Last Copy One-Shot

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Genres: Character, Comedic.

Page Count: 5

Synopsis:

The last copy of a game is grabbed at the same time by a young-man and young-lady. Obviously, the only option from here to play for it, winner takes all.

Characters:



One-shot Script:

Page 1:		
Layer 1 Small Panel	Close up: Two hands grabbing either side of a used	
1:	game case.	
Layer 1 Wide Panel	Pulled back – Behind shot: The two turning heads to	
2:	face each other.	
	Right side Girl.	
	Left side Boy.	
Layer 2 Long Panel	Side Shot: Girl Facing camera, head tilted up, giving	
3:	an annoyed look.	
Girl:	Come on? What are the odds?	Narration Box
Girl:	I've been looking everywhere for a copy of this. No	Narration Box
	chance I'm giving it up like that!	
Girl:	Besides! I bet this dude isn't even a fan. So what if he	Narration Box
	is? I'm a bigger one!	
Layer 2 Long Panel	Side Shot: Boy Facing camera, head tilted down,	
4:	giving an annoyed look.	
Boy:	Oh, no way. I called in for this. Stupid store and no	Narration Box
	holding policy.	
Boy:	Does she even know how rare this version is? And in	Narration Box
	this condition? Not a chance!	
Boy:	I'm completing my collection today! And no one is	Narration Box
	going to stop me!	
Layer 3 Panel 5:	Background: Black.	
	Head shots: Both realizing what must be done.	
Both:	Only one way to settle this!	Conjoined
		Starburst
		Thought Bubble.

Page 2:		
Layer 1 Panel 1:	Both shouting out.	
Both:	I'll play you for it!	***
Both:	You're on!	***
Layer 2 Panel 2:	Angled Shot: Both holding controllers at a console inside the shop. Focused up on screen.	
Layer 3 Panel 3:	Girl giving a killer's expression.	BG: Black.
Girl:	Sorry, but I'm not holding back.	
Layer 3 Panel 4:	Boy giving a confident smirk.	BG: Black.
Boy:	She has no idea what she's in for.	
Layer 4 Panel 5:	The two are imposed onto either side of a fighting game start screen.	VFX: FIGHT!

Page 3:		
Layer 1 Panel 1:	Shot of Screen with knock-off fighting game.	
Layer 2 Panel 2:	Foreground: Girl giving evil grin.	
	Midground: Her contrasting character giving a win	
	pose.	
	Background: Black.	
Layer 2 Panel 3:	Foreground: Boy giving a cocky little laugh.	
	Midground: His contrasting character giving a win	
	pose.	
	Background: Black.	
Layer 3 Panel 4:	Shot of hands rapidly hitting buttons on controllers.	
Layer 4 Panel 5:	Both screaming out.	
Both:	Come on!	粱

Page 4:		
Layer 1 Panel 1:	Front Shot: Foreground: Both stunned and dissatisfied. Midground: Bold letters say Draw. Background: Black	
Layer 2 Panel 2:	Girl looking up and over with raised brow and deflated expression.	
Girl:	How come you've got skills at this game if you still need to buy it.	
Boy:	Probably for the same reason as you.	
Layer 2 Panel 3:	Boy looking over and down, begrudgingly giving acknowledgement.	
Boy:	You probably do know this is a hard to find copy then.	
Girl:	I do.	No bubble.
Boy:	We could play best three out of five	
Layer 3 Panel 4:	Both giving an accepting expression to themselves.	
Both:	You can take it.	
Layer 4 Panel 5:	Same Shot: Both side eyeing each other with annoyed looks.	BG: Black.

Page 5:		
Layer 1 Panel 1:	Both exiting the shop empty handed.	
Narrator	A lot of arguing later.	Narration Box.
Layer 2 Panel 2:	Girl looking away.	
Layer 2 Panel 3:	Boy looking away.	
Both:	So	Bubble connecting panels.
Layer 3 Panel 4:	Shot of game hanging where it was found.	
Both:	What's your gamer tag?	