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PAGE ONE (four panels)

Panel 1. Krysta (27), a confident woman with of Mexican descent with shoulder-length wavy black hair, and Jennie (28), a Korean woman and reckless risk-taker with straight blue hair cut into a bob style, walk into a Xygonetic space station. Both hold blasters, sport shoulder holsters, and have small backpacks on their backs. They're wearing the uniform of the Rasmuyen: a black jumpsuit that provides protection and allows for maneuverability with a purple dragon insignia on the left above the wearer's heart.

The entry is covered in a thick layer of dust that looks as if it's been untouched for years. The lights are dim, and a cold breeze greets the two as they look for any sign of movement. Ahead they can see a control area with dark, dust-covered buttons, several dark monitors, and one snowy monitor. The faint outline of footprints and drag marks on the floor leading to the interior are visible, but clearly made some time ago. To the far right is a hall leading further in that branches right and left at the end.

Panel 2. Close up of the two looking around. Lines of scratches can be seen on the wall next to them beneath the dust. The scratches look like a mix of claw marks and metal objects dragging along the wall toward the interior of the station.

Panel 3. They walk past the control area toward the hall where a few totes are stacked next to the entryway. Jennie crouches to investigate them.

Behind them, the snowy screen has turned to a set of three eyes watching them. The other screens remain dark, but a clawed arm reaches for them out from one below the formerly snowy monitor. Discarded weapons and a couple mismatched boots are on the floor. A single, dust-free glove is on the floor.

SFX:

AAHHHHH from the right hall.

Panel 4. The women run down the hall toward the scream. The clawed hand retreats into the monitor and the snow replaces the eyes.

PAGE TWO (five panels)

Panel 1. They enter the hallway, and a door closes behind them.

Panel 2. There are three closed doors in the hall, two one the left and one on the right. The doors are solid with keypads to the right and a slider over a window at eye level. The hall continues straight and ends in another right/left split past the rooms. The hall is free from the thick layers of dust but still looks aged.

SFX:

BANG! BANG! comes from the first door on the left.

Panel 3. The two flank the door, Krysta on the right. Krysta pulls out a small pen-like device and places it next to the keypad. The panel hums and the door clicks, opening.

Panel 4. They enter the room. It is bathed in a pink glow from an overhead globe. A painted square covers the floor except for a 12" border at the entrance. To the right, an unmade bed sits along the wall. Shelves line the far wall filled with stuffed animals, books, and games. A small girl with blond hair is crouched in the far-left corner.

Panel 5. They step into the room onto the design. The door closes behind them. The floor tilts beneath them, raising on the opposite side. The "girl" looks up to reveal three stalked eyes and an open, drooling mouth with pointed teeth and a snake-like tongue.

PAGE THREE (four panels)

Panel 1. Krysta and Jennie are opposite the center of the tilting floor, shooting at the beast while looking for an escape.

The girl has grown into a 6-foot tall, green, beast. A dryax. Its three eyes are on stalks about a foot above its head. It has four thin, segmented arms that each end in hands with four fingers, all with three-inch claws at the end. It looks about 250 pounds. It reaches for the women with drool dripping down around its three rows of pointed teeth and its tongue darting out toward them. It looks ravenous.

Panel 2. The dryax lunges at them and they separate. The floor tilts sharply, revealing a drop onto a floor of razor-sharp spikes. Bones and ripped, deteriorated clothing are pierced by and around the spikes.

Panel 3. Krysta blasts the light on the ceiling. It shatters.

Panel 4. The room is dimmer. There is an empty square in the ceiling where the light was.

Jennie shoots the right eye of the dryax.

The dryax screeches and reaches for them with its arms. Two of the arms are slightly longer than before.

PAGE FOUR (three panels)

Panel 1. The dryax reaches for them again. The women drop to the ground to avoid the claws and slide down the floor toward it, tilting the floor and causing the dryax to slip down toward the spikes.

Panel 2. The dryax moves toward the opposite side of the tilting floor, steadying it. It is oozing black liquid from the blaster impacts.

Krysta holds Jennie's arm with one hand as she pulls the sheet from the bed and shoots at the dryax with the other.

Panel 3. Jennie rips the sheet and ties one edge around a grappling hook.

Krysta hits the dryax at the shoulder of one of the longer arms, causing it to howl in pain.

PAGE FIVE (four panels)

Panel 1. They get closer to the center. Jennie throws the hook into the opening and it sticks.

Panel 2. Jennie climbs up as Krysta continues firing on the dryax.

Panel 3. Krysta climbs the makeshift rope as Jennie shoots from the ceiling.

Panel 4. The women crawl through a ventilation shaft, away from the dryax room and toward another lighted square.