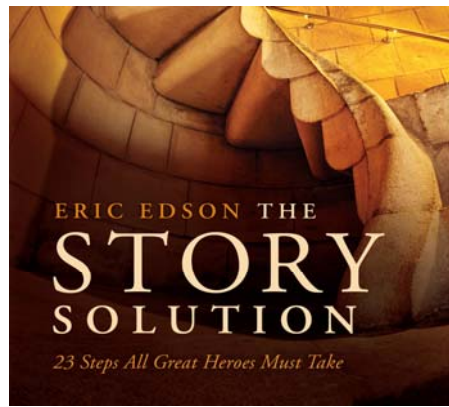




Eric Edson

HERO GOAL SEQUENCES®

"BACK TO THE FUTURE"



DEFINITION OF HERO GOAL SEQUENCES®

A Hero Goal Sequence generally consists of 2 to 8 pages of screenplay (2 to 8 minutes of film) in which the hero pursues a single physical, visible, short-term goal as one immediate step in achieving the main overall story objective driving the plot. The Goal Sequence ends when the hero discovers FRESH NEWS, which is some form of new information that effectively ends the necessity to pursue the current goal and creates a new physical, visible, short-term goal - thereby beginning the next Hero Goal Sequence. FRESH NEWS either *provides* the hero's next short-term goal, or sends the hero on a short search to find it.

- **EVERY *commercially successful* one-hero American movie contains between 20 and 23 Hero Goal Sequences.**
- **Act One ALWAYS contains 6 Hero Goal Sequences, and Stunning Surprise One ALWAYS takes place as FRESH NEWS in sequence #6.**
- **Act Two ALWAYS contains 12 more Hero Goal Sequences, and the Midpoint Sequence ALWAYS takes place during Hero Goal Sequence #12 - while Stunning Surprise Two ALWAYS arrives as FRESH NEWS in Sequence #18.**
- **Act Three contains a minimum of 2 Hero Goal Sequences and a maximum of 5.**

ERIC EDSON'S HERO GOAL SEQUENCES FOR

BACK TO THE FUTURE

Written by Robert Zemeckis & Bob Gale

HERO: Marty McFly (this is a one-hero movie)

MENTOR: Dr. Emmett Brown (Doc)

ADVERSARY: Biff

ENDANGERED INNOCENT ALLIES: George (Dad) and Lorraine (Mom)

HELPER-FOLLOWER ALLY: Jennifer Parker

(There is NO hero conflict with Jennifer in this story, so she is NOT a Love Interest Character.)

HELPER-FOLLOWER ALLIES: The Dance Band

ADVERSARY AGENTS: Biff's gang

INDEPENDENT TROUBLEMAKER: Principal Strickland

INDEPENDENT TROUBLEMAKERS: Libyan Terrorists

ACT ONE

HERO GOAL SEQUENCE #1

HERO GOAL: Practice guitar at Doc's place before school.

- The guitar is so amped up, playing one note breaks the speaker.
- Doc calls, tells Marty to meet him at the mall at 1:15 a.m. Doc made a breakthrough that has made all the clocks in his lab 25 minutes slow.

FRESH NEWS: That means Marty is late for school!
(4 min 27 sec)

HERO GOAL SEQUENCE #2

HERO GOAL: Get to school and audition with his band for the dance.

- As Marty skateboards to school, it is established that he has skateboard skills, and that Hill Valley is a run down little town.
- Marty's girlfriend Jennifer is introduced.
- Principal Strickland berates him as a loser like all of Marty's family.

FRESH NEWS: Marty and his band audition well, but they don't get the gig because they are "too loud." (UNFAIR INJURY – a sympathy tool.)
(3 min)

HERO GOAL SEQUENCE #3

HERO GOAL: Take Jennifer on a camping trip to the lake.

- But Marty needs the family car and it has been smashed up by Biff.
- Marty watches helplessly as his dad George gets belittled by Biff.
- Marty's mom Lorraine is an alcoholic. Exposition foreshadows how mom and dad met.

FRESH NEWS: Doc calls and asks Marty to bring a video camera when he comes to the mall... Marty is reminded he must go meet Doc at 1:15 a.m.
(9 min 7 sec)

HGS #4

HERO GOAL: Videotape Doc Brown's experiment using his dog Einstein.

- Doc has converted a DeLorean car into a time machine - Doc sends Einstein one minute into the future...and the animal returns safely.

FRESH NEWS: Wow...Doc's time machine works! INCITING INCIDENT.
(6 min 36 sec)

HGS #5

HERO GOAL: Now videotape Doc sending *himself* through time.

- Doc shows Marty how the DeLorean works - it runs on plutonium with a "flux capacitor."
- Ooops...but Doc stole the plutonium from Libyan terrorists.

FRESH NEWS: The ticked-off Libyans show up with guns blazing.
(4 min 22 sec)

HGS #6

HERO GOAL: Marty wants himself and Doc to survive the terrorist attack.

- Doc Brown gets shot.
- Marty jumps in the DeLorean and races off with the Libyans right behind. Marty hits 88 miles per hour and...zzzap.
- Marty finds himself in a field - and the DeLorean smashes into a barn.
- The farm family thinks he's a space creature because of his radiation hazard suit and they shoot at him.

FRESH NEWS - STUNNING SURPRISE ONE: Speeding away, Marty arrives at the entrance to "Lyon Estates" where the McFlys live, but it's just a big empty field! Where the heck is he?!
(5 min 18 sec)

ACT ONE = 32 min 48 sec

ACT TWO

HERO GOAL SEQUENCE #7

HERO GOAL: Explore this strange place and find out what's going on.

- The DeLorean is out of fuel, so Marty pushes the car behind the "Lyon Estates" billboard to hide it, then walks to town.
- Marty sees a charming, simpler, cleaner Hill Valley – but it doesn't seem the same town. The city clock works – and people dress funny!

FRESH NEWS: Marty finds a newspaper... it is dated Nov. 5, 1955. "This has gotta be a dream!" he exclaims. He has traveled back into the past.
(3 min)

HGS #8

HERO GOAL: Marty wants to find Doc and get help.

- He goes into a coffee shop and looks up Doc's address in a phone book.
- Marty turns and sees that his father George is in the coffee shop too...and Dad is a teenager! Biff and gang stroll in, Biff harasses George. Marty is stunned to see his father as a high school kid who can't stand up to a bully.

FRESH NEWS: George bicycles away from the café when Marty isn't looking and Marty flows him on foot.
(4 min 2 sec)

HGS #9

HERO GOAL: Catch up with Dad and talk to him about self-respect.

- Marty's sees Dad up in a tree, watching Lorraine through a window as she changes her clothes. George is a Peeping-Tom!
- George falls into the street in front of a moving car and he's about to be hit – which is the way Lorraine and George met – but Marty pushes Dad out of the way and the car hits Marty instead. Knocks him unconscious.

(THIS IS THE ACTION SPIKE FOR FIRST HALF OF ACT TWO.)

FRESH NEWS: Marty wakes up to find himself in Lorraine's bedroom...and uh-oh... teenage Mom is very attracted to him.
(3 min 17 sec)

HGS #10

HERO GOAL: To politely get out of Lorraine's family dinner and out of their house.

- Lorraine and her mom want Marty to spend the night.

FRESH NEWS: Under the table Lorraine puts her hand on Marty's thigh... and politeness is out the window. Marty bolts from the house.
(3 min 10 sec)

HERO GOAL SEQUENCE #11

HERO GOAL: Find Doc and convince him to help get Marty back to the future.

- At Doc Brown's house, Marty tells Doc he came from the future in Doc's time machine.
- Marty shows Doc where he hid the DeLorean and Doc finally believes him.
- Marty plays Doc the videotape he made of Doc's experiment. Doc tells him there's no plutonium available in 1955 to fuel the DeLorean.
- Marty knows a bolt of lightning will strike the clock tower next Saturday, and Doc says that's the only power source strong enough to fuel the time machine.
- Doc warns Marty not to interact with anyone in 1955 or it might change the future.

FRESH NEWS: In Marty's wallet photo of himself and his siblings, his older brother is partly disappearing! Marty's interaction with his parents is already changing the future. **APPROACH TO THE INMOST CAVE** of Hero's dilemma.
(8 min)

HGS # 12

HERO GOAL – MIDPOINT SEQUENCE: To save the future – and himself – Marty must get Lorraine to fall in love with George.

- Lorraine grows ever more infatuated with Marty.
- Marty **MUST** get George to ask Lorraine to the upcoming dance where they first kiss... **OR MARTY WILL CEASE TO EXIST.**
- To make things worse, Biff has the hots for Lorraine.

FRESH NEWS: George declares there's no one on Earth who can make him ask Lorraine to the dance. Now in Marty's photo his brother has almost completely disappeared. **POINT OF NO RETURN**, it's do-or-die time.
(6 min 8 sec)

HGS #13

HERO GOAL: Marty must trick George into asking Lorraine to the dance.

- Marty puts on his radiation suit and terrifies Dad by saying he's Darth Vader and if George doesn't ask Lorraine to the dance, Darth will melt George's brain.

- Next day George now seeks Marty's help about approaching Lorraine.
- Just as George is finally asking Lorraine to the dance – Biff intrudes and stops him.

FRESH NEWS: Marty punches Biff and makes a run for it, and Lorraine now falls for Marty even more. Furious Biff and his boys chase Marty.
(4 min)

HERO GOAL SEQUENCE #14

HERO GOAL: Escape from Biff and his gang on a skateboard.

ACTION SPIKE FOR SECOND HALF OF ACT TWO.

FRESH NEWS: Biff crashes his car into a manure truck...and he and his gang are buried in the stuff. Marty wins this one, but Biff wants revenge.
(2 min 5 sec)

HGS #15

HERO GOAL: Marty must find out how Doc plans to get him back to the future.

- Doc demonstrates on a model, but his plan requires precision timing.
- Lorraine shows up at Doc's lab

FRESH NEWS: Lorraine asks Marty to take her to the dance, because he can really protect a girl - she's crazy about him. Things get worse!
(4 min 34 sec)

HGS # 16

HERO GOAL: Marty hatches a plan to show Lorraine that George can protect her.

- Marty lays out for George how to do it – in a parked car Marty will put the moves on Lorraine then George will show up at a precise time to punch Marty and save her. George is up for it.
- Marty wants to warn Doc about the terrorist danger in the future but Doc won't hear of it. So Marty writes Doc a letter to explain.
- Marty takes Lorraine to the dance.

FRESH NEWS: Instead of George, Biff opens the car door and pulls Marty out. Biff moves in on Lorraine while Biff's gang drags Marty away.
(8 min 15 sec)

HGS #17

HERO GOAL: Marty must escape from the gang so he can save Lorraine.

- The gang throws Marty in an open car trunk – which turns out to be the dance band's car.
- George arrives at Marty's car as per plan... but he finds it's Biff there molesting Lorraine. George sucks it up anyway and orders Biff out.

- The band confronts Biff's gang and gets Marty out of the trunk, Marty runs back to his car just in time to see George cold-cock Biff.
- But the band guitar player has injured his hand so they can't play any more.

FRESH NEWS: Lorraine IS falling for George, BUT IN MARTY'S PHOTO NOW HIS SISTER IS DISAPPEARING, TOO! The trick hasn't helped!
(3 min 6 sec)

HERO GOAL SEQUENCE # 18

HERO GOAL: Marty must get the dance band to keep playing.

- To avoid the dance being canceled, Marty offers to play guitar.
- Marty plays with the group as Lorraine and George dance, but another Sleazy guy cuts in and takes Lorraine away from George... Marty is fading away from his own photo – and from life! He can't play any more.
- George finds courage at the last second... punches Mr. Sleazy.

FRESH NEWS – AND STUNNING SURPRISE TWO: Lorraine and George finally kiss – and Marty comes back to life! All three siblings reappear in the photo. Marty cuts loose with a joyful guitar riff. George takes a victory lap on the dance floor – and Marty bids a happy farewell to his teenage parents who will now carry out their mission in life, then races off to meet Doc.

(7 min 10 sec)

ACT TWO = 56 min 46 sec

ACT THREE

HGS #19

HERO GOAL: Work desperately with Doc to get himself back to the future.

- They race to get ready for the lightening bolt.
- Doc finds Marty's warning letter in his pocket but tears it up, refuses to read it because he can't risk changing the future.

FRESH NEWS: A branch falls and tears the lightening power cable loose.
(3 min 2 sec)

HGS # 20

HERO GOAL: Help Doc fix the cable and scramble to get ready.

- Marty yells to Doc about how Doc will get killed but the clock chimes and it drowns his message out.

- Marty sets the time machine to return ten minutes early so he can warn Doc in 1985... he roars toward the cable...

FRESH NEWS: It works. Marty gets sent back to the future.
(7 min 27 sec)

HERO GOAL SEQUENCE #21

HERO GOAL: Back in 1985 Marty now must race to the mall to save Doc's life.

- He doesn't get there in time – Doc is shot by the terrorists. Marty watches the Libyans chase his DeLorean and – when the time machine disappears – the terrorists crash into a kiosk flipping their VW.

FRESH NEWS: Marty runs up to Doc...and Doc is still alive! Turns out Doc DID read Marty's note from 1955 and he wore a metal bulletproof vest. Doc and Marty say farewell as Doc himself heads off into the future.
(5 min)

HGS #22

HERO GOAL : Find out how life turned out in 1985.

- Marty wakes the next day thinking it was all a dream. He's ready to face his ordinary world again...
- Downstairs, however...everything is different.
Marty gets to see how completely he was victorious in 1955: Mom and Dad are happy, Dad has become self-assured, they look great and have a great relationship and...
- **OBLIGATORY SCENE** – outside a groveling Biff polishes George's car to Dad's specifications. Marty sees that his efforts in 1955 brought justice and happiness to his family in 1985. The Hero wins!

FRESH NEWS and DENOUEMENT: Doc shows up in his time machine and he needs to take Marty and Jennifer with him on an urgent mission in the future – to save their kids! All three load into the DeLorean and rocket off on another adventure. Be sure to see the sequel, folks!
(5 min 7 sec)

ACT THREE = 10 min 7 sec