

## **TOY STORY - ACT I BEAT SHEET**

- **OPENING: MEET ANDY, SEE HIS TOYS**

Credits roll as we meet the toys and their owner, a little boy named ANDY, playing with them. Andy's mom tells us that today is Andy's birthday party.

- **TOYS COME ALIVE, WOODY IS THE STAR**

Once Andy is out of sight and earshot, we see all toys have lives of their own beyond being his inanimate playthings, and learn that WOODY, the Sheriff, is Andy's favorite and their leader.

- **TOYS WORRY ABOUT BEING REPLACED, SPY ON ANDY'S BIRTHDAY PARTY**

Toys are all suddenly panicked about being replaced/winding up in the attic. Woody tries to reassure them, then placates them by sending an army of toy soldiers downstairs on a reconnaissance mission to spy on the gift opening. We also learn the family is going to be moving soon.

- **INCITING INCIDENT - BUZZ LIGHTYEAR ARRIVES**

Presents are opened (lunch box, board game, etc.) and the toys breathe a collective sigh of relief. But there's one more surprise gift. All the kids come screaming upstairs into Andy's bedroom, then vanish just as quickly, leaving Andy's new toy on the bed. The toys peer over the edge and discover a BUZZ LIGHTYEAR, sitting in Woody's spot. (13 mins in).

- **BUZZ IMPRESSES OTHER TOYS, ANNOYS WOODY**

We meet Buzz, learn he believes he's a Space Ranger whose ship has crash-landed here. All the toys—except Woody—are impressed by his gadgetry and sense of self-importance.

- **CHALLENGED, BUZZ PROVES HE CAN FLY**

Woody and Buzz argue over whether Buzz is a toy. Buzz insists he's a Space Ranger and that he can fly. Woody insists he's a toy and that he can't. Buzz demonstrates—and manages to pull off what Woody terms “falling with style.” But all the other toys are wowed, and suddenly Woody realizes he's got competition and grows increasingly jealous.

- **WOODY'S PLACE IS USURPED BY BUZZ**

Montage of Woody as the pressure on him builds, and Buzz becomes the new favorite. The decor in Andy's room changes from western to space theme, Buzz sleeps on the bed, Woody's consigned to the toy chest, etc. Woody is very dejected.

- **MEET SID, THE EVIL NEXT-DOOR NEIGHBOR, ANTAGONIST**

Woody has had it. He tells Buzz to stay away from Andy; that Andy is “his.” This altercation is interrupted when they all hear SID, the bad seed neighbor kid, making a racket. The toys peer fearfully out the window to see Sid torturing a toy, blowing it up with a firecracker, then laughing with sadistic glee.

- **PLOT POINT #1 - JEALOUS WOODY ACCIDENTALLY KNOCKS BUZZ OUT THE WINDOW**

Mom offers to take Andy to Pizza Planet and tells him he can bring just one toy. Woody overhears and hopes Andy will choose him but fears he might not. He decides to knock Buzz down behind Andy's desk where Andy won't be able to find him. Woody sends the race car toy barreling into an unsuspecting Buzz, but his plan goes awry when Buzz is accidentally sent sailing out the window instead. Woody has gotten rid of Buzz all right, but his plan has gone further than he intended and has created a whole new set of problems. Buzz is now stranded outside down on the ground below, and the other toys suspect Woody of murder.

And now we're off and running into Act II.