

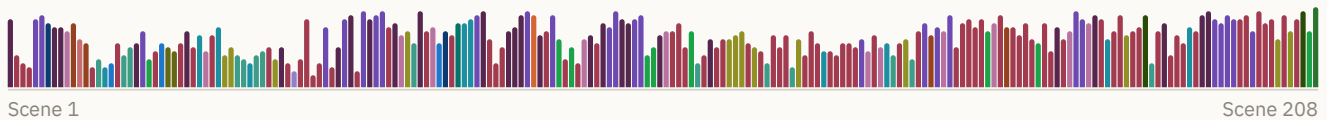
Screenplay diagnostic report

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

04  **Narrative Transportation** Where the reader is pulled in, and where attention drifts.

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.

04 | Green & Brock | Experimental

Narrative Transportation

Where is a reader likely to surface from the story, and which scenes let their attention wander?

The script steers attention firmly, strong on all four measures

The model expects most readers to track it closely, scene after scene.

The four are transportation (how completely a reader gets lost in the story), causal linearity (how tightly each scene follows from the one before), visual specificity (how concrete the imagery is) and audience synchrony (how alike different viewers would follow it).

Audience synchrony is experimental. It is the model's guess, from the pages alone, at how alike different viewers would follow the story; nobody's responses were measured.

The causal chain is tight. Each supernatural event triggers the next thing a character does, so the audience can always follow the logic.

Visual specificity is high. The action lines deal in concrete detail: a house key embedded in Ghost's flank, a pig on a church roof.

The final plan intercuts several camera perspectives. The audience watches it like a bank of surveillance monitors, all feeds at once.

Shifts into broad comedy, such as the Park kids' prank in scene 48, loosen the grip for a moment. Control of suspense stays high overall. Sc. 48

Six scenes risk breaking immersion, the first at scene 10

Sc. 10	The safety meeting and Em's long run through Haywood history stop the momentum. It plays as exposition, and attention can drift.
Sc. 21	Jupe's long tour of the Gordy room carries a lot of theme but slows the story, and attention may wander.
Sc. 38	Angel's breakup story and UFO theories are funny, but they are a detour from the central mystery.
Sc. 48	The Park kids' prank deflates the eerie atmosphere built up before it, and can break immersion.
Sc. 129	The dinner scene with Holst's song introduces a tonal jolt that may pull the audience out of the life-or-death stakes.
Sc. 150	The TMZ reporter's arrival and death matter to the plot, but they border on satire and could undercut the horror for some viewers.

Theory and terms

Transportation: The state of being “lost in a story”, when attention, imagery and feeling converge inside the narrative world (Green & Brock).

Audience synchrony: The model's estimate of how closely different readers would follow the script moment to moment. The idea comes from inter-subject correlation, which Hasson measured in viewers' brains. The report reads only the text.

Causal linearity: How tightly each scene is caused by the one before it. A chain of “and then” reads as weak; “therefore” and “but” read as strong.

Visual specificity: How concrete the images on the page are. Sensory detail pulls a reader in; abstraction keeps them outside.

Further reading

[Green & Brock \(2000\) The Role of Transportation in the Persuasiveness of Public Narratives](#)

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

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

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

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