## MICE Quotient Plotting Template

< M > Milieu (setting, atmosphere) < I > Idea (mystery, question)						estion)	< C > Character (goals, challenges)	< E > Event (disaster, big change)	)
ACT I Opening CODES							ACT I Notes  Make promises to your reader: open MICE codes		
1.	<	>					1 ' '	ar reader. Open who a codes	
2.	<	>					Character Problems:		
3.	<	>					l		0
4.							Inciting Incident:		25K
5.	<	>					- B 01		~
6.	<	>					B-Story:		
7.	<	>						Desta Notes	-
8.							ACT II – Part 1 Notes		
9.					Character Goal:				
10.	<	>					Try/Fail #1:	Try/Fail #2:	25
11. 12.	<	>					4/	Optional	()
		>	Try/Fail #1	Try/Fail #2	Try/Fail #3	Try/Fail #4	+		50K
	ACT   Optional Optional					Optional	Turning Poin	t – Crisis – Middle	
Fun &								Part 2 Notes	1
Games							Try/Fail #3:	Try/Fail #4:	(J)
ACT III Closing CODES							Try/r all #5.	Optional	50 –
12.									75 <u>K</u>
11.							Darla Night of the Court		~
10.							Dark Night of the Soul:		
9.	</td <td>&gt;</td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td>_</td>	>							_
	8.						Keep all promises to your reader: clos	III Notes se codes in opposite order you opened them	
7.	</td <td>&gt;</td> <td></td> <td></td> <td></td> <td></td> <td>_</td> <td></td> <td>7</td>	>					_		7
	6.						Solution:		75 –
	5.						Final try that succeeds, usually involving B-Story		100K
4.							_		옷
3.	</td <td>&gt;</td> <td></td> <td></td> <td></td> <td></td> <td>Climax:</td> <td></td> <td></td>	>					Climax:		
2.	</td <td>&gt;</td> <td></td> <td></td> <td></td> <td></td> <td>-</td> <td></td> <td></td>	>					-		
1.	</td <td>&gt;</td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td>	>							

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