

# THE MICE QUOTIENT

Stories are made of four elements, mixed in different proportions: Milieu, Inquiries, Characters, Events. These elements can help determine where a story starts and stops, and the kinds of conflicts your characters face.

## MILIEU: DRIVEN BY PLACE



Your character enters a new space. Example: Gulliver's Travels

Struggles to exit. Tries to survive in. Attempts to navigate.

Your character exits the space. Note: they do not have to return to the starting place.

## INQUIRY: DRIVEN BY QUESTIONS



Your character asks a question. Example: Sherlock Holmes

Is lied to. Can't understand. Dead end answers (red herrings).

Your character answers the question.

## CHARACTER: DRIVEN BY ANGST



Your character is unhappy with an aspect of self. Example: Catcher in the Rye.

Tries to change ways. Attempts to break out of role. self-loathing.

They have new understanding of self. Note: This is about internal conflict.

## EVENT: DRIVEN BY ACTION



Something disrupts your character's status quo. Example: Godzilla

Tries to set things right. Fights. Chases. Explodes. Builds.

The status quo solidified. This can be the original or a new one. Note: This is about external conflict

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Treat multiple MICE elements like nesting code in html, so that you open and close story elements in the inverse order. Ex: `<m><c></c></m>`