

Desperate One-Shot

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Genres: Action.

Page Count: 4

Synopsis:


A brother desperate to deliver medicine to his sister.

Characters:


Hero: Has mechanical arms. Which detach using thick cords to zip around the place.


Brother: Determined.


One-shot Script:

Page 1:		
Layer 1-2 Panel 1:	Pulled Back Shot: Train door opening, as Brother rushes out in a hurry, clinging tightly to the bag.	
Layer 1 Panel 2:	Feet running forward.	
Layer 2 Panel 3:	Side shot: Brother bumping into a taller figure.	Bump. (Placed between panels 2/3)
Layer 3 Panel 4:	Background: Hero staring down with a scary, shaded out expression. Foreground: Brother visibly frightened and yelling out.	
Brother:	<i>Sorry!!</i>	
Layer 4 Wide Panel 5:	Foreground, bottom corner of panel: Brother with head down running towards camera. Background: Still darkened face Hero glancing back. One eye visible and intensely staring.	
Layer 4 small Panel 6:	Shot of bag in arms with a (red) cross on it.	
Page Transition Text:	Thud!	No Bubble.

(Note): Some level of crowd shots with some mutant/freakish people in them.

Page 2:		
Layer 1 Panel 1:	An already bloodied up Brother being pinned to a wall by a thug's arm.	
Layer 1 Panel 2:	POV Shot of various mutant thugs.	
Thug 1:	Hand it over already.	
Layer 2 Panel 3:	Brother yelling out but being struck mid-shout by a fist. Drawing blood.	
Brother:	Never! You-!	
Layer 2 Wide Panel 4:	Brother tucked into a ball on the ground while being beat on by various fists and kicks.	BG Black.
Layer 2 Small Panel 5:	Bag slipping out and bouncing onto the street.	
Layer 3 Panel 6:	POV Shot: Reaching for bag with a shaky hand. As a thug is walking over to it.	
Brother:	No! I have to...	Narration Bubble.
Layer 3 Panel 7:	Identical POV Shot: Reaching for sister in hospital bed with an even shakier hand.	
Brother:	Save...	Narration Bubble.
Layer 4 Panel 8:	Thug bending over to pick up the bag, but noticing a mechanical arm is pointed at their forehead.	
Page Transition Text:	Bang!!	No Bubble.

Page 3:		
Layer 1 Panel 1:	Thug falling with hole in head, with Hero visible through hole.	
Layer 2 Panel 2:	Upper-to-lower shot: Shocked brother.	
Thug 2:	You bastard!	
Layer 2 Panel 3:	Thug 2 swinging at Hero with a weapon, as they casually jump back from the strike. Another Thug 3 is visible trying to get behind Hero.	
Layer 2 Panel 4:	Arm Shot: Mechanical arm beginning to release.	SFX: Click-
Layer 3 Panel 5:	Hero bounces one of their arms against the ground, it bounces off it and strikes Thug 2 in the chin. Hero spinning back to grab Thug 3 by the face.	SFX: Zip. Bounce. Whack. Grab.
Layer 4 Panel 6:	While grabbing their hurt chin, Thug 2 swings wildly.	
Layer 4 Wide Panel 7:	Hero whips around, cord of arm twisting fully around him in a circle. Hand dragging Thug 3 in the path of the strike, having them get hit by it and taken out.	
Layer 5 Panel 8:	A totally petrified Brother still on the ground in the BG's corner. As horrible noises (scribbles) are heard off screen.	
Layer 5 Small Panel 9:	Hero reaching down to pick up the bag. (One arm totally extended and off-screen.	
Layer 5 Panel 10:	Brother shouting out at the very start of a scramble to get up (has not gotten up). Hero's extended hand has grabbed the back of Brother's shirt and has tugged it up.	SFX: Tug.
Page Transition Text:	Zip!	No Bubble.

Page 4:		
Layer 1 Panel 1:	Hero and a pulled along Brother being swung through the city. Hero focused and Brother looking around in awe.	
Layer 2 Panel 2:	Transition Panel.	
Layer 3-4 Panel 3:	BG: Brother stumbling forward, having been quickly placed down. FG: Behind the body shot of Hero mostly off-screen.	
Layer 3 Panel 4:	Hero snapping the bag forward.	
Layer 4 Panel 5:	Brother catching it as it slams against his chest.	
Layer 5 Small Panel 6:	Hero halfway turned around to leave.	
Hero:	Don't expect a ride back.	
Layer 5 Wide Panel 7:	BG: Hospital. MG: Brother bowing down and shouting out. Foreground Right: Hero with a surprised expression.	Bubble across the top of the panel.
Brother:	Thank you very much!	
Layer 6 Panel 8:	FG: Brother having turned back towards the camera, beginning to run in. BG: Behind back shot of Hero.	
Layer 6 Panel 9:	Behind the back shot: Hero just standing there.	
Layer 6 Panel 10:	Identical Shot: Hero with arm raised up, already extended out ready to swing away.	SFX: Zip.
Hero:	Heh.	No bubble.
Layer 6 Panel 11:	Transition panel into darkness.	
Apart of Transition:	Swing~	No bubble.