MICE Quotient Plotting Template

< M > Milieu (setting, atmosphere) < I > Idea (mystery, question) < C > Character (goals, challenges) < E > Event (disaster, big change)

ACT I Opening CODES	
1.	< >
2.	< >
3.	< >
4.	< >
5.	< >
6.	< >
7.	< >
8.	< >
9.	< >
10.	< >
11.	< >
12.	< >

Act II Fun & Games	Try/Fail #1	Try/Fail #2	Try/Fail #3 (optional)	Try/Fail #4 (optional)

ACT III Closing CODES	
12.	</ >
11.	</ >
10.	</ >
9.	</ >
8.	</ >
7.	</ >
6.	</ >
5.	</ >
4.	</ >
3.	</ >
2.	</ >
1.	</ >

ACT I Notes

Make promises to your reader (each opening code is a promise)

Character Problems:
Internal and External

Inciting Incident:

B-Story

0 – 25K

ACT II – Part 1 Notes

Character Goal:

Try/Fail #1:

Try/Fail #2:
Optional

Turning Point – Crisis – Middle

25 – 50K

Act II – Part 2 Notes

Try/Fail #3:

Try/Fail #4:
Optional

Dark Night of the Soul:

50 – 75K

ACT III Notes

Keep all promises to your reader (resolve/close all codes in the opposite order you opened them in)

Solution:
The final try that succeeds—usually involving the B-Story

Climax:

75 – 100K