20 SECONDS

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The panel descriptions and the number of panels on each page present a basic structure for the story. If you wish to tweak them a bit, go for it. You are the visual artist, after all. I would, however, like to preserve the flow of the individual pages, the story beats on them, and what happens before and after a page turn.

PANEL 1

A close-up of a digital clock display. It reads: "00:20:00"

PANEL 2

INTERIOR. THE PROTAGONIST has just now finished setting up a device that the digital clock is attached to. <u>They*</u> are in a dark office building with a slightly futuristic/Cyberpunk design, so that we can't really guess what the device is for or what it's attached to (maybe to an office cabinet, maybe to a server or a high voltage box - your guess is as good as mine). If we can still see the display, it now reads: "19:00". Every panel of this comic depicts one second in time and we always see the countdown, either by looking at the display itself or via a CAPTION.

(*I'm deliberately not specifying the Protagonist's gender or ethnicity. Just draw them however you'd like. The one thing that <u>should</u> be apparent though is that they are either a thief, a spy, or just some sort of a sneak.)

NARRATION Being somewhere you're not supposed to be is often an unappreciated skill.

<u>CAPTION:</u> 00:19:00

PANEL 3

THE PROTAGONIST is now heading for the door leading out of the office/service/maintenance room.

NARRATION If everything goes well, then the hardest part is getting in.

<u>CAPTION:</u> 00:18:00

PANEL 4

THE PROTAGONIST has opened the door leading to a hallway. They are checking if the air is clear.

<u>CAPTION:</u> 00:17:00

PANEL 5

THE PROTAGONIST is now in the hallway and heading towards an elevator.

NARRATIONIf everything doesn't go well...CAPTION:00:16:00

PAGE TURN

PANEL 1

A close-up of the digital clock, now reading: "00:15:00"

PANEL 2

THE PROTAGONIST is getting closer to the elevator. There is a door next to it, presumably going into a similar type of room that the Protagonist just came out of. The elevator now makes a sound suggesting that its door is about to open (SFX). But the Protagonist didn't push any button yet, which means they are about to have company.

NARRATION	then the hardest part is getting out.
SFX:	DING
CAPTION:	00:14:00

PANEL 3

Two SECURITY GUARDS are getting out of the elevator. They have pistols resting in their hip holsters.

<u>CAPTION:</u> 00:13:00

PANEL 4

All three characters are pulling out their guns. THE PROTAGONIST is a little faster, already having their gun firmly in hand, while the SECURITY GUARDS are still getting them out of their holsters.

SEC. GUARD #1	Hold it right there!
NARRATION	Shit.
CAPTION:	12:00

PANEL 5

THE PROTAGONIST is going through the door next to the elevator while shooting two shots at the SECURITY GUARDS (SFX). One shot doesn't hit anything, the other hits SECURITY GUARD #2 in the shoulder.

<u>SFX:</u>	BANG BANG
SEC. GUARD #2	Aaagh!
NARRATION	Really wasn't expecting them so soon .
CAPTION:	00:11:00

PAGE 3 - PANELS: 5

PANEL 1

A close-up of the digital clock, now reading: "00:10:00"

PANEL 2

THE PROTAGONIST is now inside of the darkened room. We can see that there is a large window on the other side of it. In this or in some of the later panels we can see a large neon Cyberpunk city outside.

<u>CAPTION:</u> 00:09:00

PANEL 3

THE PROTAGONIST hides behind a desk while SECURITY GUARD #1 enters the room, shooting indiscriminately (SFX). He's hitting a lot of computers and file cabinets, but our Protagonist is safe... for now.

SFX:BANG BANG BANGNARRATIONThis is going to be either the longest couple of
seconds of my life...CAPTION:00:08:00

PANEL 4

In the <u>foreground</u> we see THE PROTAGONIST getting something from their belt. In the <u>background</u> we see SECURITY GUARD #1 still shooting into the dark (SFX), while SECURITY GUARD #2 is still in the hallway, barely on his feet, holding his bleeding shoulder. Seems like he's out of the race.

SFX: BANG BANG

NARRATION Or the last.

<u>CAPTION:</u> 00:07:00

PANEL 5

A close-up of THE PROTAGONIST's belt, where we can see some sort of a small spy-ish kind of cable wrapped around a small mechanism and with a carbine clip at the end of it.

<u>CAPTION:</u> 00:06:00

PAGE TURN

PAGE 4 - PANELS: 6

PANEL 1

A close-up of the digital clock, now reading: "00:05:00"

PANEL 2

A close-up of THE PROTAGONIST's hand clipping the carbine to the leg of the desk (SFX) they are hiding behind/under.

SFX: CLIP

<u>CAPTION:</u> 00:04:00

PANEL 3

THE PROTAGONIST, now firmly under the table, is shooting their gun through the table (SFX) at where they think SECURITY GUARD #1 might be at, while the security guard himself is hiding from the bullets, with none seemingly hitting him.

SFX: BANG BANG BANG

<u>CAPTION:</u> 00:03:00

PANEL 4

THE PROTAGONIST is now running towards the window. One side of the cable connected to their belt, the other to the leg of the table. They are shooting at the window (SFX) while SECURITY GUARD #1 is trying to get his bearings again.

NARRATION	Time's	up.
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<u>CAPTION:</u> 00:02:00

PANEL 5

EXTERIOR. THE PROTAGONIST crashes through the window (SFX) while the cable is still attached to the office table. Is the table heavy enough to stay in place when the Protagonist jumps? Who knows. The security guard #1 (may or may not be visible in this panel) is still shooting at them (SFX), with maybe one bullet grazing the Protagonist's leg.

<u>SFX:</u>	CRASH					
NARRATION	Hope all of this was really worth it.					
SFX:	BANG BANG BANG					
CAPTION:	00:01:00					

PANEL 6

A close-up	of the	digital	clock,	now	reading	: "00:0	0:00"	
NARRATION		But I	guess	we'l]	l just h	nave to	wait and see.	

THE END