

SAVE THE CAT!® GENRE LOGLINES

Monster in the House: *Monster, House, Sin*

A culpable hero is forced to save a trapped group of people from being killed by a monster he inadvertently unleashed.

Golden Fleece: *Road, Team, Prize*

A driven hero must lead a group of allies to retrieve a prized possession through a perilous journey that wasn't what the hero expected.

Out of the Bottle: *Wish, Spell, Lesson*

A covetous hero must learn to undo a spell he wished for before it turns into a curse he can't undo.

Dude With A Problem: *Innocent Hero, Sudden Event, Life or Death*

An unwitting hero must survive at all costs when he is dragged into a life or death situation he never saw coming and cannot escape.

Rites of Passage: *Life Problem, Wrong Way, Acceptance*

A troubled hero's only way to overcome a spiraling life crisis is to defeat his worst enemy - himself.

Buddy Love: *Incomplete Hero, Counterpart, Complication*

An inadequate hero must rise above an extremely difficult situation to be with a uniquely unlikely partner who is the only one capable of bringing him peace.

Whydunit: *Detective, Secret, Dark Turn*

A single-minded hero must find the truth to a mystery so intriguing before he is swallowed by the darkness he desperately seeks to expose.

Fool Triumphant: *Fool, Establishment, Transmutation*

An innocent hero's only way to defeat the prejudices of a group is to change himself without losing what made him the group's target of disdain in the first place - his uniqueness.

Institutionalized: *Group, Choice, Sacrifice*

An outsider's only way to save his individuality is by going against the many who wish to integrate him into their fold.

Superhero: *Special Power, Nemesis, Curse*

A uniquely special hero must defeat an opponent with stronger capabilities by using the same powers that disconnect him from the people he hopes to save.