

Donald Miller
Let Story Guide You

The elements of story overcome the futility of life.

Story: a character who wants something and is willing to overcome conflict to get it
the power of narrative. it is the most powerful communication tool there is.

it is the best way to change someone's mind about ideas

scripture is mostly narrative

story just captures us.

what is the difference between music and noise

is there a difference between random experience and story?

why is your life boring? b/c you're letting other people tell you how to live your life.
nobody would watch a movie where the guy didn't do anything on his own, rather only
did what other people said. that's boring.

if we work so hard to get the project done, we forget our kids, forget our family, stop
living life for a bit in order to get the project done - we screw up our story - we aren't
living an exciting narrative.

is the story you are writing making sense? is it giving you any purpose? life isn't
meaningless. YOUR life is meaningless if you aren't living it.

A character is what they "do" -

you ARE out of what you DO

if we want to take our kids fishing, it's different than actually taking them fishing.

A character DOES

there is a fine line between a hero and a villain.

a hero can't think more of himself than he does others.

Act 2 is about what the character wants. if it doesn't want something, the narrative
doesn't get started.

who we are is what we do and that matters.

what we want matters.

the character has to want something better. it can't be boring or "normal" even.

how many times have we gotten what we wanted, but it wasn't any more fulfilling after we got it?

we want it to be a satisfying narrative.

the best narratives: if they don't get that thing, people will die.

you have to sacrifice of yourself in order for someone else to have a better life.

humans are unable to know what won't make them happy.

the happiest people in the earth are paraplegics.

adverts: convince someone they are unhappy...that they will be unhappy until they get this certain thing.

wow. the "you have a whole in your heart and need jesus to fill it." nope. wrong. that's bad theology. it's a marketing ploy. it's telling someone they are unhappy and jesus will make them happy.

we tell people a lie - that everything will be better if you follow Jesus.

no, it's SO beautiful it's worth sacrificing EVERYTHING.

we think that if we don't have pain that we'll be happy.

the ambition we have determines the quality of the story.

our WORK should **not** be a our story.

if this character dies, what dies with it?

Jenna - leader of blood water mission. wants to make 1000 wells in africa.

if she died...thousands of people would die.

if I die and the book doesn't get written, it doesn't matter.

make the adjustments in the small things for WHAT MATTERS.

God isn't the "only" thing that can complete you. Adam was incomplete, and he walked and talked with God. he was lonely and needed a mate.

God doesn't meet our need for water: he created water for that, etc

"i just need to get satisfied with God...."

that will be a LONG time.

Inca Trail - 26 mile route..or there is a 6 mile "quick" route. in old days, you had to take the long way if you were going to machu picchu, b/c the inca wanted you to enjoy the beauty of their city.

LET THE STORY GET GOOD.

the more you sacrifice, the more you love. (the reason why kids are so hard)

Resolution - every story has to have an ending. either get what they want or not get what they want.

the whole "we were going to do this, but god shut the door so we stopped." that doesn't always work - it doesn't have to be EASY.

- 'we wanted our kids to really serve God, but they started smoking pot, so God really closed the door with that"

Story is the only thing that changes us.

"the only way to change a character's character is through pain"

the times where you've changed for the better are times you've gone through pain.

it's not about memorizing 3 steps to biblical living, etc.