

## STATION 47

written by

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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: 6**

**PANEL 1**

BIG PANEL. EXTERIOR, SPACE. We are looking at an old abandoned SPACE STATION. There is nothing around it except for a SMALL SHUTTLE or maybe a FIRE JET (your call) approaching it. On the Station we can barely see a rusty and faded out sign: STATION 47.

**PANEL 2**

The SHUTTLE is approaching the Station's DOCKING BAY near the sign so that we can see it more clearly.

**PANEL 3**

INTERIOR. The SHUTTLE has landed in the docking bay and it's COCKPIT is opening, releasing its inner atmosphere.

SFX: tsss

**PANEL 4**

A PILOT is coming out of the cockpit. He looks like a war pilot, with his HELMET on, a BLASTER in a holster at his right side, and a FLASHLIGHT resting on his uniform. He looks around the docking bay; dark, empty, and dead.

**PANEL 5**

He exits the docking bay through one of the DOORS leading into the guts of the Station.

**PANEL 6**

The PILOT is now standing in an old and rusty hallway with lots of old and rusty doors. All of them look the same and the only source of light here is a dim emergency bulb over each door.

**PAGE TURN**

PAGE 2 - PANELS: 7

PANEL 1

While looking around, he SWITCHES ON his FLASHLIGHT.

SFX: click

PANEL 2

He OPENS one of the doors...

SFX: skree

PANEL 3

...but it just leads to another hallway. Looking exactly the same as the one he just came from. This place is like a sci-fi industrial maze.

THE PILOT ...?

PANEL 4

SIMILAR PANEL. He just stands in the new hallway, looking around, while suddenly a NOISE strikes from the distance. From the darkness of the maze of hallways and rooms.

SFX: bang!

PANEL 5

The PILOT pulls out his BLASTER.

THE PILOT ?!

PANEL 6

SIMILAR PANEL to PANEL 4, so we can see that the PILOT is now walking towards the source of the noise, with both his arms stretched in front of him, holding the BLASTER and the FLASHLIGHT wrist to wrist.

PANEL 7

We are now looking at the PILOT from the FRONT, so that we can see what's happening behind him. Not much right now, though. There is just an OPEN DOOR in the back.

**PANEL 1**

SIMILAR PANEL, but now there is SOMEBODY standing in that door. The figure is covered in darkness, but we can see that they are holding a GUN. The PILOT is still facing us with his body, but his HEAD is slightly turned towards the door behind him. He noticed that he's not alone.

THE PILOT                            ?

**PANEL 2**

The PILOT is TURNING towards the figure (may not be visible in this panel, depending on how you position it) and FIRING at them with his BLASTER.

SFX:                                    **BANG!**

**PANEL 3**

We can now see the FIGURE lying in the door, DEAD, with the PILOT now approaching them, still alert and with his blaster ready.

**PANEL 4**

We can now clearly see the dead intruder. And he looks... exactly like the pilot. Just with a big blaster wound in his chest.

THE PILOT                            !

**PANEL 5**

The PILOT is now looking through the hallway the intruder must have come from. There is an OPEN DOOR at the end of it. And a DIM LIGHT coming from somewhere beyond it.

**PANEL 6**

The PILOT is walking towards the OPEN DOOR. Again, we see him from the front, so that we can also see the dead intruder lying somewhere behind him. He's also switching off his FLASHLIGHT, probably so that he wouldn't give away his position.

SFX:                                    click

**PAGE 4 - PANELS: 7**

**PANEL 1**

The PILOT is standing in the OPEN DOOR, looking around.

**PANEL 2**

SIMILAR PANEL, but suddenly, the PILOT is GETTING SHOT through his chest from somewhere in front of him.

**SFX:**                   **BANG!**

**PANEL 3**

The PILOT is now lying on the ground, DEAD. With a FIGURE now approaching him. We may just see a foot from a low angle or something like that.

**PANEL 4**

The FIGURE is now standing over the dead pilot. And it is... the PILOT again! Because while our pilot (PILOT #1) has become the dead intruder he himself killed just a few moments ago (PILOT #2), his own killer (PILOT #3) is in fact his newer self in this endless loop.

**PANEL 5**

A PULLED BACK LOOK at the PILOT #3 and the dead PILOT #1, so that we can clearly see the dead maze of old and rusty hallways, rooms, and doors. And how insignificant both figures are within it.

**PANEL 6**

EXTERIOR, we now again see the STATION 47, itself dead, old, and rusty. Alone in the vast emptiness of space.

**PANEL 7**

SIMILAR PANEL, but the STATION is not alone anymore. A SMALL SHUTTLE is approaching it. The exact same one and in the exact same way as in the VERY FIRST PANEL of this story. Only now the shuttle is not as close to the Station yet. As if this panel took place just a few moments before the first one. Because, in a way, it does.

**THE END**