MONSTRUS

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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.

PAGE 1 - PANELS: 3

PANEL 1

EXTERIOR. We see a desert wasteland. Nothing but dirt, sand, and dust. Some rocks here and there. On the horizon we see two "mountains", one on the left, one on the right. Are they mountains? Could be, but there is too much dust and they are too far away. They could be mountains. But they could also be something different. In between them, right in the middle, there is also something that could be ruins of a city, a large 21. century metropolis. The girl and the boy talking are off panel (OP).

GIRL (OP) What do they look like? Are they big? I bet they're

pretty big.

BOY (OP) Wait a second, will you? I haven't even looked yet.

PANEL 2

We see one of the "mountains" from a similar point of view, but now much larger, because we see this panel through binocular vision. It's not a mountain. It's a large monster. A large lizard-Kaiju type monster with big spikes.

GIRL (OP) So? Are they big? How far are they?

BOY (OP) Yeah, they're pretty big. I think they are bigger

then Hammerhead was, but not as big as Talltail.

PANEL 3

Through the binoculars we see the second "mountain", a similarly large but vastly different creature with weird shapes and tentacles. Clearly a more of a sea creature, reminiscent of H.P. Lovecraft's Old Ones from Cthulhu Mythos.

BOY (OP) I think they are heading towards the city. They're

gonna meet pretty soon.

GIRL (OP) What do they look like? What do they look like?

PAGE TURN

PAGE 2 - PANELS: 5

PANEL 1

We see the BOY and the GIRL on a rugged mountain. They are dressed in old, dirty clothes. Much of their clothing is for adults, but they made them fit for their ruff post-apocalyptic life, living from day to day on their own. The boy, thirteen or fourteen years old, is standing, handing over the binoculars to the girl. The girl, presumably his sister, is about nine or ten, sitting and staring at the horizon through her hands, as if they were binoculars themselves, and thinking that if she'll try hard enough, she'll see the monsters better. Behind them we can see kind of a camp fire and some meat roasting on it.

BOY You tell me.

PANEL 2

The GIRL, still sitting, excitedly takes the binoculars out of the BOY's hand.

GIRL Finally! Gimme, gimme, gimme!

PANEL 3

The GIRL is looking through the binoculars with the same level of commitment she had when looking through her "hand binoculars". The BOY is about to sit beside her.

PANEL 4

Basically the SAME PANEL, but the BOY is already sitting down, looking in the same direction as the GIRL.

GIRL Wow...

PANEL 5

The entire panel is a CLOSE-UP of one of the binocular lenses. In it we see the mirrored reflection of the lizard Kaiju monster.

BOY	(OP)	So?

GIRL (OP) This one is really **spiky**! I bet she has fire breath

or something!

BOY (OP) How do you know it's a she?

GIRL (OP) How do you know she's not?

BOY (OP) Good point.

PAGE 3 - PANELS: 4

PANEL 1

SIMILAR to the PREVIOUS PANEL. We see a CLOSE-UP of the second lens, where we see the mirrored reflection of the Cthulhu monster.

BOY (OP) What about the second one?

GIRL (OP) Uhm... I don't like that one. He's scary. And kinda

weirdly... squishy. Brrr...!

PANEL 2

We now again see both characters. The GIRL is still looking through the binoculars passionately. The BOY is standing up again.

BOY So... Spiky and Squishy. I like that.

GIRL Yeah, me too.

BOY And you think Spiky's gonna win?

GIRL Yup.

PANEL 3

The GIRL is still sitting, looking through the binoculars, the BOY is now attending to the camp fire where we see he's actually cooking a weird creature the size of a rabbit. It's like a big bug, but not like any you've ever seen.

BOY Okay. So if Spiky's gonna win, you can pick the next

dinner.

GIRL Yeah, sure. Like there's anything to choose from.

BOY Hey, what do you know? Maybe we'll find something

interesting tomorrow.

PANEL 4

The BOY is slicing the roasted bug and serving it into two old cracked bowls that were once maybe shells of some different bugs. The GIRL is still sitting, looking through the binoculars.

GIRL Do you think we could perhaps get something from

whoever looses the fight?

BOY Better not.

I think Spiky is radioactive.

GIRL Radio...

PAGE TURN

PAGE 4 - PANELS: 4

PANEL 1

The BOY is bringing the two steaming bowls to the GIRL who is now putting the binoculars away.

GIRL That's that slow invisible death ray, right?

BOY Right. I saw a similar one once, you were too little

to remember. I think she may have some sort of

atomic deference system. Even if she wins the fight

and leaves...

...it would be no good.

PANEL 2

We see BOTH CHARACTERS from the back, they are sitting next to each other and eating their dinner.

GIRL I hope we won't have to leave here so that the slow

invisible death ray wouldn't catch us.

BOY We'll see.

PANEL 3

PULLED-BACK LOOK. We are now further behind the TWO CHARACTERS, so we see their backs, the cooked bug, and also the two monsters on the horizon - now inside the ruins of the city and pretty close to each other.

GIRL I still don't understand why they always fight in

cities. I mean... they aren't even cities anymore.

BOY Nobody ever understood that.

PANEL 4

FINAL PANEL and the LARGEST on the page. We see the whole scene now. There is the mountain with the TWO KIDS on top and smoke coming from the camp fire. In the foreground we see ruins of the city and two large monsters about to battle each other. Only we now also see that it's not a mountain the kids are sitting on. It's a huge, HUGE dead bug. Same as the one they are eating, but of the size of another Kaiju monster.

GIRL I still hope she has fire breath instead of the

radiolotion.

BOY Me too.

GIRL And it would be cooler, too.

BOY Yes, it would.

GIRL Psst!

It's starting.

THE END