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"Get in the Game"

Page One
Splash

1. What we see is a bird's eye view of the all age's arcade room but centered on a brand-new arcade cabinet. This thing gleams and shines. It's brand new, even roped off. One of those VR machines: the type with helmets. Ronny and Donald are both standing over it, looking on in pride, awe, and excitement. Hands on their hips, shoulders back. The sort of poses where they might as well have put it together themselves: cocky! Both are still in their Pizza Pit uniforms; a bit ruffled after a long day of work. They are *thrilled* Pizza Pit has this thing, both with big grins! The room is otherwise devoid of patrons and the lights are dimmed. The Pit is closed for the night, but there's a spotlight (for dramatic effect, y'know) on the machine itself.

Title: Get in the Game
Credits

Inset 1.
Close up of Ronny, with a big grin on his face.

Ronny: I hope Rachel gets here with that chip **soon**.

Donald: She'd **better** have it working. She didn't sound so sure of working with VR over the phone.

Ronny: I'm **sure** it's fine. We'll power through the game tonight before everyone gets their hands on it tomorrow.

Page Two

1. Rachel standing in the doorway to the arcade room, holding up a thumb drive sized device. This could be a thumb drive, it could be a chip. Just something tech-y that (realistically) would plug into the back of the arcade machine. She's dressed casually, messenger bag slung over a shoulder.

No copy.

2. Ronny pumps an arm in excitement, but Donald is taking a more sedate route: he stands aside and gestures (albeit grandly, perhaps) to the machine itself, as if showcasing it Vanna-style to Rachel. This can be a bigger, center panel on the page. Especially to account for Donald showing off the machine (perhaps get us a close-up of the machine's front face, since we only got a bird's eye on the splash page). We want something like the old Gauntlet machines here. Buxom babes, dashing knights, dragons: the whole shebang. It's a ridiculous sort of game, but in **VR!**
(Note to letterer: It may be fun to put the game title in some sort of unique, campy game text, but still make sure we can tell Donny is saying it.)

Ronny: **Yes!**

Donald: May I **present...** MONSTER MASHER 5000: THE RECKONING?

3. Rachel rolls her eyes at Donald, dropping her **BAG** as she begins to lean around the back of the machine to look around the back side (chip still in hand).

SFX: Thump!

Rachel: I can't believe you guys are cheating before you even play the game **once**.

4. Ronny leans up against the side of the machine, leaning in to watch over Rachel who sits crouched as she installs the chip. He clearly has no idea what she's doing. Rachel, however, is a professional. She's focused on her task and clearly used to this behavior; it's as if he isn't even there. Ronny's got a cocksure attitude. He doesn't even care. He's just happy he's about to play this brand-new game without having to worry about something so bothersome as a learning curve.

Ronny: Rachel, Rachel, Rachel... We just wanna get our play on before the kids gum up the works, y'know?

Page Three

1. The guys stand by the machine, watching Rachel at work. We see them from behind, heads turned towards one another as they chat. Both are still grinning; clearly excited. Donald is leaning against the machine, Ronny has his arms crossed.

Ronny: We **gotta** play this tonight before the kids get to it.

Donald: I **know** man, I know.

Inset 1: Ronny has a thought bubble extending away from his head showing another panel: it's a grotesque scene of kids covered in pizza and cheese, climbing all over the machine. It's absurdly over the top, but just shows the machine a total wreck.

2. Rachel steps back from the game, brushing her hands off. She looks satisfied of her work. Whatever shit she's given Ronny and Donald, she's proud of her work! She's grinning; more at the game than at the two of them. Ronny and Donald have extended their hands to each other for a fist bump.

Rachel: That should do it! You guys ready to boot her up?

3. Ronny and Donald put on the helmets (think the oversized VR helmets here, though we could go with the more streamlined Occulus / HR Vive look, but this is an arcade machine; it's probably sturdier for day-to-day use and kids being kids). The glow of the game casts over them, green-ish blue. I want to focus on the guys here more as they put the helmets on, probably a broad, long panel across the page.

No copy.

4. On the screen now, we can look over Ronny and Donald's shoulders as they grab the controls and starts selecting their characters. Ronny picks a busty Amazonian woman. We're going for classic fantasy stuff here. It doesn't have to be over the top, but you know the style. Less armor than makes sense. We know it's Ronny because we see his name under the character. Donny's name is under a wizard: grizzled, long robes, floppy hat, gray beard. The very traditional, almost 70's or 80's wizard look.

Rachel (off-panel): Ronny, **seriously?**

Ronny: Hey, she's got uh... great skills, y'know?

Donald: This dude **better** have lightning.

5. Close-up of the screen itself, showcasing the 'START' logo. Likely shows both characters above, under the game (MONSTER MASHER 5000: THE RECKONING) logo.

Cap: WELCOME TO DESTINY!

6. We're going for big effects here! **BLUE, LIGHTNING-LIKE EFFECTS** around the helmets while Rachel looks on in shock. Like Flynn being sucked into *Tron*. We've pulled back from the machine itself (maybe looking from the ground up so we can get a good look at Rachel and a good look at the helmets?). Possibly a 'ghost effect' for where the guys were, previously? Basically, we want to exemplify that they've disappeared and that something has gone wrong technically. Lightning/digital effects and Rachel just agape in shock.

SFX: KRACKLE!

Page Four

1. Becki is leaning out of the children's entertainment area. Behind her are some (nameless) employees cleaning up after a party. The lights are dimmed here, too; like the rest of the Pit, it's after closing. She's got a cloth in her hands, like she's been cleaning and her hair is a bit disheveled. She's still in her work uniform.

Becki (thought): Coast's clear...

2. Becki running across the main restaurant, which may have a few lingering families that are being stubborn about leaving. She's heading for the main casino (which is still open). Other employees cleaning up in the background. The main focus here is Becki, however. Maybe blur out the background a bit, or just make this and the two prior panels a sort of montage trio. Your call!

Becki (thought): Hopefully he's still here!

3. Becki has stopped by a table just inside the casino and up to the dealer at one of William's preferred card tables. She leans over to him, with a sly look on her features. The dealer continues to throw down cards for the (drunk, glazed-over) players, happy for the distraction.

Becki: Psst, William still around?

Dealer: Haven't seen him at all today, actually.

4. Frowning, Becki has turned away and pulled her cellphone out of her pocket. She has her back to the table now. She doesn't look as excited or 'on a mission' as before. She looks downright concerned, now.

Becki (small): That's not like him...

5. Close up on cellphone, showing a contact list. We see William's name listed and a number. Beneath it is a note: 'For emergency use only!!'

Becki (off panel): I know he said...

Becki (off panel): But **this** counts, right?

6. Becki, holding the phone to her ear, looking impatient and chewing on her lip. She's pulling at her hair with her free hand.

Phone (elec): Hello?

7. Close up on Becki's face, shocked.

Becki (thought): Who is **she**?!

Page Five

1. Rachel is gripping the MONSTER MASHER 5000: THE RECKONING cabinet, staring at the screen in shock. Knuckle-white, shoulders tight. She'd be shaking if this weren't a static image. Some motion lines at her shoulders would not be amiss here. The glow from the screen makes her look a bit sickly, perhaps, if her wide-eyes didn't already do that.

Rachel: What

Rachel: The

Rachel: HELL!

2. Looking for a bigger panel here. We get an image of the screen. This should be in a more 'video game' style. Something almost like Gauntlet (our obvious influence here), but a bit more high fantasy. There's the busty Amazon, but now she looks more like a female version of Ronny and a grizzled, wizardly... Donald. They're both looking out at Rachel (specifically: out at the viewer) with bewildered looks on their faces. Amazon Ronny is shrugging and Wizard Donald's shoulders are slumped in a defeated sigh.

Ronny: **What** did you do!

Donald: >Sigh...<

3. Rachel jiggles some of the joysticks on the machines, frowning. We can go with an over-the-shoulder view here to show her hand on the sticks and the guys on the screen. Or maybe a sideways look to show her frowning as she does so, since it would capture both Rachel and the guys on the screen.

Rachel: It wasn't **my** fault! I just put in the cheats **you** wanted. Lives, ammo, shit like that.

4. Donald is looking up at the various details on the screen (Start, Options, Credits; things like that) that Rachel is highlighting as she plays with the joysticks. Options is currently highlighted as he stares up there. Ronny is distracted by his own (ahem!) assets. We're focused back on them.

Donald: Just don't unplug us, **please**.

5. Close up on Ronny who looks up, shocked, appalled. He's (temporarily) forgotten what he's been (temporarily) blessed with.

Ronny: She **wouldn't!**

6. Rachel is looking over the helmets now, holding one in her hands. She's frowning down at the gear. We should still be able to see the guys on the screen behind her, since it's the brightest thing in the room.

Rachel: I wouldn't dare! I'll figure a way out of there, I promise.

Rachel (small): ...if only I knew how this stuff **worked**.

Page Six

1. Rachel is back behind the cabinet, leaning in close and squinting at a label on it. Her face is all squinched up in concentration, her hands on her knees as she balances in the cramped space. There's a lot of wires, perhaps. Cables. Stuff like that! The label is something like 'FUNLAND AMUSEMENTS' (hopefully this isn't an actual company name).

Rachel: **Ah-ha!** Found the company number!

2. With her phone to her ear, standing next to the cabinet now, Rachel just looks frustrated. A little panicked, too. She's looking sidelong towards the game itself. She leans on the cabinet as she waits.

Phone (elec): Busy tone...

3. Back on the game screen, we see Amazon Ronny. He's leaning up on his (high-heeled) boots, trying to look out of the screen. His hands are on the screen itself like he's balancing up against it. Almost fourth-wall breaking, except between the game and the "real world" (in the comic). He's tipping his chin up like he's trying to get an even better view. We could give it some lines across, like a digital signal: show that he's up close to the external screen!

Ronny: Rachel? Just hit start! Let's see what happens.

4. Rachel, still holding her phone, stands back in front of the cabinet. We've got a sideways view so we can see her and the guys on the screen. She looks down at the two guys, chewing on her lip. Her brow is furrowed. They're looking back up at her. She's got this panicked, uncertain look. Her shoulders are slumped; defeated. The guys have a sort of hopeful look to them.

Rachel: I don't know, guys...

Donald: It'll be okay. We've **gotta** try something!

5. CU on Rachel's finger on the 'START' button on the machine. Something dead-center maybe, like all the old arcade cabinets have.

No copy.

Page Seven

1. Becki is standing off to the side in the casino now, up against a wall. There are people at tables around her, mostly ignoring her. Perhaps someone serving drinks going by. Becki ignores them, wholly absorbed in her phone call. She leans in, hunched over the phone. Becki's jaw is set with determination and she appears confused rather than shocked now.

Phone (elec): Who is this?

Becki: Uh, this is... the Pizza Pit casino. William won a big pot the other night and forgot to claim his winnings. I'd be happy to drop them off for him, I just need an address...

2. Becki has the phone captured between her shoulder and ear as she leans against the wall. She's taken out her order pad and pen as she jots down something on the pad (presumably the address).

Becki: Thank you **so** much!

3. Becki, thumb on the phone down at her side (having hung up) and with the pad and pen in her other hand stands up straighter. She looks triumphant, with a conniving sort of smile on her lips. This is a smirking, proud sort of pose. We're going for almost cheesy, comic book 'hero' pose here. She thinks she's won!

Becki (thought): I've got you now!

4. Below, a big, broad panel showing the two guys from behind (well, Ronny as his busty, Amazonian self) while they marvel at their digital RPG landscape. This is a fantasy landscape. Huge, colorful trees. Perhaps some beasts in the background (think Final Fantasy, The Elder Scrolls, Conan the Barbarian for inspiration). Both Ronny and Donald are just staring on. We may only see them from behind, but they are probably slack in the shoulders, arms at their sides, heads back a bit to indicate their being struck with awe. Maybe Ronny's sword dragging in the dirt. Just that sort of loose in the body pose. This is just a marvelous landscape.

Caption: Meanwhile...

Ronny: Wow...

Donald: I **know**, right?

Page Eight

1. Wizard Donald and Amazon Ronny walk down a winding road in the game. We're going for getting the atmosphere of the game. Rolling hills in the distance. Some of those creatures grazing, perhaps. They're heading for a forest ahead. This place is beautiful, and the guys are just staring, wide-eyed, at all of it. Give some digital remnants here and there. A line across the 'screen' or maybe a discolored 'pixel;' reminders that we're in a game.

No copy.

2. Ronny pulls out a big sword, grinning broadly at it. He's laughing. Donald is going through a bag of potions, holding a couple up in one hand and squinting at them. They both look to be in pretty good spirits despite being stuck in a game. The forest should be nearer now; more dense trees looming in around them. Some eyes in the trees, the hulking shape of a dog-sized beast, but with too many eyes.

Ronny: Donald, **man**, I don't think this sword should be available until level five, at **least!**

Donald: And these are **ultimate** potions, dude.

3. The beast in the shadows comes leaping forth at Ronny! It's some sort of spider, but the size of a pit bull. Its shadow falls across the two guys and where they stand on the forest path. Venom drips from its fangs and each of its eight legs is tipped in a dangerous looking claw.

SFX: HISSSS!

4. Ronny yells, bringing his sword up in a frenzied motion. He looks terribly awkward doing so. There's nothing heroic or graceful about this Amazon! He looks like a panicked boy flailing about. This is completely the move of someone moving in sheer terror. But it's clear the sword is directly in line with the spider out of sheer dumb luck. Maybe show Ronny from behind in shadow as he leaps towards the spider in a mockery of a heroic attack.

Ronny: AAAAAHHHHH!

5. The spider is cleaved in two, guts and gore raining down all around (but not sticking to; it's a video game, after all!) the two players. Ronny is left hunched over and panting while Donald stares on in surprise; he didn't even see the thing coming! He's still holding the potions he'd been staring at! They just hang loosely in his hands as he stares, slack-jawed.

SFX: 100 points!

SFX: SPLUTT!

6. Further along the road now, the two guys look a little 'battle worn,' but in ways that only a video game would do. Amazon Ronny's armor is pock marked in 'attractive' places. Wizard Donald's robes are a bit singed here and there. Neither of them seems to be actually injured. There's a point score on the screen that shows 25283 points. The two appear rather pleased with themselves. We see them from the front, grinning at each other as they go along. They fistbump (with free hands; Ronny otherwise holding his sword and Donald his staff).

Ronny: This isn't **so** bad.

Donald: Naw man, we're pretty good at this!

7. A pack of rats appears on the road, hissing. Their tails whip all over, blood drips from their teeth and claws. They look wicked! Dangerous! They're out for more blood! Each one is the size of a cat. These wouldn't be out of place in New York City (ha ha). They block the roadway itself, looming up in front of the two heroes who have their back to the 'screen' once again so that we see the rats past their shoulders.

SFX: HISSSSSS!

SFX: GROWWWL!

8. Donald reaches out his free hand and a cone of acid sprays across the road, rendering the rats to nothing but bone. He's laughing, uproariously, all the while. Ronny watches on, fascinated, holding his sword in both hands as if just daring the rats to break away and meet his steel. From each rat pops up 50 points.
(Note to letterer: The 'points' should appear over each of the dead rats.)

SFX: 50 points!

SFX: SIZZLE

Page Nine

1. Ronny is fighting a new enemy. He's struggling. Go wild with whatever this **CREATURE** is. Some sort of dire dog? A bear of sorts? Whatever it is, it's big and fast. Have a montage of a few panels in one here: a stack of smaller panes showing the two engaged. It's leaping around, evading Ronny's method of wildly flailing around with his sword. He just **SWINGS**- whiff! Whiff! Whiff! Ronny's features are furrowed and there's sweat across his Amazon's brow. Her hair is wild around her features, but it's definitely "Ronny" in those features.

SFX: WHIFF!

SFX: RARRR!

Ronny: Uhg! Stand **still**, you!

Donald (off-panel): You've got to **strengthen** your stance!

2. Donald is standing back, hands up as if he's ready to attack this thing with a spell. There's a glow around his hands: the spell is ready and prepared, but he just can't get a good shot in because of Ronny's antics. He looks frustrated. Those white brows of the wizard are furrowed and his robes are blown back 'away' from him as if by a wind (but it's likely the 'power' of the spell).

Donald: Come **on**, man! Like I **told** you. Shoulder's width apart. Swing from the hips.

3. Ronny swings again and the creature just sails through the air over the sword, snapping at his shoulder. We see 'blood' (in the cartoony, ridiculous video game sense) spraying, but no grotesque, graphic damage. Gotta love those E/T ratings, amirite?

SFX: GRRARR!

Ronny: It's these womanly hips, man! You can't swing nothin'!

4. We cut to Rachel, leaning against the machine. She looks exhausted, clearly falling asleep. She's still worried, but time passes as normal in the real world even if it doesn't in the game. She's rolling her eyes as she watches. We can see the fight on the screen: Ronny getting attacked by the creature and getting his butt kicked.

Rachel: Tell **that** to all the female fencers and martial artists out there, Ronny.

Donald: She's got a point, man. You're the problem, not the body.

5. Further in the forest, a bear is rearing up against the guys and this time, Donald is in the lead. He's got his hands up in a mudra to form a spell and his 'game face' on. He's ready for this! He knows just what to do! A sullen-faced, injured Amazon Ronny stands in the background, drinking a potion. As if to say 'fine, you handle this one.' Clearly they've been arguing since the last panel and they're in rough shape.

Inset Panel 1:

CU of the fireball **blazing** from Donald's hands!

SFX: RAAAAAAAAR!

Donald: **HADOKEN!**

6. The fireball goes past the bear's shocked, wide eyes! ...and has hit a tree. In the background, both Donald and Ronny just look defeated. Donald's slumped forward, arms down, face just slackened with shock and frustration at his failure.

Donald: Oops.

Page Ten

1. A big panel showing Amazon Ronny and Wizard Donald standing before a wicked, evil-looking cave mouth. It should be part of a bigger base. This is a video game we're talking! Of course the level/area boss carved his base out of a mountain. Duh. So maybe it shapes out a skull or there's turrets that look all evil-esque. Stuff like that. They're just gazing up at it. The cave mouth should definitely take up the main view of the panel here.

Ronny: Woah...

2. The two guys are in a big tunnel, cast in shadow. Lots of red tones to this panel (to continue to hint at the 'evil' theme; games use color just as much as other media). Maybe glow from off-panel or torches in the wall. We're going for ominous and frightening. Perhaps glowing red eyes in the corners or near their feet. Ronny's holding up his sword. Donald's holding up his hands at the ready to cast a spell; maybe a green glow around them to counteract the dark red of the surrounding tunnel.

Donald: Damn man, this soundtrack's pretty awesome.

Ronny: I may have to download it when we get out of here.

3. They reach a big cavern with a big, hideous demon! It's a boss battle! A big health bar shows across the top of the screen with the demon's name (Apelenoth) by it. The demon roars, looming over and sweeping a big, clawed hand out at them. Both of them are caught a bit off-guard (they would never be if they were actually playing the game, but it's clear they're totally not as good at this "in person" as they'd have ever expected).
(Note to letterer: Apelenoth's voice could use a sinister, jagged effect.)

SFX: FIGHT!

Apelenoth: YOU WILL NEVER DEFEAT ME!

4. Maybe some rapid-fire panels here. We're going for quick scenes of combat. Ronny struggling through combat. He swings!

Donny: Swing from the hips!

5. Ronny swings again and gets hit!

Donny: **No**, man! FROM THE **HIPS!**

6. Ronny is still struggling to hit anything and just whiffs with the sword. He still looks as awkward as always and the demon definitely has the upper hand.

Ronny: I DON'T KNOW WHAT THAT MEANS!

7. A giant, clawed demon hand is coming down on Ronny and it looks like it might be the end! He's just holding up his sword pathetically now, lying prone. There's panic in his eyes. He's terribly bad at this and, despite the cheats, suffering from real fear.

No copy.

8. Donald leaps in the way, wielding just a staff. He's holding it up against the demon, a look of determination in his features as he launches himself into battle in defense of his friend. His robes fly out heroically behind him. This shows Donald's past as a soldier. He looks great doing this! He knows what he's doing! The man knows how to fight!

Donald: AHHHHH!

9. Unfortunately, the wizard just isn't made for direct combat like this. The demon **crushes** Donald and we see the claws rip through the wizard. It's still that kid/teen-friendly style where there's sprays of blood, but no gore. This means we can see Ronny's face behind the attack as he stares on in absolute horror as his friend is struck down by a blow meant for him.

Ronny: NOOOOOOOOOO!

Page Eleven:

1. Rachel's eyes are wide as she grips at the machine, staring down at the machine. She's not so tired anymore. She's in shock at what she's just seen. We can be close up on her, maybe even zoomed in enough to see the screen reflected in her eyes. After all, she's just seen the man she has a crush on die! What does she do?! What **can** she do?!

Rachel (small voice): Donald, no!

2. Rachel pacing in front of the machine, hands in her hair. She looks distraught. There's tension in every part of her. The battle is still in view on the screen (albeit out of focus, perhaps; maybe the demon in view, though we likely can't see Ronny. Maybe he's hiding?). The main focus here is Rachel in her panic, bathed in the glow of the game (now in shades of red) and the single light on in the arcade room.

No copy.

3. The game chimes and Rachel steps back to it. Her eyes are wide, and her hands have dropped from her hair. It looks like she's afraid to look back at it. But there's hope in her eyes. She's turned, just slightly, like she's about to look over her shoulder, but hesitant to do so.

SFX: (put musical notes here from the game machine)

4. Back in the game itself, Donald the Grizzled Wizard has respawned! The cheat worked! He looks completely healthy and hale once again! Ronny cheers, lifting his sword in victory (and looking awful damaged and battered himself). We can have an inset panel showing Rachel's relieved face, too.

Ronny: YEAH, MAN!

Inset Panel 1:

Rachel: Oh, thank god.

5. Donald celebrates by immediately lifting both hands and **blasting** a fireball at the demon who rears back, roaring in anger. Donald knows better now: he's not going to dive in to attack this time! Ronny stays prone for the moment; not ready to get back up just yet and also unwilling to get in the way of the flames. He's grinning, though; thrilled that his buddy made it and enjoying the sight of the flames washing over the dungeon boss.

Donald: TAKE THAT, YOU BASTARD!

SFX: WOOOOSH!

SFX: GRRRAAGH!

6. Both guys now leaping into battle over the demon: Ronny with his sword (still not with a great stance) and Donald with another magical spell (maybe some kind of bolt or something that won't get in the way of Ronny). With renewed vigor, they seem to be gaining the upper hand. Both have big, wild grins on their faces and appear to be back to enjoying themselves once more as they get the upper hand once again.

No copy.