

, *The Bottle Imp* functions on **magical logic**:

1. **The Supernatural Artifact:** The story centers on a physical object with sentient power (a demon in a bottle) that grants wishes. This is a direct descendant of *One Thousand and One Nights* style sorcery.
2. **Explicit Rules of Magic:** Fantasy is often defined by its "Magic System." Here, the rules are rigid and mystical: you must sell the bottle for less than you paid, or you burn in hell. There is no "scientific" explanation attempted.
3. **Moral Allegory:** Much like *Company Dreamer* explores the ethics of a dream industry, *The Bottle Imp* explores the ethics of power and greed, but uses a literal demon rather than a corporate algorithm.

Trope Map: *The Bottle Imp*

Trope	Element in Story	Function
The Cursed Artifact	The Imp Bottle	A "Monkey's Paw" style item that grants wishes but carries a heavy soul-cost.
The Deal with the Devil	The Contract	A classic Faustian bargain where the protagonist trades long-term safety for immediate desire.
The Price of Magic	The Diminishing Value	A unique "ticking clock" mechanic where the price must constantly drop, creating a mathematical trap.
The Quest for Love	Keawe & Kokua	The hero's motivation shifts from greed to self-sacrifice to save a loved one from the curse.

Supernatural Entity	The Imp	A literal "otherworldly" creature trapped in a vessel, serving as the engine of the plot.
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Comparison at a Glance

To give you a sense of why the others didn't take the "Fantasy" crown:

- **The Happy Prince:** This is a **Fable/Fairy Tale**. While high in fantasy, it's usually categorized as children's moral literature rather than a genre-fantasy short story.
- **The Third Level:** Classic **Sci-Fi/Speculative** fiction (Time Travel).
- **Zero Hour: Sci-Fi** (Alien Invasion).
- **The Lottery & The Landlady: Horror/Thriller.** They rely on human cruelty and the uncanny rather than magical elements.