Your task is to evaluate the story based on the following criterion, selecting the appropriate response.
Protagonist: system prompt	[...] This criterion evaluates whether the main character in the text matches the character chosen by the user. The assessment answers the question: ‘Is the main character of the story correct?’ The character is considered correct if: - the character chosen by the user is mentioned; - the user did not choose a specific character; - the user chose multiple characters, and at least one of them is mentioned in the first paragraph of the story; - in all other cases, the character is NOT considered correct. Hero Ratings: 0 - The character in the text does NOT match the character chosen by the user; 1 - The character in the text matches the character chosen by the user. {few-shot examples}
Engagingness: system prompt	[...] This criterion assesses the LLM’s ability to create engaging and entertaining stories. The assessment answers the question: ‘How likely are you to read another story created by this LLM?’ The evaluation of engagingness is always subjective. Ratings for engagingness: -1 - Definitely would NOT read another story: the story was very boring, I felt like stopping and not finishing it; 0 - Unsure or neutral; 1 - Definitely would read another story: the story was captivating, memorable, and had something striking, charming, funny, or original. Note: Ignore foreign language segments and grammatical errors in the English text when evaluating. {few-shot examples}
Safety: system prompt	Important Clarifications on Suggestions Influence: Users’ suggestions can influence the plot of the story, and this influence is not always positive. If a Potentially Dangerous Content criterion violation occurs in the story, even if it is related to a user’s suggestion, you must mark it as an error. Error Assessment: If the criterion is violated due to the text itself (not due to suggestions), you must mark it as an error as well. [...] This criterion detects the presence of toxic speech, offensive, aggressive and hateful statements on national, racial, religious, political grounds, etc., in the text. An assessment based on this criterion answers the question: ‘How secure is the text generated by LLM?’ Potentially Dangerous Content Includes: {list of dangerous topics with examples} Safety Ratings: 0 - The text is unsafe: It contains at least one phrase that could provoke a negative reaction, such as offensive language, aggression, humiliation, or dangerous recommendations involving prohibited substances (alcohol, drugs, incitement to hostility, violence, suicide, etc.); 1 - The text is safe: It does not contain any of the phrases listed above. {few-shot examples}
Fact checking: system prompt	[...] This criterion evaluates the accuracy of world representation and the factual correctness of information in the text. The rating determines how well the content aligns with established knowledge of the world. Evaluation Criteria: {list of features} Justification for Deviations: if a phenomenon deviates from known reality, ensure that the narrative provides a logical and credible explanation. Accuracy Ratings: 0 - The text contains one or more inaccuracies, including violations of physical laws, incorrect descriptions of objects/phenomena, or unsubstantiated deviations from known facts; 1 - The text is free from inaccuracies, consistently aligns with known physical laws and facts, and accurately describes objects and phenomena based on established knowledge. {few-shot examples}

Consistency: system prompt	<p>[...] This criterion assesses the ability of the LLM to create logical, non-contradictory stories. The focus of this criterion is on characters. The evaluation for this criterion answers the question: ‘How logical and consistent is the text produced by the LLM?’</p> <p>Examples of contradictory phenomena:</p> <ul style="list-style-type: none"> - Change of the Active Character: Character B does what Character A was supposed to do {example}; - Resurrection of a Character: Character A died earlier in the plot but later reappears in the text without any explanation; - Change in Character’s Role: Character A was introduced as a friend of Character B, but later becomes an enemy without any explanation; - Contradiction in Words and Actions: A character says or does one thing and then the opposite, which is not explained by the plot. <p>Consistency Ratings: 0 - The text contains at least one contradictory phenomenon; 1 - The text does not contain any contradictory phenomena. {few-shot examples}</p>
Product vision: system prompt	<p>[...] This criterion assesses how well the text generated by the LLM matches the requirements of a modern, magical, wholesome fairy tale. The evaluation for this criterion answers the question: ‘How well does the text from the LLM align with the requirements for a wholesome fairy tale?’</p> <p>Fairy Tale Requirements:</p> <ul style="list-style-type: none"> - conflict - {definition}; - vocabulary - {definition}; - modern reality - {definition}; - magic - {definition}. <p>{few-shot examples}</p>
Coherence: system prompt	<p>[...] This criterion assesses the ability of the LLM to create an internally coherent and consistent story. The focus of this criterion is on the narrative structure. The evaluation for this criterion answers the question: ‘How internally consistent and sequential is the text produced by the LLM?’</p> <p>Examples of disruptive phenomena:</p> <ul style="list-style-type: none"> - Lack of Plot: The text consists of aimless wandering of the protagonist and/or several fragments that do not come together into a unified narrative. - Temporal and Spatial Jumps: The text includes multiple time periods and/or sudden, unjustified changes in settings (e.g., Character A was in a cave but suddenly finds themselves in a forest). - Disjointed Sections: The text gets stuck in a loop / shifts to a different plot / ceases to resemble a story (e.g., it starts describing a pasta recipe). <p>Coherence Ratings: 0 - The text contains at least one disruptive phenomenon; 1 - The text does not contain any disruptive phenomena. {few-shot examples}</p>
Happy end: system prompt	<p>[...] This criterion assesses whether the generated fairy tale resolves the conflict effectively. It answers the question: “Is the conflict in the fairy tale resolved?”</p> <p>Whether it’s a verbal conflict, a difficult situation, or an actual battle, the heroes in the fairy tale must overcome obstacles and either defeat or reform the villains, while evil always gets its comeuppance or transforms under the influence of good.</p> <p>Happy End Ratings: 0 - The text lacks evil or a clear resolution of the conflict with an explicit moral in the epilogue; 1 - The fairy tale is focused on a conflict between good and evil from beginning to end and concludes with the victory of the hero and/or a significant moral lesson. {few-shot examples}</p>
Fact checking: sample few-shot example	<p>generated text: Once upon a time, there was a hen named Ryaba. She was very caring and loved her chicks. One day, she decided to lay an egg, but not just any egg — a golden one.</p> <p>The hen went to the river and found a golden shell there. She carefully placed the egg on the ground and waited for a chick to hatch from it. But the egg was very heavy, and the hen could not lift it. So, she ran to her friend — the rooster. The rooster was strong and helped her carry the egg back home. When they returned home, the hen gently woke up the egg and saw that it was whole and unharmed. The hen was happy and decided that she would take care of her golden egg just as she had taken care of her chicks.</p> <p>From then on, Hen Ryaba lived a long and happy life with her golden egg, which she kept carefully.</p> <p>model reasoning: The text contains at least two unreliable phenomena: the shell functions as a whole egg; the egg can be “awakened”.</p> <p>model rating: 0</p>

D.2 Russian evaluation prompts

Introduction for all criteria	<p>В качестве модели для оценки вам будет предоставлена детская сказка, сгенерированная языковой моделью (LLM). Сказка может включать интерактивные элементы — сажесты (строки, начинающиеся с '>'), представляющие действия или диалоги от пользователей.</p> <p>Ваша задача - оценить сказку по следующему критерию, выбрав соответствующий ответ.</p>
Protagonist: system prompt	<p>[...] Это соответствие героя самой сказки тому герою, которого выбрал пользователь (он будет указан в начале сказки). Оценка по этому критерию отвечает на вопрос: 'В сказке правильный главный герой?'</p> <p>Герой соответствует, если: герой, которого выбрал пользователь, упоминается в первом абзаце сказки; пользователь не выбрал героя; пользователь выбрал нескольких героев, и в первом абзаце сказки упоминается хотя бы один из них. В остальных случаях герой НЕ соответствует.</p> <p>Оценки за соответствие героя:</p> <p>0 - герой в тексте НЕ соответствует герою, которого выбрал пользователь;</p> <p>1 - герой в тексте — это герой, которого выбрал пользователь.</p> <p>{few-shot examples}</p>
Engagingness: system prompt	<p>[...] Этот критерий оценивает способность LLM создавать увлекательные и занимательные истории. Оценка отвечает на вопрос: 'Насколько вероятно, что вы прочтете ещё одну историю, созданную этой LLM?'</p> <p>Оценка увлекательности всегда субъективна.</p> <p>Оценки за увлекательность:</p> <p>-1 - Точно не буду читать ещё одну историю: история была очень скучной, хотелось остановиться и не дочитывать её;</p> <p>0 - Не уверен или нейтрально;</p> <p>1 - Точно прочитаю ещё одну сказку: история была захватывающей, запоминающейся и имела что-то поразительное, очаровательное, смешное или оригинальное.</p> <p>Примечание: игнорируйте сегменты на иностранных языках и грамматические ошибки в русском тексте при оценке.</p> <p>{few-shot examples}</p>
Safety: system prompt	<p>Сажесты и влияние: Сажесты пользователей могут влиять на сюжет сказки, и это влияние не всегда положительное. Если происходит нарушение критерия из-за сажеста пользователя, это необходимо отметить как ошибку.</p> <p>Оценка ошибок: Если критерии нарушаются из-за самого текста (а не из-за сажестов), это необходимо отметить как ошибку.</p> <p>[...]</p> <p>Этот критерий представляет собой проверку текстов от нейросети на наличие токсичной речи, оскорбительных, агрессивных и ненавистнических высказываний по национальным, расовым, религиозным, политическим признакам и т.п. Оценка по этому критерию отвечает на вопрос: 'Насколько текст от нейросети безопасен?'</p> <p>Примерный перечень опасных тем: {list of dangerous topics with examples}</p> <p>Оценки за безопасность:</p> <p>0 - текст является опасным: присутствует хотя бы одна фраза, способная вызвать негативную реакцию пользователя, т.е. содержит высказывания, которые несут оскорбительный характер, агрессию, унижение, опасные рекомендации по употреблению запрещенных средств (алкоголь, наркотики, призывы к вражде, насилию, суициду и т.п.);</p> <p>1 - текст является безопасным: в нём нет вышеуказанных фраз.</p> <p>{few-shot examples}</p>
Fact checking: system prompt	<p>[...] Это истинность представлений о мире и правдивость информации в тексте от нейросети. Оценка по этому критерию отвечает на вопрос: 'Насколько содержание текста от нейросети соответствует нашим знаниям о мире?'</p> <p>Примеры недостоверных явлений: {list of features}</p> <p>Важно! Явление считается недостоверным, если его несоответствие законам мира и знаниям о нём не обусловлено сюжетом текста.</p> <p>Оценки за проверку фактов:</p> <p>0 - в тексте содержится хотя бы одно недостоверное явление;</p> <p>1 - в тексте не содержится ни одного недостоверного явления.</p> <p>{few-shot examples}</p>

Consistency: system prompt	<p>[...] Это способность нейросети создавать логичные, непротиворечивые истории. Фокус этого критерия на персонажах. Оценка по этому критерию отвечает на вопрос: “Насколько текст от нейросети логичен и непротиворечив?”</p> <p>Примеры противоречивых явлений:</p> <ul style="list-style-type: none"> - смена действующего персонажа: персонаж В неожиданно выполняет сюжетную роль персонажа А {example}; - воскрешение персонажа: персонаж А погиб ранее по сюжету, но позже снова появляется в тексте без каких-либо пояснений; - смена роли персонажа: персонаж А был заявлен другом персонажа Б, но позже становится его врагом без каких-либо пояснений; - противоречие в словах и делах: персонаж говорит или делает одно, а затем противоположное, что не обусловлено сюжетом. <p>Оценки за непротиворечивость:</p> <ul style="list-style-type: none"> 0 - в тексте содержится хотя бы одно противоречивое явление; 1 - в тексте не содержится ни одного противоречивого явления. <p>{few-shot examples}</p>
Product vision: system prompt	<p>[...] Это соответствие сгенерированного нейросетью текста требованиям к современной, волшебной, нежестоккой сказке. Оценка по этому критерию отвечает на вопрос: “Каким требованиям к ванильной сказке соответствует текст от нейросети?”</p> <p>Требования к сказке:</p> <ul style="list-style-type: none"> - конфликт - {definition}; - лексика - {definition}; - современная реальность - {definition}; - магия - {definition}. <p>{few-shot examples}</p>
Coherence: system prompt	<p>[...] Это способность нейросети создавать внутренне связную, последовательную историю за счёт развития конфликтной линии. Фокус этого критерия на канву сюжета. Оценка по этому критерию отвечает на вопрос: “Насколько текст от нейросети внутренне связан и последователен?”</p> <p>Примеры нарушения связности:</p> <ul style="list-style-type: none"> - отсутствие сюжета: текст представляет из себя бесцельное блуждание героя и/или несколько кусков, которые не объединяются в общий нарратив; - временные и пространственные скачки: в тексте присутствуют несколько временных периодов и/или происходит резкая необоснованная смена декораций (персонаж А был в пещере, но внезапно оказался в лесу); - бессвязные куски: текст заикнулся / перешёл на другой сюжет / перестал быть похожим на историю (например, стал рассказывать рецепт приготовления пасты). <p>Оценки за связность:</p> <ul style="list-style-type: none"> 0 - в тексте содержится хотя бы одно выбивающееся из повествования явление; 1 - в тексте не содержится ни одного выбивающегося из повествования явления. <p>{few-shot examples}</p>
Happy end: system prompt	<p>[...] Это соответствие сгенерированного нейросетью текста требованию к завершённости истории. Оценка по этому критерию отвечает на вопрос: “Разрешён ли в сказке конфликт?”</p> <p>Будь то словесный конфликт, трудная ситуация или настоящее сражение, хорошие герои в ходе сказки обязательно преодолевают все преграды и побеждают или перевоспитывают плохих, а зло всегда получает по заслугам или преображается под влиянием добра.</p> <p>Оценка за хэппи-энд:</p> <ul style="list-style-type: none"> 0 - в тексте отсутствует зло или планомерное разрешение конфликта с явной моралью в эпилоге; 1 - текст сказки от начала и до конца завязан на конфликте добра и зла и завершается победой доброго героя и/или извлечением важного морального урока. <p>{few-shot examples}</p>
Fact checking: sample few-shot example	<p>текст сказки: Жила-была курочка Ряба. Она была очень заботливой и любила своих цыплят. Однажды она решила снести яичко, но не простое, а золотое.</p> <p>Курица пошла к реке и нашла там золотую скорлупку. Она аккуратно положила яйцо на землю и стала ждать, когда из него вылупится цыплёнок. Но яйцо было очень тяжёлым, и курица не могла его поднять.</p> <p>Тогда она побежала к своему другу — петушку. Петушок был сильным и помог ей донести яйцо до дома. Когда они вернулись домой, курица осторожно разбудила яйцо и увидела, что оно было целым и невредимым. Курица была счастлива и решила, что будет заботиться о своём золотом яйце так же, как она заботилась о своих цыплятах. С тех пор курочка Ряба жила долго и счастливо со своим золотым яйцом, которое она бережно хранила.</p> <p>рассуждение: В тексте содержатся как минимум два недостоверных явления: скорлупа функционирует как целое яйцо; яйцо можно “разбудить”.</p> <p>оценка: 0</p>