

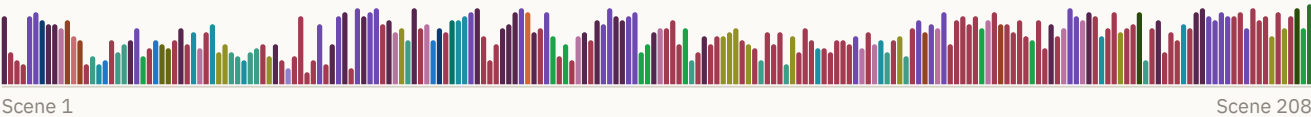
Screenplay diagnostic report

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

01  Emotional Rhythm Strip What the audience feels, scene by scene.

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.

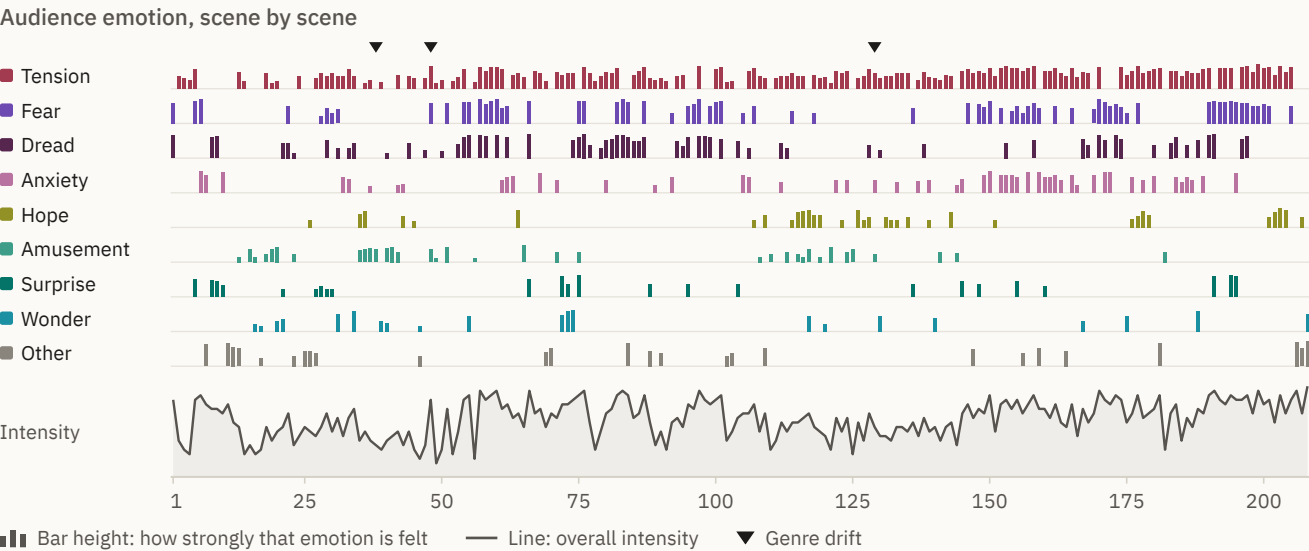
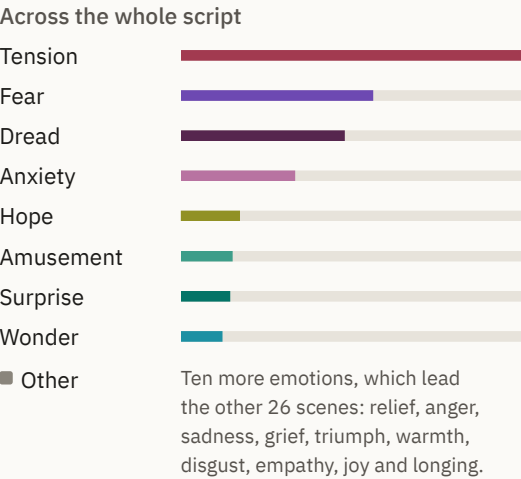
01 | Plutchik | Interpretive

Emotional Rhythm Strip

Is my script dragging? If so, where does the emotional energy flatten out?

Tension leads 79 of 208 scenes

The arc: rise, fall, rise, fall, rise. The film opens on shock and dread: the Gordy attack, seen from under a table. It then settles into slow-burn tension as strange things happen on the ranch. The Star Lasso Experience (scene 80) and the night siege at the house turn that tension into horror, with pockets of dark comedy in between. In Act Three OJ and Em outwit the creature, and the film ends on hard-won hope and relief.



- Sc. 54, 83

Slow-burn dread gives way, without warning, to horror: the decoy horse spun into the air in scene 54, the crowd swallowed in scene 83.
- Sc. 38, 48 +1

Humour works as a release valve. Three times (scenes 38, 48 and 129) it arrives mid build-up and lets the tension out early.
- Sc. 68

The emotional core is OJ and Em. Their standoff over staying on the ranch (scene 68) keeps the cosmic horror human.
- Sc. 22, 75 +1

The Gordy flashbacks (scenes 22, 75 and 76) run a second trauma beside the main story: two animals nobody can predict.

Act Three turns survival horror into a Western showdown: Em alone at Jupiter's Claim, with a balloon for bait.

Plays as horror, sci-fi and thriller, and partly as drama and comedy

Sci-fi horror with thriller and dark comedy elements.

Horror

■■■ Strong fit

What fits horror

- + Graphic chimp attack and its aftermath
- + Body horror during the Star Lasso abduction
- + Sustained dread and jump scares (e.g., alien face in camera)
- + Monstrous entity stalking and consuming victims

What pulls against it

- Occasional comedic banter between Em and OJ
- Satirical jabs at Hollywood and spectacle culture

Sci-fi

■■■ Strong fit

What fits sci-fi

- + UFO/UAP as central antagonist
- + Speculative biology of the creature
- + Technological surveillance and countermeasures
- + Themes of observation and non-human intelligence

What pulls against it

- Slow-burn Act One with family drama
- Lack of traditional alien invasion tropes

Thriller

■■■ Strong fit

What fits thriller

- + High-stakes cat-and-mouse sequences
- + Ticking-clock tension during the final plan
- + Protagonists using wits to survive
- + Suspenseful set pieces (e.g., OJ in the shed, Em on the motorcycle)

What pulls against it

- Deliberate pacing in early ranch scenes
- Extended character moments that pause action

Drama

■■■ Partial fit

What fits drama

- + Grief over Otis Sr.'s death
- + Sibling relationship and legacy of Haywood Ranch
- + Jupe's trauma and exploitation of the Gordy incident
- + Family legacy and its erasure

What pulls against it

- Graphic violence and horror elements
- Sci-fi premise overshadows dramatic realism

Comedy

■■■ Partial fit

What fits comedy

- + Wry humour in dialogue (e.g., 'nope', 'Oprah shot')
- + Satirical portrayal of TMZ and spectacle culture
- + Absurdist elements like the sky dancers and decoy horse

What pulls against it

- Overall dark and horrific tone
- Comedy is sporadic and often ironic

Three scenes bring amusement where the genre expects tension or dread

Sc. 38	Brings amusement where the genre expects tension. Angel's rant about UFOs and his ex-girlfriend is played for laughs and lets out some of the dread the ranch has built.
Sc. 48	Brings amusement where the genre expects tension. The Park kids' alien prank ends with OJ nearly throwing a punch. It plays as mischief, and the eerie mood drains away for a moment.
Sc. 129	Brings amusement where the genre expects dread. Holst sings 'Purple People Eater' at the tense dinner. The absurdity sits right up against the life-or-death stakes of the next morning.

For the next draft

Scene 48's aliens turn out to be the Park kids in costume, six scenes before the decoy horse is spun into the air in scene 54. The prank teaches the audience that a scare on this ranch can be fake. How much of that doubt do you want them carrying into scene 54?

Holst sings 'Purple People Eater' at the dinner in scene 129, the last quiet scene before the plan starts at dawn. Is the laugh there to reset the tension so the climax can build it again?

Moments after refusing to be moved until he gets his photo, the TMZ reporter dies in scene 172, and the timing lands as a punchline. Do you want a laugh there, in the middle of the final plan?

Every scene, in order

Sc.	Scene	Emotions in the scene
1	INT. GORDY'S HOME! SET. DAY Dread leads, at strong intensity and a slow pace. Aftermath of a violent chimp attack on a sitcom set, viewed from the victim's perspective under a table. blood-splattered cream colored couch / one drop of blood on the shoe almost makes it seem as if it's winking / Gordy stops and looks under the table at us. He sees us.	- Dread, strong - Fear, strong - Disgust, moderate
2	EXT. HAYWOOD RANCH. PRE-DAWN Tension leads, at moderate intensity and a slow pace. Establishing shot of the Haywood Ranch under ominous, windy pre-dawn skies. WIND. Thick clouds roll by.	Tension, moderate
3	EXT. HAYWOOD RANCH. HAY BARN. PRE-DAWN Tension leads, at weak intensity and a slow pace. OJ opens the hay barn; a weather report warns of high winds. We have a high wind warning for the L.A. County coast and valleys	Tension, moderate
4	INT. HAYWOOD RANCH. INDOOR ARENA. STABLES. PRE-DAWN Tension leads, at weak intensity and a slow pace. OJ feeds the horses in the stables as the radio mentions a search for missing hikers. The search for a group of missing hikers is set to resume this morning / The name plates, in sequence read: 'Ghost, Firefly, Beethoven, Commodore, Virgil, Clover...'	- Tension, weak - Longing, weak
5	EXT. HAYWOOD RANCH. OUTDOOR ARENA. DAY Fear leads, at strong intensity and a medium pace. Otis Sr. trains Ghost for a movie gig as a strange storm suddenly begins and he is struck by a falling object. A FAINT SCREAM. / hundreds of silver and copper particles flutter down from the sky / Otis Sr. who sits still, mounted on Ghost, facing the valley, but slumped a little.	- Fear, strong - Tension, strong - Surprise, moderate
6	INT. OJ'S HORSE TRAILER. DAY Fear leads, at strong intensity and a fast pace. OJ frantically drives his bleeding father to the hospital and tries to keep him conscious. Otis Sr. is in the passenger seat slumped against the window with blood streaming down it. / You good. You good. You good... -- Pops? Pops? POPS!!	- Fear, strong - Anxiety, strong - Empathy, moderate

Sc.	Scene	Emotions in the scene
7	INT. HOSPITAL. ICU. DAY Grief leads, at strong intensity and a slow pace. In the ICU, OJ sits covered in blood next to his motionless father with a traumatised eye. OJ sits sweaty and sprinkled red. / His face is peaceful except for his right eye which has suffered a violent trauma.	- Grief, strong - Anxiety, moderate - Empathy, moderate
8	INT. HOSPITAL. EMERGENCY ROOM. DAY Dread leads, at strong intensity and a slow pace. An x-ray reveals a perfect circular object lodged in the centre of Otis Sr.'s brain. The x-ray of Otis Sr.'s skull reveals a perfect white circle almost exactly in the center of his brain.	- Dread, strong - Surprise, moderate
9	I/E. OJ'S HORSE TRAILER. SANTA CLARITA ROAD. AFTERNOON. Dread leads, at strong intensity and a slow pace. OJ returns home to find Ghost bleeding with a house key embedded in its flank; the film's title card appears. A thin line of blood glistens up the beast's white haunch. / a copper house key complete with a little hoop from a keychain lodged in the side of the horse's rear end / TITLE CARD: NOPE	- Dread, strong - Surprise, moderate - Grief, moderate
10	INT. STUDIO STAGE. COMMERCIAL SET. DAY Anxiety leads, at moderate intensity and a medium pace. OJ struggles on a commercial set as the crew disrespects him. It ends with Lucky kicking a makeup bag. Your team's not here. Okay hold... / Good if we're selling a horse's ass. / BAM!!!! LUCKY KICKS THE MAKEUP BAG which explodes with powder!	- Anxiety, strong - Anger, moderate - Surprise, moderate
11	INT. CREW PORT-A-POTTY. DAY Anger leads, at strong intensity and a slow pace. After the set incident OJ shuts himself in a port-a-potty and holds his rage in. He's calm for a second but then almost punches the wall.	- Anger, strong - Grief, moderate
12	INT/EXT. STUDIO STAGE. COMMERCIAL SET. DAY Empathy leads, at moderate intensity and a medium pace. The line producer gently fires OJ from the gig, with a word about his father's recent death. It's... maybe it's too soon, huh? / Your father left a big hole.	- Empathy, strong - Sadness, moderate - Anger, moderate
13	INT. OJ'S HORSE TRAILER. STUDIO. DAY Anger leads, at moderate intensity and a slow pace. OJ drives home steaming with anger while Em vapes, and she announces she'll be crashing at the ranch. OJ drives quietly steaming. / So I gotta drive you back tomorrow? / can I get 'fun OJ' out this bitch? Or am I gonna get stuck with fuckin' 'wack OJ?'	- Anger, moderate - Tension, moderate - Amusement, weak
14	EXT. SANTA CLARITA. ROAD. DAY Tension leads, at weak intensity and a slow pace. Transitional shot of the siblings driving through the dry, empty SoCal countryside. dry empty expansive SoCal countryside	- Tension, weak - Sadness, weak
15	INT. OJ'S HORSE TRAILER. SANTA CLARITA. ROAD. DAY Amusement leads, at weak intensity and a slow pace. Em watches with nostalgic amusement as they pass a row of flailing sky dancers at a lonely auto-dealership. Em watches nostalgically amused / a row of sky dancers -- those wild FLAILING primary colored fan-powered tube people	- Amusement, moderate - Warmth, weak - Longing, weak
16	EXT. SANTA CLARITA ROAD. JUPITER'S CLAIM TURNOFF. DAY Wonder leads, at weak intensity and a slow pace. They approach the Jupiter's Claim turnoff with its whimsical stagecoach sign. promotional stagecoach sign connected to a few aluminum horses by long, multicolored flagged streamers.	- Wonder, weak - Amusement, weak
17	EXT. JUPITER'S CLAIM. PARKING AREA. DAY Sadness leads, at weak intensity and a medium pace. Em discovers the former Gold Rush theme park is now Jupiter's Claim, a glossy frontier-town. "What happened to 'Gold Rush'?" / "'Gold Rush' went bankrupt. It's been this for three years."	- Sadness, weak - Wonder, weak
18	EXT. JUPITER'S CLAIM. MAIN STREET. DAY Tension leads, at moderate intensity and a fast pace. OJ and Em enter the park, OJ leaves Lucky with an employee, and they argue about Em's side hustles and liability. "Don't promote your fuckin' side shit on a job--" / "Fuck you!" "Nah fuck you; Fuck that!"	- Tension, moderate - Amusement, weak - Empathy, weak

Sc.	Scene	Emotions in the scene
19	INT. JUPE'S OFFICE. HALLWAY. DAY Amusement leads, at moderate intensity and a medium pace. OJ and Em pass Jupe's manager Amber, who is aggressively pitching free press passes. "I'm calling back with good news actually... squeeze out a couple extra press passes... going like hotcakes."	Amusement, moderate Tension, weak
20	INT. JUPE'S OFFICE. "KID SHERIFF ROOM". DAY Amusement leads, at moderate intensity and a medium pace. Em geeks out over Jupe's Kid Sheriff fame and gets in the way of OJ's attempt to buy back horses. Jupe eagerly shows off his Gordy's Home memorabilia. "You're literally the Asian kid from 'Kid Sheriff'?" / "Yeah, I was 'Lil' Jupe." Jupe tosses the wink plus finger gun. / "You mind if we talk...?"	Amusement, moderate Wonder, moderate Tension, weak
21	INT. THE GORDY ROOM. DAY. Dread leads, at moderate intensity and a medium pace. Jupe shows off his collection of Gordy's Home memorabilia and recounts the infamous chimp attack. "blood-speckled wardrobe from a 12-year-old Jupe" / "one of the chimps that played Gordy just hit his limit. It was 6 minutes & 13 seconds of havoc."	Dread, moderate Wonder, moderate Surprise, weak
22	INT. GORDY'S HOME! SET. DAY Fear leads, at moderate intensity and a fast pace. A brief flashback shows young Jupe hiding under a table, bloodied and terrified during the chimp attack. "Lil Jupe is under the 'dining room table.' Blood on his face. He's terrified."	Fear, moderate Dread, moderate Empathy, moderate
23	INT. THE GORDY ROOM. DAY. Relief leads, at weak intensity and a medium pace. Jupe wraps up the Gordy story, and Em plans to watch the SNL sketch. "Yeah, legendary, and I'll tell you what-- That was... ahhh!" / "I'm gonna have to go ahead and look that up on YouTube."	Relief, moderate Amusement, weak Dread, weak
24	EXT. HAYWOOD RANCH. DUSK Tension leads, at moderate intensity and a medium pace. Em learns Jupe offered to buy the ranch and questions OJ's refusal, but they bond over weed and liquor. "He offered to buy the ranch." / "I'm trying to figure out how much of a dumbass you are."	Tension, moderate Empathy, moderate Sadness, weak
25	INT. HAYWOOD RANCH. HOUSE. OTIS SR.'S OFFICE. NIGHT Sadness leads, at moderate intensity and a slow pace. Em and OJ drink and remember their father, with Em recounting how she felt overlooked when Jean Jacket was taken from her. "To the man..." / "I remember standing in this window right here watching you all train my horse... Pops never looked up at me."	Sadness, moderate Longing, moderate Empathy, moderate
26	EXT. HAYWOOD RANCH. DAY Warmth leads, at moderate intensity and a slow pace. In a flashback, young OJ silently acknowledges Em's pain. "Close on 12 year old OJ. With two fingers pointing at his eyes then to hers."	Warmth, moderate Empathy, moderate Hope, weak
27	INT. HAYWOOD RANCH. HOUSE. OTIS SR'S OFFICE. NIGHT Warmth leads, at moderate intensity and a medium pace. Em and OJ bond over their father's legacy, then Em spots Ghost standing in the arena. "But you did, nigga! Remember?" / "The man was hard headed as fuck.... So are you." / "Why is Ghost in the arena?"	Warmth, moderate Tension, moderate Surprise, weak
28	EXT. HAYWOOD RANCH. OUTDOOR ARENA. NIGHT Tension leads, at moderate intensity and a fast pace. OJ checks on Ghost, who suddenly bolts away into the night while Em blasts music. "OJ walks an unnerving walk towards Ghost who remains perfectly still." /- "Ghost leaps over the fence and gallops into the darkness."	Tension, moderate Surprise, moderate Fear, weak
29	EXT. HAYWOOD RANCH. FOOT OF THE SOUTHERN HILLS. NIGHT Dread leads, at moderate intensity and a slow pace. OJ searches for Ghost, witnesses eerie lights going out, hears Ghost's panicked cry, and feels an unnatural breeze. "The farthest tower turns off... the next turns off, then the closest." / "A LONG PANICKED DISTANT BELOW from Ghost." / "A BREEZE RIPPLES THROUGH THE GRASS... SHHHHHHHHHHHHHHHHH....."	Dread, moderate Fear, moderate Tension, moderate Surprise, weak
30	INT. HAYWOOD RANCH. HOUSE. OTIS SR.'S OFFICE. NIGHT Tension leads, at moderate intensity and a fast pace. The power cuts out at the house, and Em is left in sudden darkness and silence. "Em stops drunk dancing, perplexed as the lights and music slow down to silence and pitch black." / "The back up generator tries to come on."	Tension, moderate Fear, moderate Surprise, weak

Sc.	Scene	Emotions in the scene
31	EXT. HAYWOOD RANCH. FOOT OF THE SOUTHERN HILLS. NIGHT Wonder leads, at moderate intensity and a slow pace. OJ sees a massive, silent object in the sky and hears a horse scream. He is stunned. accompanied by a distant horse's scream / large, blimp-sized circular object quickly and silently hurdling a gap in the clouds / OJ is shook to his core	- Wonder, moderate - Fear, moderate - Tension, moderate - Dread, moderate
32	EXT. HAYWOOD RANCH. HOUSE. FRONT PORCH. NIGHT Anxiety leads, at moderate intensity and a slow pace. Em questions OJ about Ghost's whereabouts as he returns shaken. Where's Ghost....? Where's Ghost? / OJ ...I don't know.	- Anxiety, moderate - Tension, moderate
33	INT. HAYWOOD RANCH. INDOOR ARENA. SECURITY ROOM. NIGHT. Tension leads, at moderate intensity and a medium pace. Watching the security footage, Em pushes OJ to reveal what he saw out there. Bro, what'd you see? WHAT?! / OJ shifts uneasy	- Tension, strong - Anxiety, moderate - Dread, moderate
34	EXT. HAYWOOD RANCH. HOUSE. FRONT PORCH. NIGHT Wonder leads, at strong intensity and a slow pace. OJ admits he believes they witnessed something otherworldly, a 'bad miracle.' What's a bad miracle? They got a word for that? / He nods / OJ, are you sayin' what I think you're sayin'?	- Wonder, strong - Dread, moderate - Tension, moderate
35	INT. OJ'S HORSE TRAILER. OUTSIDE FRY'S ELECTRONICS. DAY Hope leads, at moderate intensity and a medium pace. Em reveals a plan to cash in on proof of UFOs, and the mood turns to hope mixed with amusement. a website like 'Cyber Dominion' will pay 5-100k for photographic evidence of UFOs and shit. / You know I'm broke right? / Fine, we'll use my money. (He genuinely laughs)	- Hope, moderate - Amusement, moderate
36	INT. FRY'S ELECTRONICS. AISLE. DAY Hope leads, at moderate intensity and a medium pace. Em pitches the goal: one undeniable shot that would make them rich and famous. I'm talkin' rich and famous for life. / The 'Oprah Shot.' / Sure, like Oprah, for example.	- Hope, moderate - Amusement, moderate - Tension, weak
37	INT. FRY'S ELECTRONICS. DESK. DAY Amusement leads, at moderate intensity and a medium pace. Em and OJ awkwardly navigate a sales pitch while concealing their true purpose. Or maybe you're in a UFO hot spot.... / No one believes in that. / Would you like one--? / --No, thank you.	- Amusement, moderate - Tension, weak - Anxiety, weak
38	EXT. HAYWOOD RANCH. HOUSE. DAY Amusement leads, at weak intensity and a slow pace. Angel's personal drama and odd enthusiasm provide comic relief as he begins the installation. This scene brings amusement where the genre expects tension. Angel's rant about UFOs and his ex-girlfriend is played for laughs and lets out some of the dread the ranch has built. WHOOOOOOO!!!! / Don't do that. Don't yell like that. / I just got out of a four year relationship.	- Amusement, moderate - Empathy, weak
39	EXT. HAYWOOD RANCH. INDOOR ARENA. CAMERA STATION A. DAY Wonder leads, at weak intensity and a slow pace. OJ takes his time positioning the camera on the sky, a first hint of his plan. Can you swivel up? / Little more...? / monitor is 70% sky.	- Wonder, moderate - Tension, weak
40	EXT. HAYWOOD RANCH. CAMERA STATION B. DAY Amusement leads, at moderate intensity and a medium pace. Angel excitedly shares alien conspiracy theories while setting up a second skyward camera. It's shitty footage of exact proof that there's an alien civilization out there in the universe. / world killers. Planetary destroyers. / Ancient Aliens, History Channel. Check it out.	- Amusement, moderate - Wonder, weak - Dread, weak
41	EXT. HAYWOOD RANCH. FIELD. DAY Amusement leads, at moderate intensity and a medium pace. Em proudly presents a ridiculous decoy horse. OJ judges it in silence. A life-sized fake aluminum horse sits in the trailer. / What? This? It's just the additional training horse we ordered... / OJ contemplates the dumbness of the plan.	Amusement, moderate

Sc.	Scene	Emotions in the scene
42	EXT. HAYWOOD RANCH. VALLEY BASIN. DAY Tension leads, at moderate intensity and a medium pace. An awkward encounter with Jupe reveals the stolen decoy, but he extends an invitation instead. Jupe knows it's his fake horse. They all do. / Jupe lacking closure turns for a little wave then gets back in his truck. / Shhh. Shhh. You don't live here.	● Tension, moderate ● Amusement, moderate ● Anxiety, weak
43	EXT. HAYWOOD RANCH. DRIVEWAY. DAY. Hope leads, at weak intensity and a slow pace. With the new setup ready, Em and OJ prepare to wait for the next sighting, a sense of anticipation settling in. You'll know soon enough... / Okay, so what now? / if the power goes out on Camera A, Camera B is pointed at the sky...	● Hope, moderate ● Anxiety, weak
44	EXT. HAYWOOD RANCH. VALLEY BASIN. NIGHT Dread leads, at moderate intensity and a slow pace. The eerie decoy stands in the moonlight. An encounter is coming. The pale decoy horse gleams in the moonlight.	● Dread, moderate ● Tension, moderate
45	INT. HAYWOOD RANCH. HOUSE. KITCHEN. NIGHT. Tension leads, at weak intensity and a slow pace. OJ readies supplies for the night and steels himself for what's to come. OJ lays supplies on his kitchen table.	● Tension, moderate ● Hope, weak
46	INT. HAYWOOD RANCH. EMERALD'S TRAILER. NIGHT Longing leads, at weak intensity and a slow pace. Em falls asleep watching an old Oprah clip about alien abductions. falls asleep while watching an old Oprah Winfrey clip about alien abductions	● Longing, moderate ● Wonder, weak
47	INT. HAYWOOD RANCH. HOUSE. KITCHEN. NIGHT Tension leads, at weak intensity and a slow pace. OJ notices a light has gone on in the indoor arena while examining his homemade VFX reference ball. OJ sees something. A light has gone on in the indoor arena. Hmm.	● Tension, moderate ● Dread, weak
48	INT. HAYWOOD RANCH. INDOOR ARENA. NIGHT Tension leads, at strong intensity and a fast pace. OJ is terrorised by what appear to be aliens but are revealed as Jupe's kids in costume pulling a prank. This scene brings amusement where the genre expects tension. The Park kids' alien prank ends with OJ nearly throwing a punch. It plays as mischief, and the eerie mood drains away for a moment. A round white face with two dark circular eyes... emerges from the deep darkness. It walks wrong. / a third alien bursts out of a dark stable... The little creature SCREAMS at OJ who instinctively punches it hard in the face / The alien is actually Colton Park, Jupe's kid in a costume.	● Tension, strong ● Fear, strong ● Relief, moderate ● Amusement, moderate
49	INT. FRY'S ELECTRONICS. NIGHT Tension leads, at weak intensity and a slow pace. Angel watches the security feed at work when his coworker Nessie startles him. Angel watches the security feed on his laptop. / Angel gets startled.	● Tension, weak ● Amusement, weak
50	EXT. HAYWOOD RANCH. VALLEY BASIN. NIGHT Tension leads, at weak intensity and a slow pace. OJ walks into the dark valley to retrieve Clover. OJ walks out into the valley. Clover stands out there a ways.	● Tension, weak ● Dread, weak
51	INT. HAYWOOD RANCH. INDOOR ARENA. NIGHT Fear leads, at strong intensity and a fast pace. Em is terrified by an alien face on the monitor, then laughs when she realises it's just a praying mantis on the camera. an ALIEN FACE STARES DEAD INTO CAMERA! / EMERALD: Ohhh shit!!! / A praying mantis clutches to the camera presenting an extreme close up.	● Fear, strong ● Relief, moderate ● Amusement, moderate
52	INT. FRY'S ELECTRONICS. NIGHT Tension leads, at weak intensity and a medium pace. Angel calls Em to tell her there's a bug on Camera A. ANGEL: Hey, I'm just callin' to tell you: There's a bug on Camera A.	● Tension, weak
53	INT. HAYWOOD RANCH. INDOOR ARENA. NIGHT Dread leads, at moderate intensity and a medium pace. Angel informs Em that Camera B just went down, and the implications sink in. ANGEL (O.S.): Camera B just went down. / His words sink in. Em looks at the monitor.	● Dread, moderate ● Tension, moderate

Sc.	Scene	Emotions in the scene
54	EXT. HAYWOOD RANCH. VALLEY BASIN. NIGHT Fear leads, at strong intensity and a fast pace. An eerie silence falls, Clover bolts, and the decoy horse is violently spun into the air as OJ watches helplessly. IT GETS EERILY SILENT. THEN A SLOW HOWL OF WIND. / Clover takes off into the night. OJ's sent to the ground; rope burning his hand. / The decoy horse... spins into the air in a quick but violent dust devil.	- Fear, strong - Dread, strong - Tension, strong
55	EXT. HAYWOOD RANCH. NIGHT Dread leads, at strong intensity and a slow pace. Em emerges to see a massive, dark hole in a stationary cloud hanging above the valley. a dense low cloud hangs above the valley... a large round hole two bus lengths in diameter gaping with darkness / EMERALD: HEYYYYYYY!!!!!!	- Dread, strong - Fear, strong - Wonder, moderate
56	INT. FRY'S ELECTRONICS. NIGHT Tension leads, at weak intensity and a medium pace. Angel, unaware of the danger, tries to remotely get the praying mantis off the camera. Angel, through clenched teeth, fiddles with the remote pivot feature on Camera A. / ANGEL: Get. The. Fuck. Off. The. Thing.	- Tension, weak - Amusement, weak
57	EXT. HAYWOOD RANCH. NIGHT Fear leads, at strong intensity and a fast pace. Em realises the entity is in the cloud and screams for OJ to know. Her knees almost buckle. She steels herself. / EMERALD: It's in the cloud. It's in the cloud. / EMERALD: OJ!!!! IT'S IN THE CLOUD!!!!	- Fear, strong - Dread, strong - Tension, strong
58	EXT. HAYWOOD RANCH. VALLEY BASIN. NIGHT Dread leads, at strong intensity and a slow pace. OJ watches the stationary cloud and realises it's not moving with the wind like the others. The other clouds move west but the one just west of him is still. / OJ: Mmm mmm.	- Dread, strong - Fear, strong - Tension, moderate
59	EXT. HAYWOOD RANCH. NIGHT Fear leads, at strong intensity and a fast pace. Em yells for OJ to run. EMERALD: Yeah, nah nah nah. / EMERALD: Run OJ, run!	- Fear, strong - Tension, strong
60	EXT. HAYWOOD RANCH. VALLEY BASIN. NIGHT Fear leads, at strong intensity and a fast pace. The cloud drifts against the wind toward OJ as he runs for the shed. The cloud begins drifting towards him. Against the direction of the wind. / OJ runs for the shed. The cloud gains on him.	- Fear, strong - Dread, strong - Tension, strong
61	EXT. HAYWOOD RANCH. VALLEY BASIN. SHED. NIGHT Tension leads, at strong intensity and a fast pace. OJ hides in the shed as the cloud passes and Clover runs in panic. OJ bursts into the shed just as the cloud passes overhead. / Clover whizzes by. / OJ watches through the gaps between the slats.	- Tension, strong - Fear, moderate - Anxiety, moderate
62	EXT. HAYWOOD RANCH. NIGHT Dread leads, at strong intensity and a medium pace. Em collapses in fear as her phone and the house lights die, and she is left in darkness. Em's knees buckle again at the sight. / Her phone winds down dead. / The house lights do as well.	- Dread, strong - Fear, moderate - Anxiety, moderate
63	INT. FRY'S ELECTRONICS. NIGHT Anxiety leads, at moderate intensity and a medium pace. Angel reassures Nessie that OJ is fine, but tension lingers. Angel yells in the phone. / NESSIE: What happened to OJ? / ANGEL: It's fine.	- Anxiety, moderate - Tension, moderate
64	EXT. HAYWOOD RANCH. NIGHT Hope leads, at moderate intensity and a fast pace. Em realises the roof camera is still recording and rushes to retrieve it. The little red light. / EMERALD: It's still on. / She makes up her mind, and starts running towards the indoor arena.	- Hope, moderate - Tension, moderate - Relief, moderate
65	EXT. HAYWOOD RANCH. INDOOR ARENA. NIGHT Amusement leads, at moderate intensity and a medium pace. Em tries to shoo away the mantis blocking the camera with candy. Em, on the roof of the indoor arena, is now throwing Sour Patch Kids at the mantis as the camera keeps swiveling. / Alright you fuckin' praying mantis. You like Sour Patch Kids?	- Amusement, moderate - Tension, moderate

Sc.	Scene	Emotions in the scene
66	INT. HAYWOOD RANCH. VALLEY BASIN. SHED. NIGHT Dread leads, at strong intensity and a fast pace. The saucer is revealed and Clover is violently abducted. OJ is horrified. There it is; backlit by the moon, a curved and imperfect saucer. / The Object begins to fall. / Clover is sucked spiraling upwards into the night with a PIERCING WHINNY THAT ECHOES IN THE VALLEY.	- Dread, strong - Fear, strong - Grief, strong - Surprise, moderate
67	EXT. HAYWOOD RANCH. INDOOR ARENA. CAMERA STATION A. NIGHT Tension leads, at moderate intensity and a medium pace. Em watches the object fly away as the mantis finally leaves the camera. Em turns to the valley where The Object flies low through the shadows. / the praying mantis hops off the camera voluntarily.	- Tension, moderate - Relief, weak
68	INT. HAYWOOD RANCH. INDOOR ARENA. SECURITY ROOM. NIGHT Anxiety leads, at strong intensity and a medium pace. Em wants to give up and leave, but OJ insists on staying. The siblings reach a tense standoff. EMERALD: I ain't never seen no shit like this. It ain't worth it. / OJ: Well, you should go then. I gotta get up early anyway. I got mouths to feed. / EMERALD (under her breath): Shit. Shit shit shit.	- Anxiety, strong - Tension, moderate - Sadness, moderate
69	INT. HAYWOOD RANCH. INDOOR ARENA. DAY Sadness leads, at moderate intensity and a slow pace. A memory of Otis Sr. hinting at the territorial UFO as an untamable animal. OTIS SR.: You hear that? Ghost out there, acting all territorial. / OTIS SR.: I guess some animals ain't fit to be trained.	- Sadness, moderate - Longing, moderate - Tension, weak
70	INT. HAYWOOD RANCH. HOUSE. BEDROOM. NIGHT Grief leads, at moderate intensity and a slow pace. OJ wakes and contemplates the nickel, a memento of his father's death. OJ's eyes open. He stares at the nickel that killed his father. / It hangs in a plastic bag on the wall.	- Grief, moderate - Sadness, moderate
71	INT. HOLST'S HOUSE. STUDY. DAY Tension leads, at moderate intensity and a medium pace. The siblings' call to a legendary cinematographer ends in rejection and ominous warning. EMERALD: About the stuff that dreams are made of, baby. / HOLST: That's impossible. Horse girl, this dream you're chasing... The one where you end up at the top of the mountain... That's the one you don't wake up from. / The line goes dead. Em felt that.	- Tension, moderate - Anxiety, moderate - Amusement, moderate
72	EXT. HAYWOOD RANCH. DRIVEWAY. DAY Surprise leads, at strong intensity and a fast pace. Angel arrives with a revelation about the cloud that takes the siblings by surprise. ANGEL: Holy shit. It's real. / EMERALD: I don't know why you're here, but that was illegal spying on us like that. / ANGEL: Wait... You don't know?	- Surprise, strong - Wonder, moderate - Tension, moderate
73	INT. HAYWOOD RANCH. INDOOR ARENA. SECURITY ROOM. DAY Wonder leads, at strong intensity and a medium pace. Angel reveals that a stationary cloud has been hiding the UFO. It is real. On the screen, is basically just the western view with fast motion; the wind on the grass dances, the clouds race across the sky at a heightened pace in reverse... / OJ: There... It doesn't move.	- Wonder, strong - Tension, moderate - Surprise, moderate
74	EXT. HAYWOOD RANCH. INDOOR ARENA. DAY Wonder leads, at strong intensity and a slow pace. They realise the cloud is the creature itself, not a ship, and the scene cuts to a Gordy flashback. OJ: It doesn't move like a ship. EMERALD: What do you mean? OJ: What if it's not a ship? / BLACK. BLACK CARD: GORDY. FLASHBACK...	- Wonder, strong - Dread, moderate - Tension, moderate
75	INT. GORDY'S HOME! SET. DAY Fear leads, at strong intensity and a fast pace. A happy birthday party for Gordy the chimp descends into chaos when a balloon pops and Gordy turns violent. The box opens and 10 balloons float to the ceiling. / And.... POP!!! OVER BLACK. A CRASH. / The crowd GASPS as the unthinkable ensues. A panic begins.	- Fear, strong - Surprise, strong - Dread, strong - Amusement, moderate
76	INT. GORDY'S HOME! SET. DAY Dread leads, at strong intensity and a fast pace. Young Jupe hides under a table as the chimpanzee Gordy completes his violent rampage, then approaches Jupe for a fist bump before being shot. Gordy SCREAMS and skitters off in a MANIC SPRINT. / Jupe sits in abject fear. Gordy prompts for a fist bump. / GORDY'S HEAD EXPLODES and he drops...	- Dread, strong - Fear, strong - Tension, strong

Sc.	Scene	Emotions in the scene
77	INT. JUPE'S OFFICE. AFTERNOON Tension leads, at moderate intensity and a slow pace. Jupe sits smiling and content and rehearses his show line as Amber checks on him. Straight after the Gordy flashback, his calm is ominous. Jupe sits in his office smiling; deep in thought. / Jupe nods. He's clear. Happy. / BLACK. BLACK CARD: LUCKY	● Tension, moderate ● Dread, moderate
78	EXT. HAYWOOD RANCH. PORCH. AFTERNOON Tension leads, at weak intensity and a slow pace. Em vapes alone on the porch in a brief, quiet moment of stillness. Em vapes.	● Tension, weak
79	EXT. HAYWOOD RANCH. INDOOR ARENA ROOF. AFTERNOON Tension leads, at moderate intensity and a medium pace. OJ notices Jupe's flier in horse manure and, transfixed by the clip art horse, decides to retrieve Lucky. The green Jupiter's Claim flier that Jupe brought before sits pleasingly in a pile of horse shit. / The clip art of the horse has OJ transfixed. / OJ: I'mma go get Lucky.	● Tension, moderate ● Dread, moderate
80	EXT. JUPITER'S CLAIM. STADIUM. AFTERNOON Dread leads, at moderate intensity and a medium pace. Jupe performs his Star Lasso Experience show. He introduces Lucky in a glass box and reveals his belief that aliens called 'Viewers' are surveilling them. We are being surveilled by an alien species I call the 'Viewers.' / Lucky, OJ's horse, inside a glass chamber. Facing the gulch. / NERVOUS LAUGHTER as folks continue to lean in.	● Dread, moderate ● Tension, moderate ● Anxiety, moderate
81	EXT. SKY. AFTERNOON Dread leads, at strong intensity and a slow pace. The Object hovers above Jupiter's Claim and waits, the grand opening streamer tangled in its workings. The 'grand opening' streamer bellows from The Object as it looks down at Jupiter's Claim. / It's waiting.	● Dread, strong ● Tension, moderate
82	EXT. JUPITER'S CLAIM. STADIUM. AFTERNOON Dread leads, at strong intensity and a fast pace. The crowd spots The Object early; Jupe loses control as the alien craft descends, and he realises his catastrophic mistake. The crowd, all looking in the right place at the same time, react with sheer collective chilling awe. / As the wind kicks up and the shadow descends overhead, he realizes what he's done. He almost has to laugh. / BLACK.	● Dread, strong ● Fear, strong ● Tension, strong
83	INT. THE OBJECT. DAY Fear leads, at strong intensity and a fast pace. Forty screaming people are whipped up by a wind vortex inside the alien craft and funneled into an orifice as a dark square observes. Forty people scream in utter panic as they're helplessly whipped up by a wind vortex. / The attendees... are funneled into an orifice in the inner top. / A dark banded iridescent square observes.	● Fear, strong ● Dread, strong ● Disgust, moderate
84	INT. THE ESOPHOGUS. DAY Disgust leads, at strong intensity and a fast pace. The victims are pushed upward through a narrow digestive tract, mangled and piled in a vertical chain, squeezed by the creature's musculature. Each of the spectacle viewers MANGLED in their own way, piled in a single file line. / Lodged in the tract is non-other than the decoy horse Emerald stole. / The force squeezes and the People SCREAM!	● Disgust, strong ● Fear, strong ● Dread, strong
85	EXT. JUPITER'S CLAIM. MAIN STREET. DAY Dread leads, at moderate intensity and a slow pace. OJ enters the eerily calm, devastated Jupiter's Claim. He passes a scar in the earth and a pig on a church roof. OJ enters the turnstiles to an eerie calm. / A scar in the earth through mid-Main Street ends at the freshly 'exploded' petting zoo. / A pig is on the roof of the church.	● Dread, moderate ● Tension, moderate
86	EXT. JUPITER'S CLAIM. STADIUM. DAY Tension leads, at moderate intensity and a medium pace. OJ finds Lucky still in the glass case and eyes the 'home cloud' as the storm encroaches. Lucky is still in the glass case. / OJ eyes the 'home cloud' backed up by the encroaching storm.	● Tension, moderate ● Dread, moderate
87	EXT. JUPITER'S CLAIM. STADIUM. ANIMAL ENTRANCE. DAY Fear leads, at strong intensity and a fast pace. OJ tries to coax Lucky out as The Object stalks closer. It descends like a predatory bird, abducts the horse and slams OJ against the ceiling. A Predatory CLICKING from The Object as it approaches. / The Object flattens out hole side down, pointing it at Lucky. / OJ tries to run too late. He's caught in a dusty updraft; grabs the wall but is slammed against the ceiling.	● Fear, strong ● Tension, strong ● Dread, strong

Sc.	Scene	Emotions in the scene
88	EXT. JUPITER'S CLAIM. STADIUM. ANIMAL ENTRANCE. NIGHT Relief leads, at moderate intensity and a slow pace. Rain wakes a bloodied OJ, and Lucky miraculously reappears in the rain. It starts to rain on OJ's head waking him up. / Bloody head. / Lucky, in the rain, comes into view.	● Relief, moderate ● Surprise, moderate ● Tension, moderate
89	INT. HAYWOOD RANCH. HOUSE. LIVING ROOM. NIGHT Tension leads, at weak intensity and a slow pace. Em sorts through old cassettes as a trembling Angel reports the job is done and leaves. Angel arrives from outside. He's trembling. / Angel: It's done.	● Tension, weak ● Anxiety, weak
90	EXT. JUPITER'S CLAIM. PARKING AREA. NIGHT Relief leads, at moderate intensity and a medium pace. In the rain, OJ shuts the horse trailer, takes out his phone, and drives away. OJ shuts the horse trailer's door. / He takes out his phone as he enters the cab and drives away.	● Relief, moderate ● Tension, moderate
91	INT. ANGEL'S VAN. ENTRANCE. NIGHT Tension leads, at weak intensity and a slow pace. Angel gets in his van and starts it, with 'Sunglasses at Night' playing on the tape deck. Angel gets inside and turns the van on. / "Sunglasses at Night" by Cory Hart plays on his tape deck.	● Tension, weak
92	INT. OJ'S HORSE TRAILER. NIGHT Anxiety leads, at moderate intensity and a fast pace. OJ drives through rain, desperately trying to call and warn Emerald. It's raining. OJ drives. / Pick up. C'mon, c'mon.	● Anxiety, moderate ● Fear, moderate
93	INT. HAYWOOD RANCH. HOUSE. LIVING ROOM. NIGHT Dread leads, at moderate intensity and a medium pace. Em watches an old promo video, then answers OJ's call as he reveals the truth about the entity. FULL RAINSTORM OUTSIDE. / I was right. It's not a ship. / What happened...?	● Dread, moderate ● Tension, moderate
94	INT. ANGEL'S VAN. ENTRANCE. NIGHT Tension leads, at moderate intensity and a slow pace. Angel's van mysteriously loses power and drifts to a stop near the house. The radio winds down. He looks up at the light in his car, it dims. / Then his van WINDS DOWN. It drifts to a stop.	● Tension, moderate ● Dread, moderate
95	INT. HAYWOOD RANCH. HOUSE. LIVING ROOM. NIGHT Dread leads, at strong intensity and a medium pace. OJ reveals that the entity is an animal that ate everyone. His voice cuts out and the house loses power. the house lights flicker a bit, then the power begins to 'drain.' / It ate them, Em. It ate all of them. / It's alive, it's an animal and it thinks that this is its home...	● Dread, strong ● Fear, moderate ● Surprise, moderate
96	INT. OJ'S HORSE TRAILER. NIGHT Fear leads, at strong intensity and a fast pace. OJ loses contact, punches the wheel in desperation and screams for Emerald. OJ starts punching the wheel. / EM!!	● Fear, strong ● Anger, moderate
97	INT. HAYWOOD RANCH. HOUSE. LIVING ROOM. NIGHT Fear leads, at strong intensity and a fast pace. Angel and Em hide in terror as the entity hovers above. It retches, and metal debris and blood rain onto the house. A HARMONIC HOWL BELLOWS OVERHEAD AS THE MONSTER ABOVE 'RETCHES' / WINDOWS SHATTER as a massive smattering of mostly small hard metal objects pelt the house / RED RAIN runs down the window.	● Fear, strong ● Tension, strong ● Dread, strong
98	EXT. HAYWOOD RANCH. NIGHT Dread leads, at strong intensity and a slow pace. Blood rains from the object hovering over the house. BLOOD RAINS from The Object onto the house.	● Dread, strong ● Disgust, moderate
99	INT. OJ'S HORSE TRAILER. NIGHT Dread leads, at strong intensity and a medium pace. OJ's vehicle fails at the driveway entrance; lightning reveals the massive silhouette of the entity over the house. OJ's vehicle fails as it turns into the entrance driveway. / LIGHTNING creates a silhouette hanging over the house. About five times its width.	● Dread, strong ● Fear, moderate
100	INT. HAYWOOD RANCH. HOUSE. LIVING ROOM. NIGHT Fear leads, at strong intensity and a slow pace. Em sits frozen in terror as the rain turns to silence above the house. Em sits in terror as the rain turns into silence over the house.	● Fear, strong ● Tension, strong

Sc.	Scene	Emotions in the scene
101	INT. OJ'S HORSE TRAILER. NIGHT Fear leads, at strong intensity and a fast pace. OJ faces the entity directly overhead, then endures a terrifying metal assault through his windshield before locking himself in. LIGHTNING reveals the saucer. Huge. Just overhead. / A HECTIC SMASH OF METAL THROUGH THE WINDSHIELD. / OJ is still. He locks the car door.	- Fear, strong - Tension, strong - Dread, strong
102	EXT. HAYWOOD RANCH. DAWN Relief leads, at moderate intensity and a slow pace. A foggy morning arrives and the house lights come back on. The ordeal is over. Foggy morning. The house lights come back on.	- Relief, moderate - Tension, weak
103	INT. OJ'S HORSE TRAILER. DAWN Relief leads, at moderate intensity and a slow pace. OJ, exhausted, watches his truck and Angel's van hum back to life as power returns. OJ is tired. His truck HUMS to life again. / Angel's van, 30 feet ahead, winds up as well.	- Relief, moderate - Tension, weak
104	EXT. HAYWOOD RANCH. DAWN Dread leads, at moderate intensity and a slow pace. The aftermath reveals debris, blood, and the decoy horse as three strange clouds drift away from the valley. Keys, cell phones, Jupe Jangle, glitter the ground in a circle around the house. / Mary Jo's wheelchair is up there. / Three large clouds hang over the valley. They all slowly drift away.	- Dread, moderate - Surprise, moderate - Disgust, moderate
105	INT. HAYWOOD RANCH. HOUSE. LIVING ROOM. DAY. Anxiety leads, at moderate intensity and a medium pace. Em and Angel, exhausted but alive, see OJ approaching as Em insists they must leave the house immediately. Em and Angel are also awake but tired. / I gotta get out of this house. / We're alive because we stayed here!	- Anxiety, moderate - Relief, moderate - Fear, moderate
106	INT. OJ'S HORSE TRAILER. DAY Tension leads, at moderate intensity and a medium pace. OJ's truck dies again as the Object's presence causes power failures, and he sees his friends about to flee. The music emanating from the Fry's van slows but doesn't die. THE HOUSE POWER GOES OUT TOO. / OJ sees Em and Angel watching through the window. They're getting ready to run. / OJ Wait. wait.	- Tension, moderate - Anxiety, moderate - Dread, moderate
107	EXT. HAYWOOD RANCH. ENTRANCE. DAY Tension leads, at strong intensity and a fast pace. As the Object descends, OJ realises they can't outrun it and has a sudden calm insight. The shadow in the clouds behind them begins to emerge and descend towards them. / They won't make it. No way. Near panic, then a calm comes over him. A realization.	- Tension, strong - Fear, moderate - Hope, weak
108	INT. STUDIO STAGE. COMMERCIAL SET. DAY Tension leads, at moderate intensity and a medium pace. In a flashback to the set, a reflection spooks Lucky: eye contact is the danger. Don't look him in the eyes, please. / the mirror side swivels towards Lucky, the reflection of his eye causing him to rear up KICK the makeup bag.	- Tension, moderate - Amusement, weak
109	EXT. HAYWOOD RANCH. ENTRANCE. DAY Relief leads, at moderate intensity and a fast pace. OJ's tactic of not looking works; the Object passes over and they escape safely. A moment of silent faith.... / The VAN'S MUSIC SLOWS as the shadow passes overhead. / OJ looks up as he gets in the driver's seat. Nothing. The Object is gone.	- Relief, moderate - Hope, moderate - Tension, moderate
110	INT. ANGEL'S APARTMENT. DAY Amusement leads, at weak intensity and a slow pace. The group takes refuge in Angel's cluttered apartment. Angel opens up his place: a tiny one bedroom in disarray. Movie posters, video games, Mountain Dew. Scented candles and other remnants of Rebecca Diaz.	- Amusement, weak - Warmth, weak
111	INT. ANGEL'S APARTMENT. DAY Tension leads, at moderate intensity and a slow pace. While Em and Angel distract themselves with VR, OJ keeps vigilant watch on the sky. Em and Angel wear VR glasses. / OJ is focused on the sky outside.	- Tension, moderate - Relief, weak

Sc.	Scene	Emotions in the scene
112	INT. HOLST'S HOUSE. NIGHT Dread leads, at moderate intensity and a medium pace. Holst watches news reports about the missing people, and the dread deepens. the whereabouts of those 40 guests and employees of a local western theme park are still unknown. / There is something strange happening out here in Agua Dulce. / Security cameras were off at the time, other than that we have no reason to suspect foul play.	- Dread, moderate - Tension, moderate - Anxiety, moderate
113	INT. COPPERPOT'S COVE. FAST FOOD. NIGHT Tension leads, at moderate intensity and a medium pace. Lighthearted fast-food banter turns tense when OJ shares his theory about the creature. You can never go wrong with a fried fish sandwich. Tartar got tang. / I don't think it eats you if you don't look it in the eye.... / Em puts her fish sandwich down. Meal and fun ruined.	- Tension, moderate - Amusement, moderate - Dread, moderate
114	EXT. COPPERPOT'S COVE. PARKING LOT. NIGHT Tension leads, at moderate intensity and a medium pace. OJ tries to rally the group with his understanding of the creature, but tensions flare and Angel refuses to return. Every animal got rules.... We know what it wants.... We know how it comes... / I'm not going back to the fuckin' monster umbrella. / Em's phone rings. As she walks away she pulls her phone out. She looks at it; she slows down; 50 feet away she turns back.	- Tension, moderate - Fear, moderate - Hope, weak
115	EXT. HAYWOOD RANCH. DRIVEWAY. DAY Hope leads, at moderate intensity and a medium pace. Holst arrives, convinced by the stationary cloud, and OJ proposes luring the creature with food. There's a wheelchair on your roof. / That cloud hasn't moved an inch. So I guess you're not completely full of shit. / It's gonna be hungry again. So you know... just ring the dinner bell.	- Hope, moderate - Tension, moderate - Amusement, weak
116	INT. HAYWOOD RANCH. HOUSE. OTIS SR.'S OFFICE. DAY Hope leads, at moderate intensity and a medium pace. The group plans to lure Jean Jacket using OJ as bait while Holst films from a ridge. You gotta enter an agreement with one. / Jean Jacket... Call him Jean Jacket. / Me. I'll get him out.	- Hope, moderate - Tension, moderate - Amusement, weak
117	EXT. HAYWOOD RANCH. PORCH. DAY Hope leads, at moderate intensity and a medium pace. Holst unveils his hand-cranked film camera, and the team starts to hope they can capture the creature. Dorothy, a beautiful custom 35mm camera that's made from parts of an ARRI 2C with a customized hand crank. / I made her myself. No electricity. / Didn't I tell you this motherfucker was gonna come up here with a non-electrical camera?!	- Hope, moderate - Wonder, moderate - Amusement, moderate
118	INT. HAYWOOD RANCH. HOUSE. OTIS SR.'S OFFICE. DAY Tension leads, at moderate intensity and a medium pace. As they finalise the plan, OJ explains the creature's rules and likens it to other dangerous animals. I've been up under it a couple of times now. I get him. / You don't look at it unless you want its attention.	- Tension, moderate - Hope, moderate - Fear, moderate
119	EXT. HAYWOOD RANCH. OUTDOOR ARENA. DAY Hope leads, at moderate intensity and a medium pace. OJ trains Lucky to stay calm around strange objects, ready for the lure. OJ shakes a broomstick with plastic milk jugs taped to it near Lucky.... Lucky stays still.	- Hope, moderate - Tension, moderate - Amusement, weak
120	EXT. USED CAR DEALERSHIP. DUSK Tension leads, at moderate intensity and a slow pace. Em waits in the modified truck as night falls and watches the dealership's inflatable tube men deflate. Em waits across the street from the used car dealership in OJ's truck with the windshield removed. / the multicolored glowing wavy tube people which wilt to the ground. / Goodnight Mr. Storeman.	- Tension, moderate - Wonder, weak - Longing, weak
121	INT. HAYWOOD RANCH. HOUSE. OTIS SR.'S OFFICE. DAY Amusement leads, at weak intensity and a slow pace. Angel claims the top hat Monopoly piece for the plan. I call top hat.	- Amusement, moderate - Tension, weak
122	EXT. FRY'S ELECTRONICS. NIGHT Tension leads, at moderate intensity and a medium pace. Angel gathers supplies while OJ's voiceover presses the urgency. And we ain't got a lot of time. One day, two days tops. / people are gonna come and do what they always do. Try to take it all for themselves.	- Tension, moderate - Anxiety, moderate

Sc.	Scene	Emotions in the scene
123	EXT. HAYWOOD RANCH. NORTHERN HILLS. CAMERA STATION C. DAY Tension leads, at moderate intensity and a medium pace. Angel and Holst set up a hidden camera station in the hills. carry a large camera up into a camouflaged tented camera station	- Tension, moderate - Hope, weak
124	EXT. JUPITER'S CLAIM. PARKING AREA. NIGHT Tension leads, at moderate intensity and a medium pace. OJ and Angel scavenge car batteries from Jupiter's Claim attendees under the cover of night. news vans parked outside / Thank you, dead people. / puts another car battery in the van	- Tension, moderate - Anxiety, moderate - Amusement, moderate
125	INT. HAYWOOD RANCH. HOUSE. OTIS SR.'S OFFICE. DAY Amusement leads, at weak intensity and a slow pace. Emerald reluctantly takes the thimble piece. Fine. Thimble. That's the one I wanted anyway.	Amusement, moderate
126	INT. HAYWOOD RANCH. EMERALD'S TRAILER. DAY Hope leads, at moderate intensity and a medium pace. Emerald crafts a parachute while OJ's voiceover expresses their resolve. sews a parachute out of sky dancer material / Well let 'em come. Ain't gonna matter. It's what we about to do. They can't erase that.	- Hope, moderate - Tension, moderate
127	INT. HAYWOOD RANCH. INDOOR ARENA. DAY Tension leads, at moderate intensity and a medium pace. OJ and Em test the sky dancer near Lucky. activate a sky dancer near Lucky.	- Tension, moderate - Hope, weak
128	INT. HAYWOOD RANCH. HOUSE. OTIS SR.'S OFFICE. DAY Tension leads, at moderate intensity and a slow pace. OJ and Holst finalise the dangerous plan to break the creature's spirit for the shot. anything with spirit can get broke. / So you break it. I'll get the shot.	- Tension, strong - Dread, moderate - Hope, moderate
129	INT. HAYWOOD RANCH. HOUSE. DINING ROOM. NIGHT Tension leads, at moderate intensity and a slow pace. The team shares a quiet, anxious dinner and looks for reassurance. Holst breaks the tension with a song. This scene brings amusement where the genre expects dread. Holst sings 'Purple People Eater' at the tense dinner. The absurdity sits right up against the life-or-death stakes of the next morning. tired from set up, eat in silence. Lost in thought. Scared. / What we're doing is important, right? / Holst sings 'Purple People Eater'.	- Tension, moderate - Anxiety, moderate - Warmth, moderate - Amusement, weak
130	EXT. HAYWOOD RANCH. DAWN Wonder leads, at moderate intensity and a slow pace. The alien cloud looms on the horizon at dawn. The cloud stretches in the distance.	- Wonder, moderate - Tension, moderate - Dread, weak
131	INT. HAYWOOD RANCH. HOUSE. OTIS SR.'S OFFICE. DAWN Tension leads, at moderate intensity and a slow pace. The plan is laid out on the map with game pieces. The map is now with 'The Plan' as denoted by Monopoly pieces, a 45mm record, and straight pins.	- Tension, moderate - Hope, moderate
132	INT. HAYWOOD RANCH. HOUSE. KITCHEN. DAWN Tension leads, at moderate intensity and a slow pace. The team's walkie talkies, labeled with their Monopoly pieces, are charging. Walkie talkies labeled 'Statue,' 'Top Hat,' 'Race Car,' and 'Thimble' charge at their station.	- Tension, moderate - Hope, weak
133	INT. HAYWOOD RANCH. HOUSE. BEDROOM. DAWN Tension leads, at moderate intensity and a slow pace. OJ puts on protective gear for the confrontation. puts on stunt armor under his 'Scorpion King' crew hoodie.	- Tension, moderate - Anxiety, moderate - Hope, weak
134	INT. HAYWOOD RANCH. INDOOR ARENA. DAWN Tension leads, at moderate intensity and a slow pace. OJ reassures Lucky while blindfolding him for the plan. puts a 'fly hood' on Lucky covering his eyes. / He ain't gonna fuck with you.	- Tension, moderate - Empathy, moderate - Warmth, weak
135	EXT. HAYWOOD RANCH. PORCH. MORNING Tension leads, at moderate intensity and a slow pace. Holst loads the camera as Angel signals the start. Holst sits on the porch threading film into a camera. / Angel rings the bell.	- Tension, moderate - Hope, moderate
136	INT. HAYWOOD RANCH. HOUSE. OTIS SR'S BEDROOM. MORNING Fear leads, at moderate intensity and a slow pace. Em wakes in Otis Sr's bed, then a black card reveals the name 'Jean Jacket', a hint at the monster. Fully clothed, Em wakes on top of Otis Sr's bed. / BLACK CARD: JEAN JACKET	- Fear, moderate - Surprise, moderate

Sc.	Scene	Emotions in the scene
137	EXT. HAYWOOD RANCH. NORTHERN HILLS. CAMERA STATION C. MORNING Anxiety leads, at moderate intensity and a medium pace. Angel films the cloud and is worried to see Holst take a pill. Angel records the 'home cloud' with a digital camera. / He notices Holst ingest a pill from a container.	● Anxiety, moderate ● Tension, weak
138	INT. HAYWOOD RANCH. HOUSE. OTIS SR.'S OFFICE. DAY Tension leads, at moderate intensity and a medium pace. Em plays eerie music through loudspeakers and surveys the valley. EASES UP EXUMA, 'THE OBEAH MAN' on the record player. / It's rigged to a system of speakers that blasts to the heavens. / Em looks out on the sky dancers in the valley.	● Tension, moderate ● Dread, moderate
139	EXT. HAYWOOD RANCH. NORTHERN HILLS. CAMERA STATION C. DAY Anxiety leads, at moderate intensity and a medium pace. Angel activates the sky dancers and nervously calls for the monster to appear. Here we go. Come out, come out wherever you are.	● Anxiety, moderate ● Tension, moderate ● Hope, weak
140	EXT. HAYWOOD RANCH. VALLEY BASIN. DAY Wonder leads, at moderate intensity and a slow pace. Colourful sky dancers light up the dark valley, strangely beautiful and tense at once. 40 primary-colored sky dancers... ERUPT TO LIFE WITH A GENTLE HUM. / The slender glowing forms rise and HUM throughout the terrain.	● Wonder, moderate ● Tension, moderate
141	EXT. HAYWOOD RANCH. NORTHERN HILLS. CAMERA STATION C. DAY Amusement leads, at moderate intensity and a medium pace. Holst finds the plan absurdly stupid, a flash of dark humour in the mounting tension. Holst chuckles while he starts cranking his camera. / Now how exquisitely stupid is that?	● Amusement, moderate ● Tension, weak
142	EXT. HAYWOOD RANCH. HOUSE. FRONT PORCH. DAY Tension leads, at moderate intensity and a medium pace. Em watches the dancers and cloud, then OJ rides off as the team readies for action. She and OJ share a look. OJ takes off on Lucky. / She observes Camera Station C where Holst and Angel are.	● Tension, moderate
143	INT. HAYWOOD RANCH. INDOOR ARENA. SECURITY ROOM. DAY Hope leads, at moderate intensity and a slow pace. Em monitors the security setup with fierce determination and vows to capture the monster. Lookin' like a full special ops security station. / Okay... We're gonna get you today, Mutherfucker...	● Hope, moderate ● Tension, moderate
144	EXT. HAYWOOD RANCH. DAY Amusement leads, at weak intensity and a slow pace. Boredom sets in. Angel admits technical struggles and his fear, half joking, half anxious. They are all a little bored now. / I had my hands full rigging fifty fucking sky dancers to dead people's car batteries... / Sorry... I'm scared.	● Amusement, weak ● Anxiety, weak ● Empathy, weak
145	EXT. HAYWOOD RANCH. VALLEY BASIN. GULCH. DAY Tension leads, at moderate intensity and a fast pace. The final sky dancer collapses, and OJ's alert shatters the calm. Danger is close. The last sky dancer in a line leading south along the service road drops. / Man down.	● Tension, moderate ● Surprise, moderate ● Anxiety, moderate
146	EXT. HAYWOOD RANCH. NORTHERN HILLS. CAMERA STATION C. DAY Fear leads, at strong intensity and a fast pace. The team reacts with alarm. Holst aims his camera at the clouds; he thinks the monster is near. Everyone snaps to attention. / Holst... points his camera at the clouds above the gulch.	● Fear, strong ● Tension, strong
147	INT. HAYWOOD RANCH. INDOOR ARENA. SECURITY ROOM. DAY Anger leads, at moderate intensity and a fast pace. Em curses and focuses on the fallen dancer, her anger and tension spiking. Em trains her camera on the downed sky dancer. / Motherfucker.	● Anger, moderate ● Tension, moderate
148	EXT. HAYWOOD RANCH. VALLEY BASIN. GULCH. DAY Fear leads, at strong intensity and a fast pace. The sky dancer rises and falls erratically before it dies. The monster is toying with them. raises again. Then drops and raises. It loses power and falls.	● Fear, strong ● Tension, moderate ● Surprise, moderate

Sc.	Scene	Emotions in the scene
149	EXT. HAYWOOD RANCH. WHISTLING FENCE. DAY Anxiety leads, at moderate intensity and a fast pace. OJ realises the monster is playing with the dancer as a mysterious motorcyclist intrudes. Nah he's pokin'. / NEW WHIR belonging to an encroaching electric motorcycle. / Man in black on motorcycle. Over.	- Anxiety, moderate - Fear, moderate - Tension, moderate
150	EXT. HAYWOOD RANCH. DRIVEWAY. DAY Fear leads, at strong intensity and a fast pace. A TMZ reporter confronts Em as the team warns that Jean Jacket is descending fast. It's THE RYDER... photographing the sky without removing his helmet. / It's TMZ. / Jean Jacket is definitely in those clouds, and he's definitely coming this way.	- Fear, strong - Anxiety, strong - Tension, strong
151	EXT. HAYWOOD RANCH. NORTHERN HILLS. CAMERA STATION C. DAY Tension leads, at moderate intensity and a fast pace. Holst confirms their readiness to proceed with the plan. Goddamn right we are.	- Tension, moderate - Hope, weak
152	INT. HAYWOOD RANCH. INDOOR ARENA. SECURITY ROOM. DAY Tension leads, at strong intensity and a medium pace. Em warns the team that the Ryder is speeding toward the unseen anti-electrical field. Ryder unknowingly races directly towards danger / Fellas, here it comes. Over. / The anti-electrical field hasn't reached the 100-yard mark from the fence yet.	- Tension, strong - Anxiety, moderate - Fear, moderate
153	EXT. HAYWOOD RANCH. VALLEY BASIN. DAY Tension leads, at strong intensity and a fast pace. As the Ryder speeds past OJ, the sky dancers start to drop: the danger is getting closer. sky dancers begin falling in quick succession / zooms West, past OJ	- Tension, strong - Anxiety, moderate - Dread, moderate
154	INT. HAYWOOD RANCH. INDOOR ARENA. SECURITY ROOM. DAY Tension leads, at strong intensity and a fast pace. Em watches a camera feed cut out. Disaster is close. Camera B monitor go down.	- Tension, strong - Anxiety, moderate - Fear, moderate
155	EXT. HAYWOOD RANCH. VALLEY BASIN. DAY Tension leads, at strong intensity and a fast pace. The Ryder hits the anti-electrical field and crashes violently, while the team reacts with shock and dread. motorcycle meets the invisible boundary / wipes out, flying 10 yards / We're all going to jail...	- Tension, strong - Fear, moderate - Surprise, moderate - Anxiety, moderate
156	EXT. HAYWOOD RANCH. NORTHERN HILLS. CAMERA STATION C. DAY Relief leads, at moderate intensity and a fast pace. The team watches in horror as the Ryder screams in pain. He is alive, and still in peril. The body lays there / AAAAHHHHHHHHH!!!!!!!!!! / I told his ass not to go...	- Tension, moderate - Relief, moderate - Fear, moderate
157	INT. HAYWOOD RANCH. INDOOR ARENA. SECURITY ROOM. DAY Anxiety leads, at strong intensity and a medium pace. OJ rushes toward the injured Ryder, to the alarm of his sister and the team. OJ rides over to where the Ryder lays / Ahh OJ, where the fuck are you going? / What the fuck is he doing?	- Anxiety, strong - Tension, strong - Fear, moderate
158	EXT. HAYWOOD RANCH. VALLEY BASIN. DAY Tension leads, at strong intensity and a medium pace. OJ enters the anti-electrical field, which cuts off communication, and heads into the unknown. crosses the boundary / I'm going dark. Over. / walkie fades out	- Tension, strong - Fear, strong - Dread, moderate
159	INT. HAYWOOD RANCH. INDOOR ARENA. SECURITY ROOM. DAY Anger leads, at strong intensity and a fast pace. Em is furious and worried about OJ's reckless decision. Em's pissed.	- Anxiety, strong - Anger, moderate - Fear, moderate
160	EXT. HAYWOOD RANCH. VALLEY BASIN. DAY Tension leads, at strong intensity and a medium pace. OJ finds the injured Ryder, who is more concerned about his camera than his own safety, while Lucky spooks at the mirror. The guy is mangled / Did you get that on camera? / Lucky stops short. He doesn't like the mirror.	- Tension, moderate - Disgust, moderate - Anxiety, moderate - Surprise, moderate
161	EXT. HAYWOOD RANCH. NORTHERN HILLS. CAMERA STATION C. DAY Tension leads, at moderate intensity and a fast pace. Holst and Angel scramble to reload the camera before the creature appears. camera rolls out of film / Angel races the clock / Shit.	- Tension, moderate - Anxiety, moderate

Sc.	Scene	Emotions in the scene
162	EXT. HAYWOOD RANCH. VALLEY BASIN. DAY Tension leads, at strong intensity and a fast pace. The anti-electrical field retreats and the sky dancers and motorcycle come back to life. The Ryder still demands to be filmed. downed sky dancers all raise again / motorcycle motor starts BUZZING / Why aren't you filming this?	● Tension, strong ● Fear, moderate ● Anxiety, moderate
163	EXT. HAYWOOD RANCH. NORTHERN HILLS. CAMERA STATION C. DAY Tension leads, at moderate intensity and a fast pace. Angel rushes to reload the camera while Holst asks for an update. tosses the canister / puts his hands in the hand holes / Angel, what's happenin'.	● Tension, moderate ● Anxiety, moderate
164	INT. HAYWOOD RANCH. INDOOR ARENA. SECURITY ROOM. DAY Relief leads, at moderate intensity and a medium pace. Em feels a moment of relief and delivers a darkly humorous threat to OJ over the non-functional walkie. Em is relieved. / Okay. OJ, if you die trying to save that guy I'll kill you.	● Relief, moderate ● Tension, moderate ● Warmth, weak
165	EXT. HAYWOOD RANCH. VALLEY BASIN. DAY Tension leads, at strong intensity and a fast pace. OJ tries to lift the injured Ryder, who screams in protest and demands a photo first. No no no please, please don't / Shut your eye. Shut your eye! / Not before you take a picture. Take a picture first!	● Tension, strong ● Anxiety, moderate ● Fear, moderate ● Disgust, moderate
166	EXT. HAYWOOD RANCH. NORTHERN HILLS. CAMERA STATION C. DAY Tension leads, at moderate intensity and a medium pace. Angel reloads the camera, a brief moment of preparation amid the escalating crisis. Angel finishes loading... he pulls the loaded mag box out / Camera reloads.	● Tension, moderate ● Anxiety, weak
167	EXT. HAYWOOD RANCH. VALLEY BASIN. DAY Dread leads, at strong intensity and a fast pace. OJ tries to rescue Ryder but Ryder is frozen in awe at something massive above. There's not enough time! / the Ryder is now looking straight up in awe.	● Dread, strong ● Tension, moderate ● Wonder, moderate
168	EXT. HAYWOOD RANCH. NORTHERN HILLS. CAMERA STATION C. DAY Tension leads, at moderate intensity and a medium pace. Holst threads film as Angel announces Jean Jacket's arrival with eerie calm. Holst threads the film... / It's here.	● Tension, moderate ● Dread, moderate
169	INT. HAYWOOD RANCH. INDOOR ARENA. SECURITY ROOM. DAY Anxiety leads, at moderate intensity and a fast pace. Every monitor goes down, and Em rushes outside. The whole system has failed. All the monitors go down. / Em runs outside.	● Anxiety, moderate ● Fear, moderate
170	EXT. HAYWOOD RANCH. VALLEY BASIN. DAY Fear leads, at strong intensity and a fast pace. Jean Jacket descends violently, sky dancers fall, and Ryder is whipped screaming into the air as OJ barely escapes. The sky dancers start to fall. / A dirt devil whips The Ryder directly upwards kicking and screaming. / OJ leaps on Lucky in the nick of time and gallops away.	● Fear, strong ● Dread, strong ● Tension, strong
171	EXT. HAYWOOD RANCH. NORTHERN HILLS. CAMERA STATION C. DAY Fear leads, at strong intensity and a fast pace. Holst desperately cranks the camera. Angel, who has just seen the horror for the first time, panics over the walkie. Gimme the lid... gimme the lid! / Oh fuck. Shit. Fuck. Hey hey... is everybody okay? / Angel and Holst, who hadn't seen it before, are particularly stunned.	● Fear, strong ● Anxiety, strong ● Dread, moderate
172	INT. HAYWOOD RANCH. INDOOR ARENA. SECURITY ROOM. DAY Anxiety leads, at strong intensity and a fast pace. Em frantically tries to reach OJ on the walkie as monitors flicker back on. OJ! OJ! Stupid ass you better answer me. / Are you okay? Are you good? Over.	● Anxiety, strong ● Fear, moderate
173	EXT. HAYWOOD RANCH. VALLEY BASIN. DAY Dread leads, at strong intensity and a slow pace. Jean Jacket passes over OJ and Ryder's screams end with a sickening crunch. OJ keeps looking down as Jean Jacket travels over him. / The Ryder screams until... CRUNCH.	● Dread, strong ● Fear, strong ● Disgust, moderate

Sc.	Scene	Emotions in the scene
174	EXT. HAYWOOD RANCH. SERVICE ROAD. DAY Tension leads, at strong intensity and a medium pace. OJ keeps his head down as sky dancers are violently sucked upward and debris crashes around him. OJ has his head down. The cloud drifts over him. / The sky dancer flails into the air and flies out of the twister's orbit. / The battery and fan base... CRASHING INTO A HILL.	- Tension, strong - Dread, strong - Fear, moderate
175	EXT. HAYWOOD RANCH. NORTHERN HILLS. CAMERA STATION C. DAY Wonder leads, at moderate intensity and a fast pace. Holst films as Angel marvels at Jean Jacket consuming the sky dancers. Holy shit I think it's taking the dancers... / are you getting this?	- Wonder, moderate - Tension, moderate - Fear, moderate
176	EXT. HAYWOOD RANCH. VALLEY BASIN. DAY Tension leads, at moderate intensity and a medium pace. OJ puts on his reflector hood and rides back for a dangerous gambit. OJ puts his reflector hood on and starts riding back.	- Tension, moderate - Anxiety, moderate - Hope, weak
177	EXT. HAYWOOD RANCH. NORTHERN HILLS. CAMERA STATION C. DAY Tension leads, at strong intensity and a fast pace. Em announces OJ's run as Jean Jacket cloud-hops toward him in a deadly chase. OJ's hooded up. He's doing a run! / Jean Jacket hops from the 'home cloud.' / Jean Jacket cloud-hops twice towards OJ.	- Tension, strong - Fear, strong - Hope, moderate
178	INT. HAYWOOD RANCH. INDOOR ARENA. SECURITY ROOM. DAY Hope leads, at moderate intensity and a fast pace. Em watches OJ turn toward Camera A and cheers him on with fierce encouragement. Em watches as OJ turns Lucky towards Camera A. / Yeah! Get it. Get it!	- Hope, moderate - Tension, moderate - Anxiety, moderate
179	EXT. HAYWOOD RANCH. VALLEY BASIN. DAY Tension leads, at moderate intensity and a medium pace. OJ glances toward Camera Station C, a brief look of connection and strategy. OJ glances at Camera Station C.	- Tension, moderate - Hope, moderate
180	EXT. HAYWOOD RANCH. NORTHERN HILLS. CAMERA STATION C. DAY Tension leads, at strong intensity and a fast pace. Holst and Angel film OJ's run but Angel's camera begins losing power at a critical moment. Holst and Angel film OJ. / Angel's camera losing power.	- Tension, strong - Anxiety, moderate - Dread, moderate
181	EXT. HAYWOOD RANCH. VALLEY BASIN. DAY Triumph leads, at strong intensity and a fast pace. OJ's plan with the sky dancer parachute scares Jean Jacket away, and the team has a moment of triumph. Jean Jacket BELLOWS... shoots upwards in fear / The sky dancers raise. / Whoo Hoooo!! Holy shit. Yeahh!!!!	- Triumph, strong - Tension, strong - Relief, moderate
182	INT. HAYWOOD RANCH. VALLEY BASIN. SHED. DAY Amusement leads, at weak intensity and a slow pace. OJ quips about Jean Jacket's reaction, and for a moment the mood lifts. Yeah, he didn't like that did he.	- Amusement, moderate - Relief, weak
183	INT. HAYWOOD RANCH. INDOOR ARENA. SECURITY ROOM. DAY Tension leads, at moderate intensity and a medium pace. Relief turns to unease as Holst's cryptic words hint at a dangerous plan. We got it... It's over, we got it y'all. / The light... the light... It's gonna be magic soon. / Emerald is stunned silent.	- Tension, moderate - Dread, moderate - Relief, moderate
184	EXT. HAYWOOD RANCH. NORTHERN HILLS. CAMERA STATION C. DAY Dread leads, at strong intensity and a medium pace. Holst ominously declares they don't deserve the impossible and heads toward danger. We don't deserve the impossible. / Holst just said some creepy cryptic shit, took his camera and is headed up the mountain.	- Dread, strong - Tension, moderate - Anxiety, moderate
185	EXT. HAYWOOD RANCH. VALLEY BASIN. DAY Tension leads, at moderate intensity and a slow pace. OJ senses something is wrong and calls out to Holst. Hey Holst.	- Tension, moderate - Anxiety, moderate
186	EXT. HAYWOOD RANCH. HILLY RIDGE. DAY Tension leads, at moderate intensity and a medium pace. Em frantically questions Holst as he positions himself for a final shot. Holst, wait hang on man, talk to me. Did you get the shot or didn't you? / Holst is on a higher ridge... cranking Dorothy, pointed towards the 'home cloud.'	- Tension, moderate - Anxiety, moderate - Dread, moderate

Sc.	Scene	Emotions in the scene
187	EXT. HAYWOOD RANCH. NORTHERN HILLS. CAMERA STATION C. DAY Tension leads, at moderate intensity and a medium pace. Angel nervously acknowledges the insanity of the situation. Fuck it, this is crazy right.	● Tension, moderate ● Anxiety, moderate
188	EXT. HAYWOOD RANCH. HILLY RIDGE. DAY Wonder leads, at strong intensity and a slow pace. Jean Jacket makes a majestic and terrifying entrance from its cloud. Jean Jacket emerges slow and steady from the 'home cloud.' A perfect entrance.	● Wonder, strong ● Dread, moderate ● Tension, moderate
189	INT. HAYWOOD RANCH. INDOOR ARENA. SECURITY ROOM. DAY Tension leads, at moderate intensity and a fast pace. The digital feed cuts out, and Em rushes outside. Angel's digital camera loses power. The monitor goes out. Em runs outside.	● Tension, strong ● Anxiety, moderate
190	EXT. HAYWOOD RANCH. HILLY RIDGE. DAY Dread leads, at strong intensity and a fast pace. Jean Jacket targets Holst, its gaping maw closing in. Jean Jacket doesn't assess very long... glides towards Holst. The massive hole is angling towards him.	● Dread, strong ● Fear, strong ● Tension, strong
191	EXT. HAYWOOD RANCH. VALLEY BASIN. SHED. DAY Dread leads, at strong intensity and a fast pace. Jean Jacket consumes Holst while he is still filming. OJ and Em watch in horror. the whirlwind takes Holst up who cranks all the way up. / OJ (to himself) Nah man. Fuck. / Em... watches in horror.	● Dread, strong ● Fear, strong ● Surprise, strong ● Sadness, moderate
192	EXT. HAYWOOD RANCH. NORTHERN HILLS. CAMERA STATION C. DAY Fear leads, at strong intensity and a fast pace. Angel barely survives as Jean Jacket sucks up the camera station and scatters precious footage. Angel gets knocked over by the blue tarp as Jean Jacket pulls all the contents... up into its hole. / Film canisters unspool as they roll.	● Fear, strong ● Tension, strong ● Sadness, moderate
193	EXT. HAYWOOD RANCH. INDOOR ARENA. DAY Fear leads, at strong intensity and a fast pace. Jean Jacket turns its attention to Em, who flees indoors. Jean Jacket starts towards her. Em runs inside.	● Fear, strong ● Tension, strong
194	INT. HAYWOOD RANCH. INDOOR ARENA. SECURITY ROOM. DAY Fear leads, at strong intensity and a fast pace. The security room is torn apart by Jean Jacket's vortex moments after Em enters. the room explodes in a vortex of wind.	● Fear, strong ● Surprise, strong ● Tension, strong
195	EXT. HAYWOOD RANCH. DAY Fear leads, at strong intensity and a fast pace. Em is violently thrown across the ranch as the porch is destroyed. She's sent flying towards the southern foothills. / Part of the porch is destroyed.	● Fear, strong ● Surprise, strong ● Anxiety, strong
196	EXT. HAYWOOD RANCH. BELOW CAMERA STATION C. DAY Tension leads, at strong intensity and a fast pace. Angel realises Jean Jacket is directly overhead and desperately tries to anchor himself before being sucked up. Angel peeks out from under the tarp, sees her land across the valley. / Angel realizes he's looking at it. / He and the sky dancer go up.	● Tension, strong ● Fear, strong ● Dread, strong
197	EXT. HAYWOOD RANCH. DAY Tension leads, at strong intensity and a fast pace. Em watches in horror as the tarp disrupts Jean Jacket's flight, but her glance locks the creature onto her. Em looks at Jean Jacket and watches in horror as it has a hard time taking off. / Jean Jacket begins to 'notice her.' / One more glance back only causes Jean Jacket to lock onto her more.	● Tension, strong ● Dread, strong ● Fear, strong
198	INT. HAYWOOD RANCH. VALLEY BASIN. SHED. DAY Fear leads, at moderate intensity and a fast pace. OJ, injured, desperately yells for Em to escape on the motorcycle. OJ stands, hurt by his earlier fall, sees Em in the distance outside the shed. / Get the bike! Get out of here!	● Fear, moderate ● Tension, moderate
199	EXT. HAYWOOD RANCH. DAY Tension leads, at strong intensity and a fast pace. OJ sacrifices himself: he draws Jean Jacket's gaze so Em can escape on the motorcycle. He point to his eyes and then to hers. 'I see you' / OJ and Lucky walk backwards just out of the danger area, OJ stays locked with eye contact. / Em looks away pointedly and takes off on the Ryder's motorcycle.	● Tension, strong ● Grief, strong ● Empathy, strong ● Fear, moderate

Sc.	Scene	Emotions in the scene
200	EXT. SERVICE ROAD. DAY. Tension leads, at strong intensity and a fast pace. Em races off-road towards Jupiter's Claim with Jean Jacket in pursuit. Em drives off-road down the service road towards Jupiter's Claim. / Jean Jacket pursues.	● Tension, strong ● Fear, strong
201	EXT. JUPITER'S CLAIM. DUSK. Tension leads, at strong intensity and a medium pace. Em arrives at the deserted theme park and hears Jean Jacket approaching. The Lil' Jupe balloon gives her an idea. She doesn't see Jean Jacket, but hears it, that horrible wind howl. / The large 25-foot balloon cartoon-rendering of Lil' Jupe in his sheriff's costume peers over the 'sheriff's station' at her. / She has an idea.	● Tension, strong ● Fear, moderate ● Hope, moderate
202	EXT. JUPITER'S CLAIM. BEHIND THE SHERIFF'S STATION. DUSK Hope leads, at moderate intensity and a fast pace. Em frantically unhooks the cables tethering the giant balloon. Em unhooks metal cables tethering the balloon.	● Hope, moderate ● Tension, moderate
203	EXT. JUPITER'S CLAIM. MAIN STREET. DUSK Tension leads, at strong intensity and a medium pace. Exhausted and weeping, Em repeatedly cranks the wishing well to lure Jean Jacket with the rising balloon. Em is exhausted and weeps. / This gon' fuck you up. This gon' fuck you up. / Again and again she repeats the action. Coin, Crank, Pop, Coin, crank, Pop.	● Tension, strong ● Hope, strong ● Grief, moderate
204	EXT. HAYWOOD RANCH. NORTHERN HILLS. DUSK Hope leads, at moderate intensity and a medium pace. Angel watches as Jean Jacket follows the decoy balloon into the clouds. Angel watches Jean Jacket follow the Lil' Jupe balloon up into the clouds.	● Hope, moderate ● Tension, moderate
205	EXT. SKY. DUSK Tension leads, at strong intensity and a fast pace. The balloon breaks through the cloud cover and Jean Jacket attacks it in a showdown. It's a showdown. / Then Jean Jacket, poised for an Alpha mating dance, attacks.	● Tension, strong ● Fear, moderate
206	EXT. JUPITER'S CLAIM. MAIN STREET. DUSK Triumph leads, at strong intensity and a fast pace. Em watches the distant battle. After a large pop the creature's cloud drifts away, and she lets out an explosive victory cry. Then... a large but distant POP. / The 'home cloud' goes grey like a lightbulb gone off. / Yes!!! Yes!!!!!! Nobody fucks with Haywood, bitch!!!! Nobody! Ya hear me?!	● Triumph, strong ● Relief, strong ● Joy, strong
207	EXT. HAYWOOD RANCH. NORTHERN HILLS. DUSK Relief leads, at moderate intensity and a slow pace. Angel sees the remains of Jean Jacket and the balloon drift away. Angel sees the remains of Jean Jacket and the balloon float away in the distance.	● Relief, moderate ● Hope, moderate
208	EXT. JUPITER'S CLAIM. MAIN STREET. DUSK Joy leads, at strong intensity and a slow pace. Em collapses in exhaustion, then sees OJ alive on Lucky, and the perfect photo of Jean Jacket develops. Emerald swells with joy, but quickly doubts her own eyes. / There, at the end of the main strip is OJ mounted atop Lucky. Just standing there. Waiting there for her. Legend. / The image, the full expanded Jean Jacket glowing with the sunset and it's perfect.	● Joy, strong ● Relief, strong ● Triumph, strong ● Wonder, moderate

Theory and terms

Audience emotion: What the reader or viewer feels during a scene, as distinct from what the characters feel. A calm scene can make the audience feel dread.

Emotion mixture: A scene rarely carries one emotion. The report reads each scene as a blend and names the emotions that lead it.

Genre fingerprint: The genre implied by the script's emotional palette, which may differ from the genre on the title page.

Genre drift: A scene whose dominant emotion contradicts the established genre contract, such as a comedy beat inside a slow-burn horror.

Further reading

[Plutchik, R. \(1980\) Emotion: A Psychoevolutionary Synthesis](#)

[Hasson et al. \(2008\) Neurocinematics: The Neuroscience of Film](#)

Where to look next

Other instruments in the lab.

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

Character Topology

€17

Who actually holds your cast together.

Maps who shares scenes with whom, to show who holds the cast together and who sits at the edge.

manymonkeys.ai/tools/character-topology

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.