

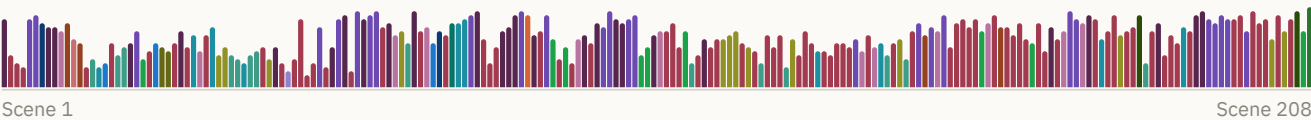
Screenplay diagnostic report

Nope (2022)

Detected genre: Sci-fi horror. Genre drift at scenes 38, 48 and 129.

Dread builds from a traumatic flashback through a slow-burn mystery on a horse ranch, then breaks into sci-fi horror when a predator in the sky swallows a theme-park crowd. OJ and Em's plan to film it leads to a showdown in which they reclaim the family legacy. It ends in exhausted triumph and wonder: OJ alive on Lucky, the photo of Jean Jacket developing.

At a glance: audience emotion, scene by scene



Tier

Feature

Instrument

1

Generated

21 July 2026

Instruments in this report

03  Character Topology Who actually holds your cast together.

Example analysis of Nope (2022), screenplay by Jordan Peele. Shown for demonstration and commentary. It reads a finished film to show the format, so anything it flags may well be deliberate; on your own draft, treat each flag as a question.

Produced by The Narrative Laboratory, by Many Monkeys: manymonkeys.ai. The measures are the model's estimates, so they are given as bands (strong, moderate or weak; a fit reads strong, partial or weak fit) rather than scores. Scene numbers and counts are exact. An ochre rule in the margin marks what is worth a second look, an ochre underline a line the analysis flags; the notes for the next draft sit behind the same rule.

03 | Graph theory | Structural

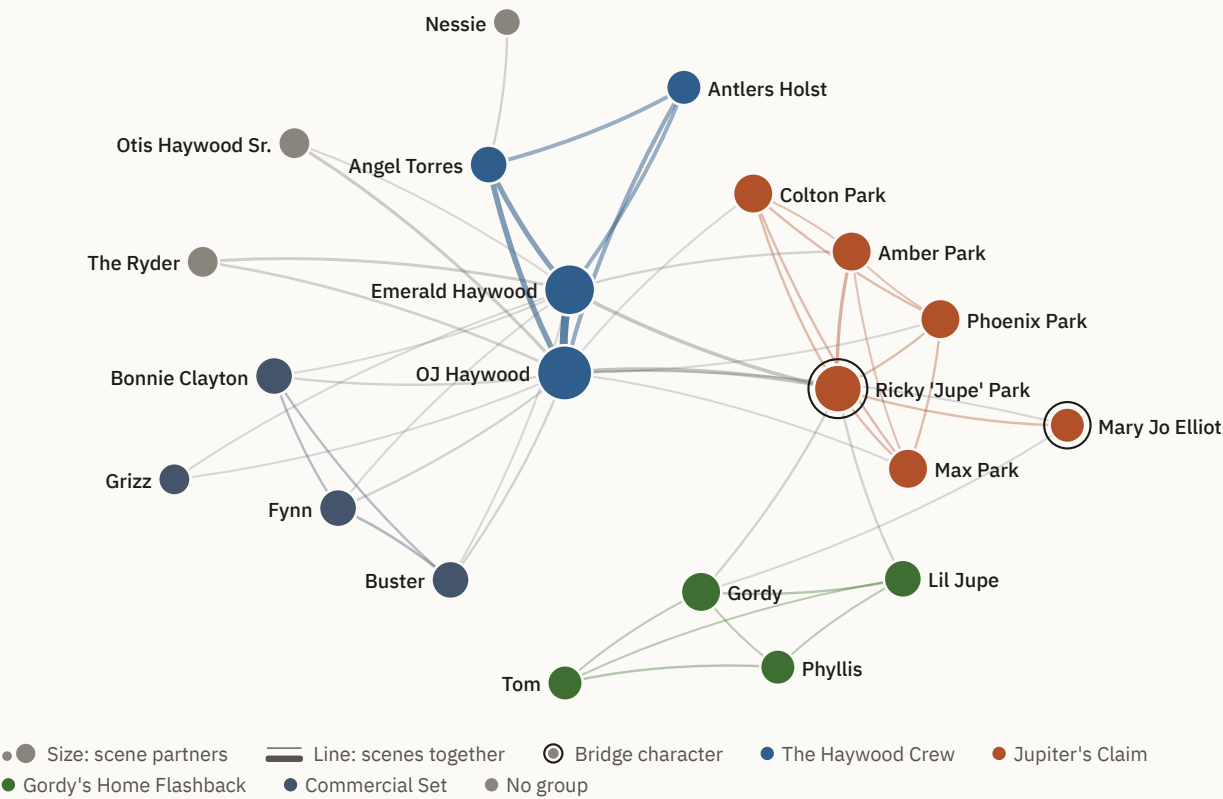
Character Topology

Which characters hold my story together, and who is drifting at the edge of it?

OJ Haywood at the centre of a cast of 21

49 of the 210 possible pairs share at least one scene.

Cast map



OJ and Emerald share 60+ scenes and form a dense two-protagonist core. Every plot thread runs through them.

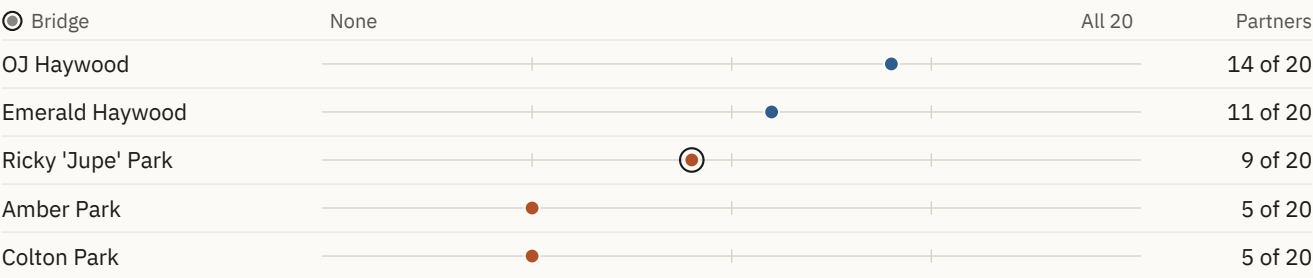
Jupe is the bridge between the Haywood story and the Gordy flashback cluster. His trauma is where the film's ideas about spectacle and predation meet.

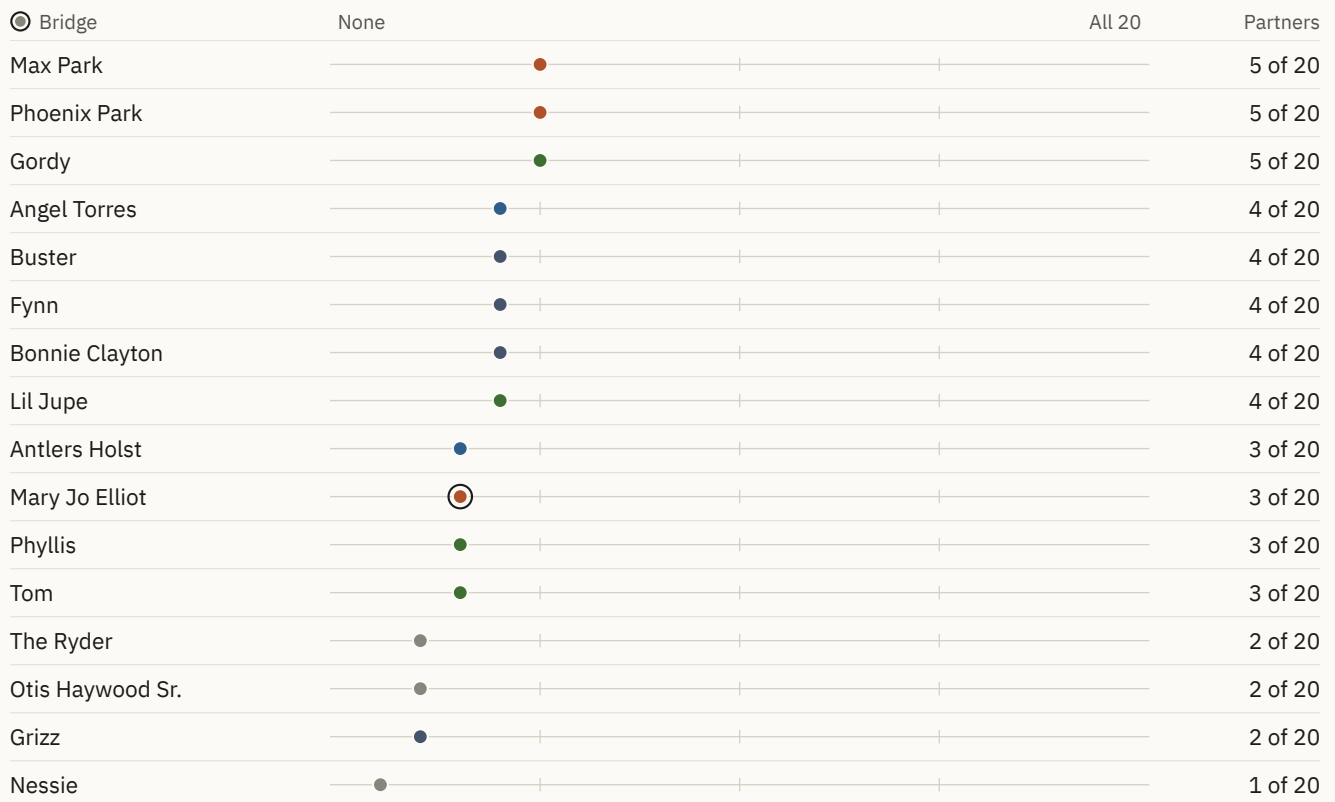
Angel brings the siblings their cameras and their contact with the outside world, but stays at the edge of the family's emotional core.

Holst joins late and connects only to the core trio. When he is gone, the group loses its 'expert' knowledge.

Only OJ Haywood and Emerald Haywood meet more than half the cast

Placed by how many of the other 20 characters each one shares a scene with.





Four groups, joined by two bridge characters

- **The Haywood Crew**
OJ Haywood, Emerald Haywood, Angel Torres, Antlers Holst
- **Jupiter's Claim**
Ricky 'Jupe' Park, Amber Park, Colton Park, Phoenix Park, Max Park, Mary Jo Elliot
- **Gordy's Home Flashback**
Gordy, Lil Jupe, Tom, Phyllis, Mary Jo Elliot
- **Commercial Set**
Bonnie Clayton, Buster, Fynn, Grizz

Bridge character	Also shares scenes with
Ricky 'Jupe' Park	● The Haywood Crew ● Gordy's Home Flashback
Mary Jo Elliot	● The Haywood Crew

Every character, most connected first

Character	Group	Scenes	Lines	Scene partners	Links others
OJ Haywood	● The Haywood Crew	85	120	14 of 20	■■■ Strong
Emerald Haywood	● The Haywood Crew	75	150	11 of 20	■■■ Strong
Ricky 'Jupe' Park Bridge character	● Jupiter's Claim	25	55	9 of 20	■■■ Moderate
Amber Park	● Jupiter's Claim	8	15	5 of 20	Not rated
Colton Park	● Jupiter's Claim	3	4	5 of 20	Not rated
Max Park	● Jupiter's Claim	2	2	5 of 20	Not rated
Phoenix Park	● Jupiter's Claim	2	2	5 of 20	Not rated
Gordy	● Gordy's Home Flashback	4	2	5 of 20	Not rated
Angel Torres	● The Haywood Crew	40	70	4 of 20	■■■ Moderate
Buster	● Commercial Set	4	10	4 of 20	Not rated
Fynn	● Commercial Set	4	8	4 of 20	Not rated
Bonnie Clayton	● Commercial Set	3	5	4 of 20	Not rated
Lil Jupe	● Gordy's Home Flashback	3	5	4 of 20	Not rated

Character	Group	Scenes	Lines	Scene partners	Links others
Antlers Holst	● The Haywood Crew	20	25	3 of 20	■ ■ ■ Weak
Mary Jo Elliot Bridge character	● Jupiter's Claim	3	3	3 of 20	Not rated
Phyllis	● Gordy's Home Flashback	2	3	3 of 20	Not rated
Tom	● Gordy's Home Flashback	2	4	3 of 20	Not rated
The Ryder	No group	6	15	2 of 20	Not rated
Otis Haywood Sr.	No group	6	10	2 of 20	Not rated
Grizz	● Commercial Set	2	5	2 of 20	Not rated
Nessie	No group	2	2	1 of 20	Not rated

Scenes together, every pair, most first

Emerald Haywood and OJ Haywood: 60 Angel Torres and OJ Haywood: 25 Angel Torres and Emerald Haywood: 20
 Antlers Holst and OJ Haywood: 12 Emerald Haywood and Antlers Holst: 10 Ricky 'Jupe' Park and OJ Haywood: 10
 Angel Torres and Antlers Holst: 10 Emerald Haywood and Ricky 'Jupe' Park: 8 Amber Park and Ricky 'Jupe' Park: 6
 OJ Haywood and Otis Haywood Sr.: 5 Emerald Haywood and The Ryder: 4 OJ Haywood and The Ryder: 3 Buster and Fynn: 3
 Ricky 'Jupe' Park and Mary Jo Elliot: 2 Ricky 'Jupe' Park and Lil Jupe: 2 Ricky 'Jupe' Park and Phoenix Park: 2
 Ricky 'Jupe' Park and Max Park: 2 Amber Park and Emerald Haywood: 2 Colton Park and Ricky 'Jupe' Park: 2
 Colton Park and Phoenix Park: 2 Colton Park and Max Park: 2 Max Park and Phoenix Park: 2 Gordy and Ricky 'Jupe' Park: 2
 Gordy and Lil Jupe: 2 Angel Torres and Nessie: 2 Buster and OJ Haywood: 2 Fynn and OJ Haywood: 2
 Bonnie Clayton and OJ Haywood: 2 Bonnie Clayton and Buster: 2 Bonnie Clayton and Fynn: 2 Phyllis and Tom: 2
 OJ Haywood and Phoenix Park: 1 Emerald Haywood and Fynn: 1 Emerald Haywood and Grizz: 1
 Emerald Haywood and Otis Haywood Sr.: 1 Amber Park and Colton Park: 1 Amber Park and Phoenix Park: 1 Amber Park and Max Park: 1
 Colton Park and OJ Haywood: 1 Max Park and OJ Haywood: 1 Gordy and Mary Jo Elliot: 1 Gordy and Tom: 1 Gordy and Phyllis: 1
 Buster and Emerald Haywood: 1 Bonnie Clayton and Emerald Haywood: 1 Lil Jupe and Tom: 1 Lil Jupe and Phyllis: 1
 Mary Jo Elliot and OJ Haywood: 1 Grizz and OJ Haywood: 1

Theory and terms

Partners: The other characters this one shares at least one scene with. Network analysis calls the count degree centrality.

Betweenness: How often a character sits on the shortest path between two others. These are the story's connectors and gatekeepers.

Bridge character: A character whose removal would split the network into groups that no longer meet.

Group: Characters who mostly share scenes with each other, such as a family or a crew.

Further reading

[Wasserman & Faust \(1994\) Social Network Analysis: Methods and Applications](#)

[Labatut & Bost \(2019\) Extraction and Analysis of Fictional Character Networks](#)

Where to look next

Other instruments in the lab.

Emotional Rhythm Strip

€8

What the audience feels, scene by scene.

Reads every scene for the emotions it gives the audience, and shows where the intensity builds, flattens or drifts from your genre.

manymonkeys.ai/tools/emotional-rhythm-strip

Structure of Sympathy

€11

Who the audience recognises, follows and roots for.

Shows how strongly the audience recognises, follows and sides with each major character, and where that changes.

manymonkeys.ai/tools/structure-of-sympathy

Narrative Transportation

€7

Where the reader is pulled in, and where attention drifts.

Reads how firmly the script holds a reader, and flags the scenes where attention is likely to slip.

manymonkeys.ai/tools/narrative-transportation

Every instrument has a free example report on its tool page. The full gallery is at manymonkeys.ai.