

ALICE IN WONDERLAND (Tim Burton, 2010)

BEAT SHEET

Created by Sharon Y. Cobb

ACT 1

SHORT PROLOGUE

- Young Alice has that odd dream again.
- Father reassures her.

ALICE AT 19

- Alice attends a party.
- She discovers it's her engagement party and Hamish will propose marriage.
- In front of everyone, Lord Hamish asks Alice to marry him.

INCITING INCIDENT

- Alice leaves the party to follow the White Rabbit from her childhood dream.
- She accidentally falls down a hole.
- Alice lands in Underland (a.k.a. Wonderland).

- Alice trapped in room with door too small to escape. She drinks potions, until she's the right size to flee.

- Outside, Alice meets the White Rabbit, Twiddledee, Twiddledum and Dormouse.
- They take her to Absolem, the Blue Caterpillar. She sees the Compendium that shows the day she slays the Jabberwocky. The Caterpillar says she's not the right Alice.

- The Bandersnatch (monstrous hyena-like creature) ambushes the group. Dormouse stabs one of the Bandersnatch's eyes out. Alice and friends chases by the Knave of Hearts.
- Twiddledee and Twiddledum captured and taken to the Red Queen with the Compendium.
- Red Queen orders Bayard (the bloodhound) to find Alice and she'll free his wife and pups.
- Alice meets the Chesire Cat who takes her to the tea party.

TURNING POINT 1

- At the tea party, Alice meets the Mad Hatter who becomes an important ally.

ACT 2

- The Knave and army approach looking for Alice. The Hatter gives Alice a shrinking potion and hides her in a teapot. The Knave and army leave.
- The Hatter gives Alice a ride on his hat since she's so small. Headed to the White Queen's castle he tells her about the horrible things the Red Queen has done.
- The army is coming. The Hatter allows himself to be captured to save Alice.

- The Hatter is taken to the Red Queen.
- Alice makes friends with Bayard and has him take her to the Red Queen's castle.

MIDPOINT

- Alice meets the Red Queen and the Red Queen likes her, takes her into her court without realizing she's really Alice.
- Alice is with the Red Queen when the Hatter (pretending to not recognize Alice) offers to make hats for the Queen's gigantic head.
- Bayard goes to the White Queen's castle to tell her Alice is back.
- White Rabbit steals the Compendium from the Red Queen
- Alice visits the Hatter. He tells her to find the White Rabbit and go to the White Queen.
- The Knave makes amorous advances toward Alice. She rejects him, but a courtier sees.
- The White Rabbit leads Alice to the Bandersnatch's cage where she must steal the magic "Vorpal" sword (for killing the Jabberwocky). She makes friends with the Bandersnatch by returning his eye which Dormouse took. Alice gets the sword.
- The courtier tells the Red Queen the Knave tried to kiss Alice. Knave lies about it. Red Queen wants Alice killed.
- Battle in Red Queen's courtyard. The Bandersnatch rescues Alice and Bayard flees too.
- At the White Queen's Castle, Alice gives the Queen the magic sword.
- Back at the Red Queen's Castle, she is ready to execute the Hatter, when the Cheshire Cat saves him.
- The Hatter and all the Wonderland friends meet Alice at the White Queen's castle.
- The White Queen needs a champion to slay the Jabberwocky and set the kingdom free.

TURNING POINT 2

- Alice finally realizes Wonderland is not a dream and accepts her destiny to battle and defeat the Jabberwocky

ACT 3

- The Red Queen and her army meet the White Queen and her army on a giant chessboard battle field. Alice is the White Queen's champion, the Jabberwocky will fight for the Red Queen

CLIMAX

- Armies of the Red and White Queens battle. Alice begins the battle with the Jabberwocky and wins.
- The Red Queen is banished.
- Alice drinks the blood of the Jabberwocky to go home.

RESOLUTION (Alice back home)

- Alice tells Hamish she can't marry him and proposes business deal to Hamish's father (her late father's partner).
- Alice goes on ship to China.