

The Blake Snyder Beat Sheet (from SAVE THE CAT)

PROJECT TITLE

Wicked

LOGLINE

The untold story of the witches of Oz.

WORD COUNT

(update the blue box and the rest will auto-calculate)

13,460

PAGE COUNT

54

#	POINT	DESCRIPTION	CHAPTER
1	Opening Image	Sets the tone, mood, type, and scope of the project. A "before" snapshot.	Arrival at Shiz University: Elphaba is loud and awkward; Nessarose is spoiled and bitter; Galinda is shallow and popular
2	Theme Stated	Secondary character poses question or statement to MC that is theme of the movie.	is it true you were her friend? NOTE: I think this is important because it sets the tone for the rest of the story. What is it about? is it a story about standing up for what you believe in? a story about being different? a story about the romance between Fiyero and Elphaba? No, it's a story about friendship. Everything else circles around that core, and I think that's why it works so well--because everything ties back into that one question. "Were you her friend?" Well, was she? That's what the audience will be asking throughout the
3	Set-up	Introduce or hint at every character in A story; plant character ties to be addressed later on.	Mostly revealed in song; "The Wizard and I" introduces Elphie; "Dancing through Life" introduces Fiyero; "Popular" introduces Galinda
4	Catalyst	Life-changing event that knocks down house of cards.	Elphaba is invited to study sorcery with Mme. Morrible, who says one day, if she works hard, she might meet the wizard.
5	Debate	Point of no return; character makes a choice	Elphaba is determined to meet the wizard, especially after learning about the animals losing their voices/rights. She's convinced if she can meet the wizard, he'll fix everything.
6	Act II	A strong, definite change of playing field. Do not ease into Act II.	Dr. Dillamond Fired
7	B-Story	Often the "love" story; gives us a break from the tension of the A	Elphaba and Fiyero free a lion cub
8	Fun & Games	"The promise of the premise" / the heart of the movie / all about having fun	Party at the Ozdust; "Popular"; Elphaba and Galinda go to the Emerald City ("One Short Day") to see the Wizard
9	Midpoint	Threshold between 1st half and 2nd half; can be false peak or false collapse; stakes are raised; fun and games over	Elphaba invited to the Emerald City to meet the Wizard (false peak); finds out the wizard is behind the animals losing their voices (swift collapse)
10	Bad Guys Close In	Bad guys regroup and send heavy artillery ; hero's team begins to unravel	The Wizard and Mme. Morrible spread rumors that Elphaba is a "Wicked" Witch.
11	All is Lost	Opposite of midpoint (peak/collapse); whiff of death - old way of thinking dies/give up moment/runaway moment; false defeat; no hope	Elphaba returns to the Emerald City to free the flying monkeys; The Wizard tells her she can come back if she stays silent; Elphaba considers but refuses when she sees Dr. Dillamond in a cage unable to speak; Elphaba runs off with Fiyero
12	Black moment	Darkest point; MC has lost everything	Galinda betrays Elphie by telling Mme. Morrible and The Wizard they can get to her through her sister; Catfight in the corn field; Fiyero captured; "No Good Deed"
13	Act III	A story and B story combine and reveal solution	Fiyero (as Scarecrow) gets word to Elphie; Elphie fakes her death; Galinda and Elphie reconcile
14	Finale	Wrap-up; dispatch all bad guys in ascending order, working way up to the boss	Elphaba is "melted" by a bucket of water; Galinda confronts the Wizard and exiles him from Oz; Mme. taken into custody
15	Final Image	Opposite of opening image; show how much change has occurred	Galinda has opened her eyes to the injustices and ousted Mme. Morrible and The Wizard; Elphaba and Fiyero leave Oz