

EVIL GUESTS

written by

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The number and descriptions of panels on each page present a basic structure for the story. If you wish to tweak them, go for it. After all, you are the visual artist. 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

Focus on two action figures that a kid we don't really see in this panel is playing with. The figures are some sort of a hero with some sort of a monster. Like He-Man and Skeletor, Blade and a Vampire, a generic soldier and a generic zombie. Whatever comes to your mind. Since we don't really see the kid (Jake) playing with the figures, his dialogue comes from off panel (OP), though it also looks like it's coming from two sources since he is speaking for both of the figures.

JAKE (OP) You wont **escape** this time!

JAKE (OP) **Fool**, you cannot stop me!

PANEL 2

SIMILAR PANEL. The figures are now fighting!

JAKE (OP) Die! Die!

JAKE (OP) **Aaaggh!**

PANEL 3

SIMILAR PANEL. But now it looks like the monster is defeating the hero, not the other way around.

JAKE (OP) I will be your **doom!**

JAKE (OP) No, please! Mercy! **Mercy!**

PANEL 4

BIG PANEL, INTERIOR. We are in a living room of a cabin in the woods. With some nice furniture, a rug, a fireplace, a deer head mounted on the wall. Stuff like that. It looks like your typical horror movie cabin, but it's also very cozy. Nothing bad happened here. At least not yet.

There are three characters around the fireplace. MOM, sitting in a rocking chair knitting, DAD, sitting/laying on a couch reading newspapers, and their son, JAKE, sitting/laying on the ground playing with his toys and with a toy box next to him. A nice little family, only there's one problem. They are all GHOULS. Meaning evil monsters from the woods that will eat you if you cross their paths. But they don't really look evil here. They are just a nice, decent, standard family. They just also happen to be ghouls.

JAKE Die, hero! Die!

JAKE Nooo!

MOM **Jake**, honey?

Time to brush your teeth and go to bed.

JAKE Five more minutes, **mom**. Please!

DAD Now, do as your mother says, Jake.

PAGE 2 - PANELS: 6

PANEL 1

JAKE is now standing up and putting his figures into the toy box.

JAKE OK...

MOM And when you'll be ready for bed, **your father** will read you a scary story.

JAKE But **really scary**. Not like the one last time.

DAD Alright, sport.

I'll have a **really scary story** ready for you.

PANEL 2

More focused on MOM and DAD (Jake left to the bathroom), while we also see the window behind them. There is now some light visible outside. Nothing major just yet, but it is noticeable.

MOM You're spoiling him with your scary stories.

DAD I know, I know...

But he just **loves them so much**.

PANEL 3

SIMILAR PANEL, only now the light is even more noticeable with MOM already paying attention to it. We'll later discover that the light comes from an approaching car.

MOM **Ed..**

...what is **that**?

PANEL 4

More focused on DAD who is now turning towards the window, trying to see what his wife sees.

DAD What is it, honey?

PANEL 5

EXTERIOR, NIGHT. We are now outside the window, looking inside the cabin and at DAD, who is looking at the arriving vehicle. Though it's important that we ourselves don't really see what's approaching the cabin.

DAD **Oh my God.**

PANEL 6

INTERIOR. We are inside the cabin again. MOM is standing up, distressed. DAD is closing the window curtains in panic.

MOM What's going on?

DAD It's **teenagers!**

PANEL 1

MOM starts to panic, while DAD is desperately trying to stay calm and think of what to do. There is also some music (SFX) coming from outside the window (from the car). It can be barely noticeable in this panel, but it will become more and more apparent the closer to the cabin the teenagers get.

MOM Oh God, **not again!**
 I thought we were **safe** here!
 Ed, what do we do? **What do we do?**

DAD **Calm down,** Annie!
 Let me think...

JAKE (OP) Mom?
 Dad?

SFX: ♪ ♪

PANEL 2

JAKE returned from the bathroom and is standing in the living room again, now with a toothbrush in his mouth.

JAKE What's going on?

SFX: ♪ ♪ ♪

PANEL 3

MOM is now hugging JAKE, while DAD is making sure all the curtains are really closed. But the noise from outside is just getting stronger.

MOM I't alright, honey. **Don't be scared.**

JAKE Scared? Of **what?**

DAD We need to hide.

MOM **Hide?!** But this is our home, Ed!

SFX: ♪ ♪ ♪ ♪

PANEL 4

The light is clearly visible even through the closed window curtains. The car has stopped in front of the cabin. DAD is now pulling the rug off the floor, revealing a trap door leading to a cellar.

DAD Do you have **a better idea?!**

SFX: ♪ ♪ ♪ ♪ ♪

PAGE 4 - PANELS: 3

PANEL 1

DAD is now opening the trap door, directing MOM and JAKE to go down.

DAD We need to hide in the cellar.

JAKE **The cellar?!** But **aunt Henrietta** is down there.

DAD **Now, Jake!**

JAKE She smells funny...

SFX: ♪ ♪ ♪ ♪ ♪ ♪

PANEL 2

The trap door to the cellar is almost closed with the family inside. We can still see DAD's eyes through a crevasse.

DAD We need to be **really quiet** now.

SFX: ♪ ♪ ♪ ♪ ♪ ♪

TEENAGER (OP) Whooo!

PANEL 3

BIG PANEL. Five teenagers now loudly enter the cabin. There's the JOCK, the CHEERLEADER, the STONER, the NERDY GIRL, and the THINKER. If you'd need a visual reference, just look up the cast of *Cabin in the Woods*.

They've got a lot of booze and also a boombox that all the music is coming from (it would make sense that they'd all be dressed in 1980s style). In this panel we may still see the closed trap door. And if we do, we may also see DAD carefully peeking through it.

JOCK **Let's party!**

CHEERLEADER Whooo!

STONER Yeah!

SFX: ♪ ♪ ♪ ♪ ♪ ♪ ♪ ♪ ♪ ♪

THE END