

Castle Crossing (prequel)

Issue Two

© 2024 Terry John Barto – All Rights Reserved

**PAGE ONE**

PANEL ONE

Large panel, establishing shot of a room in a dungeon, like something out of the old Don Bluth video game *Dragon's Lair*. Sterling and Sai's video game avatars are in the room. They're both fiddling with a nine-squared "panel" on the wall that looks like a game of Toss Across (*visual reference link: <https://s.turbifycdn.com/aah/yhst-67380419885148/toss-across-game-29.png>* ) with odd symbols; some are Hindu, and some are Celtic Runes.

1 Sai: Come on Sterling – use that big brain and figure it out!

2 Sterling: Hold on Sai – I'm thinking!

3 CAP (logo): Castle Crossing – Episode Two

PANEL TWO

A roar from behind them makes both boys jump.

4 SFX (off-panel): ROOOAAAARRRR!!!

PANEL THREE

Sai is staring at Sterling as Sterling looks deep in concentration.

4 Sai: Come on Sterling!

5 Sterling: Don't rush me Sai! You know I can't analyze this if you rush me!

Castle Crossing (prequel)

Issue Two

© 2024 Terry John Barto – All Rights Reserved

**PAGE TWO**

PANEL ONE

The roar sounds again – louder now to indicate whatever it is draws closer – both boys jump again.

1 SFX (off-panel, louder than the roar from page one): ROOOAAAARRRRRRR!!!

PANEL TWO

Zoom in on Sterling's face to show his "analysis paralysis" a bit. He looks deep in concentration.

2 Sterling (mumbling to himself): ...then this flips...

PANEL THREE

Flip the angle to show Sterling's hands working the puzzle to toggle the panels.

3 Sterling: ...or maybe this one...

PANEL FOUR

Change the angle to show Sai looking over Sterling's shoulder. Get good shots of both boys' faces to see their personality differences. Sterling looks laser-focused, while Sai looks slightly agitated as he wants to take action but can't.

4 Sai: Come on – you got this – you got this!

Castle Crossing (prequel)  
Issue Two  
© 2024 Terry John Barto – All Rights Reserved

**PAGE THREE**

PANEL ONE

Cut to Sai, who looks amped up and hyper-ready to take action once Sterling does his part (this is to show the boys' different personalities and how they behave under pressure).

1 Sai: You got this!

PANEL TWO

Similar panel to page two, panel four, but Sai is now turned looking back behind them.

3 Sai: ...running out of time here Sterling.

PANEL THREE

Same shot, but Sterling is half-looking at Sai now in annoyance while trying to keep his eyes on the puzzle in front of him. Angle his face/head towards Sai, but keep his eyes ahead to show this.

4 Sterling: I know!

PANEL FOUR

A giant, menacing shadow from a spikey monster falls over the boys.

5 Sai: Hurry!

6 Sterling: I'm going as fast as I can!

Castle Crossing (prequel)  
Issue Two  
© 2024 Terry John Barto – All Rights Reserved

**PAGE FOUR**

PANEL ONE

Suddenly, we're looking at a black/off-gaming monitor screen. Frame the panel like the edges of a gaming monitor, and dead center in the panel are the last few pixels of white like everything has turned off, and we're seeing the last bits of the image before they're gone.

1 Sterling: Wha- ??

PANEL TWO

Cut to Sterling's living room as Sterling removes his VR headset.

2 Sterling: What happened?

PANEL THREE

Pull back to show Anthony in the room. He has turned off the video game console, and both boys are taking off their VR headsets.

3 Sterling: Dad! We were almost there!!

4 Anthony: Boys – we have some important news!

PANEL FOUR

Change the angle so we can see Barbara with Anthony; both are standing there looking excited.

5 Barbara: The guardianship was finalized!

PANEL FIVE

Flip the angle so we're looking over Barbara's shoulder at Sai, who has a "Wait! What?" expression on his face.

6 Barbara: Sai - you're officially part of our family!

Castle Crossing (prequel)  
Issue Two  
© 2024 Terry John Barto – All Rights Reserved

**PAGE FIVE**

PANEL ONE

Pull back to show both boys looking at Anthony and Barbara in surprise.

1 Sai (faintly): does this mean - ?

PANEL TWO

Sterling is turning towards Sai to high-five.

2 Sterling: Bruh! We're actually bros now!

3 Sterling: I mean – it's not like we weren't already bros –

4 Sterling: You know –

PANEL THREE

Sai has turned to high-five Sterling. He looks the happiest we've seen him since his parents went missing.

5 Sai (small burst): BRO!

6 SFX (sound of high five): CLAPP!

PANEL FOUR

Suddenly, Sai seems to slide into sadness as he looks back at Anthony and Barbara.

7 Sai: Have the police found out who took my parents?

8 Anthony: I-I'm afraid not. But they're still trying –

PANEL FIVE

Barbara leans in with a bit of a forced smile on her face, trying to keep things positive.

9 Barbara: Back to happier things –

10 Barbara: Sai sorry we don't have space for you to have your own room. But maybe –

11 Anthony: If we move to Ireland you can both have your own wing of the castle!

PANEL SIX

Angle over to show the boys. Sai is excited, and Sterling not so much, appearing more thoughtful.

12 Sai: 'Wing in the castle'? Does that mean we get a butler?

13 Sterling: We can get one named Alfred.

Castle Crossing (prequel)  
Issue Two  
© 2024 Terry John Barto – All Rights Reserved

**PAGE SIX**

PANEL ONE

Cut to the boys in Sterling's room that night. We see Adaptor and the other action figures on the shelf behind the boys. The boys are talking.

1 Sai: So if this is half my room now, can we rearrange a little?

2 Sai: Maybe get bunk beds?

PANEL TWO

Sterling looks lost in thought a little.

3 Sterling: Yeah! There's plenty of room here!

4 Sterling: Maybe we can build a fort with the bunk beds – who needs a castle – my room rocks.

PANEL THREE

Sai crawls into his sleeping bag on the floor.

5 Sai: I don't know - maybe our own wing would be fire.

PANEL FOUR

They then razz each other about teenage boy stuff.

6 Sterling: Maybe those smelly feet of yours could have their own wing too!

7 Sai: My feet don't stink! That's your upper lip.

8 Sai: Haha!

PANEL FIVE

Sterling has picked up Adaptor.

9 Sterling: Ever wonder why action figures don't have BO?

10 Sai: HAHA!

11 Sai: Where did you get Adaptor anyway?

Castle Crossing (prequel)  
Issue Two  
© 2024 Terry John Barto – All Rights Reserved

**PAGE SEVEN**

PANEL ONE

Sterling holds Adaptor up in admiration.

1 Sterling: He just sorta showed up one day –

PANEL TWO

Flashback to Sterling, inside the front door, opening a small package. View over his shoulder. We can sort of make out the return address label and see the package came from Ireland.

2 Sterling (off-panel): My great uncle – the one with the castle – sent Adaptor to me out of the blue one day.

3 Sai (off-panel): Bruh that’s totally sus!

PANEL THREE

Cut back to now, focus on Adaptor in Sterling’s hand.

4 Sterling: What do you mean?

PANEL FOUR

Zoom in on Adaptor in Sterling’s hand, the bedroom window is in the background with lightning flashing outside from a storm.

5 Sai: Nobody in my family ever gave me anything unless they had a reason –

6 Sai: Wasn’t your birthday or Christmas – why send you a rando gift?

7 SFX (thunder): Kr-uh-KA-BOOM

Castle Crossing (prequel)  
Issue Two  
© 2024 Terry John Barto – All Rights Reserved

**PAGE EIGHT**

PANEL ONE

Cut to a flashback of the castle in Ireland – as a similar lightning stroke crosses the sky. We're out front of the castle to get a good establishing shot. It looks like the same castle Anthony had in the photos earlier.

1 SFX (thunder – purposefully use the same lettering as last panel): Kr-uh-KA-BOOM

PANEL TWO

Cut inside the castle. We're in the main hallway. Shadows are jumping everywhere as the wicked thunderstorm tears through the night sky outside.

2 SFX (not as loud as last panel): Kru-THOOM!

PANEL THREE

We seem to be moving down the hallway. Slightly angled to see the first room on the left. In it, we see a sitting area and, against the far wall, an old Medieval suit of armor. *(Artist note: make sure there's a normal, old wood door to enter the room.)*

3 SFX (thunder): ck-ck-KROOOOOM!

PANEL FOUR

Further down the hall, angling to the second room on the right. We can make out a large, ornate dining table inside the room. Behind it is a big china hutch full of plates and glasses. *(Artist note: make sure there's a normal, old wood door to enter the room.)*

4 SFX (thunder): Kr-BOOM-crk-crk

PANEL FIVE

We're in the room just past the last one, and we can see it's the kitchen.

5 SFX (thunder): k-DOOOOOM!

PANEL SIX

There's a door on the far side of the kitchen. The door is heartier and reinforced with a steel "frame" on the door itself and a crisscross of steel bands. The door is slightly ajar.

SILENT PANEL



Castle Crossing (prequel)  
Issue Two  
© 2024 Terry John Barto – All Rights Reserved

**PAGE NINE**

PANEL ONE

We've moved up to the door, and a flash of lightning shows us that stairs are descending behind it.

1 SFX (thunder): kr-krk-kr-KuFOOM

PANEL TWO

Everything goes dark as the lightning subsides.

SILENT PANEL

PANEL THREE

Zoom out from Adaptor, in a tunnel (in the dungeon below the castle, but we can't tell that yet), running for his life. He's fully alive and looks half panicked, half determined to escape whatever is chasing him. (*Artist note: make sure the stone on the walls is dark brown.*)

2 Adaptor (insert heavy breathing)

PANEL FOUR

Adaptor is looking over his shoulder to signify something is chasing him.

3 Adaptor (insert heavy breathing)

PANEL FIVE

Everything goes dark again. We hear shuffling and scrambling, followed by a loud slam noise.

4 SFX (upper left of panel): shUUshUUff

5 SFX (middle of panel): TupTupTupTup

6 SFX (bottom right of panel – continue on first panel of page ten): SLA-!!

Castle Crossing (prequel)  
Issue Two  
© 2024 Terry John Barto – All Rights Reserved

**PAGE TEN**

PANEL ONE

Flashes of lightning show Adaptor diving into the castle's kitchen from the reinforced "dungeon" door as the door slams.

1 SFX (continued from last panel) – AAAAMMMMM!!!

PANEL TWO

Adaptor gets up to his feet in the middle of the shadow-covered kitchen. The seemingly massive door looms behind him, towering over him since he's action-figure-sized.

SILENT PANEL

PANEL THREE

Adaptor leans against a kitchen cabinet wall for a moment (again seen in the glimpses of the flashes of lightning).

2 SFX (thunder): CreeKOOOOOOM!

3 SFX (from the door but sort of "hidden" in the thunder sound): BAAANNNGGG!

PANEL FOUR

Adaptor runs back towards the closed door.

4 Adaptor (small burst): NO!

PANEL FIVE

Adaptor leans against the door, with both feet planted behind him and hands outstretched to hold the door closed to ensure whatever was chasing him doesn't come through.

5 Adaptor: Not on my watch!

PANEL SIX

Flip the angle so we see the kitchen entrance from the main hallway. Anthony's uncle is entering the kitchen (we only see him from the waist down).

6 Anthony's Uncle (muttering under his breath): noisy storms this time of year – who ever heard such a racket!

Castle Crossing (prequel)

Issue Two

© 2024 Terry John Barto – All Rights Reserved

**PAGE ELEVEN**

PANEL ONE

Anthony's Uncle picks up a now, returned to Action Figure form, Adaptor.

1 Anthony's Uncle (muttering under his breath): Told those kids to stay out of the kitchen!  
Especially when I'm not about!

PANEL TWO

Anthony's Uncle sets Adaptor up on the counter.

2 Anthony's Uncle: Their parents will hear of this in the morn!

PANEL THREE

Anthony's Uncle leaves the kitchen, heading back down the hallway toward the study.

3 Anthony's Uncle (muttering under his breath): insolent rascals!

PANEL FOUR

Everything goes dark again as thunder roars.

4 SFX (thunder): KruBOOooOOOMM!

Castle Crossing (prequel)  
Issue Two  
© 2024 Terry John Barto – All Rights Reserved

**PAGE TWELVE**

PANEL ONE

Cut to the following day. The sun is shining through the windows, and we get a glimpse of clear skies. We see Anthony's uncle, but only from the waist down (this is all we ever see of him). He's walking down the hall toward the kitchen.

1 Anthony's Uncle (muttering under his breath): Powerful storms! Bad omens –

PANEL TWO

He's pattering through the house, mumbling about what a bad storm it was the night before.

2 Anthony's Uncle (muttering under his breath): Hope nothing was lightning-struck. Still need that old shed rebuilt –

PANEL THREE

He walks into the kitchen and sees Adaptor leaning against the door again.

3 Anthony's Uncle: What?

PANEL FOUR

He picks Adaptor up and mutters.

4 Anthony's Uncle (muttering under his breath): Those eejit kids!

5 Anthony's Uncle (aloud this time to show his frustration): I told them to stay out of here when I'm not about!

Castle Crossing (prequel)  
Issue Two  
© 2024 Terry John Barto – All Rights Reserved

**PAGE THIRTEEN**

PANEL ONE

Cut back to Florida. It's a sunny morning mirroring the morning in Ireland. We see Sai had fallen asleep in the sleeping bag while Sterling was telling him what he knew about the uncle finding Adaptor. Sterling had fallen asleep with Adaptor still in his hand while telling the story. Sai is leaning up on his elbow, still half asleep.

1 Sai: Bruh – I crashed hard – what was that you were saying?

PANEL TWO

They both get up and continue talking as they get ready for the day.

2 Sterling: Just telling you how I got Adaptor – and the story my dad heard about why my great-uncle sent him.

PANEL THREE

Both boys grab their video game controllers.

3 Sai: And you believe that story?

PANEL FOUR

They sit on the edge of Sterling's bed while putting on their gaming headsets and look at one another.

4 Sterling: Yeah - who knows? My dad's uncle is kooky.

Castle Crossing (prequel)

Issue Two

© 2024 Terry John Barto – All Rights Reserved

**PAGE FOURTEEN**

PANEL ONE

Cut back to the game from the beginning of this issue. We see each boy's gaming avatar in the foreground with their gaming stats, one in each lower corner, as seen in a two-person video game.

1 Sai: Ok – time to crush this bro!

PANEL TWO

The boys are in the game, running through a medieval castle that's laid out almost exactly like the Ireland castle from the flashback, except this game castle has black stones. It's like a nightmare anti-castle of sorts. The hallway is much longer – like a never-ending hallway from a horror movie.

2 Sterling: This way!

PANEL THREE

A dark, shadowy figure is chasing them.

3 Sai: There he is!

4 Sai (burst): **RUN!**

PANEL FOUR

High-angle, looking down as the boys run into a room that seems like a dead end from our POV.

5 Sterling (small, excited burst): Where?!

PANEL FIVE

Lower the angle to show what they see. There's a closed door in front of them that Sai is pointing at excitedly.

6 Sai (small burst): DOOR!

Castle Crossing (prequel)  
Issue Two  
© 2024 Terry John Barto – All Rights Reserved

**PAGE FIFTEEN**

PANEL ONE

Our view is from behind the boys, looking at a puzzle embedded in the wall next to the door. Sai is pointing at the puzzle while Sterling is holding his hand out towards it. The puzzle is shaped like the face of a Rubik's cube, but one of the nine "faces" is blank. The colors of the faces are randomized.

1 Sai: Whatdowedo?

2 Sterling: Looks like we need some kinda key.

PANEL TWO

Same angle as last panel. The shadow from the dark figure is falling over them now.

3 Sai: 'Key'? What key?

PANEL THREE

Draw slightly closer to the boys.

4 Sterling: We must have missed it somewhere...

PANEL FOUR

The boys turn around as the shadow falls over them. They both look freaked out.

5 Sterling: back ther-

PANEL FIVE

Then, the screen goes black, similar to what we saw on page four, panel one. A low, sinister laugh fills the air, and the words "GAME OVER" are on the screen.

6 SFX (small): Mwahahahha

7 SFX (center of panel): GAME OVER

Castle Crossing (prequel)  
Issue Two  
© 2024 Terry John Barto – All Rights Reserved

**PAGE SIXTEEN**

PANEL ONE

Cut back to Sterling's bedroom. The sun is coming through the window in juxtaposition to the dark castle depths they were just in. Both boys, sitting on Sterling's bed, are yanking their headsets off.

1 Sterling: Wha-?!

PANEL TWO

Both boys have removed their headsets, and we can see the game on Sterling's computer screen, which has the same image from page fifteen, panel five.

2 SFX (center of computer screen): GAME OVER

PANEL THREE

They are both still facing the computer and holding their headsets, but their heads have turned towards Barbara's voice coming in through the bedroom door.

3 Barbara (off-panel): Boys! Hurry up – you don't wanna miss the school bus!"

PANEL FOUR

The boy's body language is relaxed, almost depressing, as they exchange glances.

4 Sai: Would like to miss Devin...

5 Sterling: Right?

PANEL FIVE

Cut to the boys at school, during lunchtime. They're outside, Sterling sitting against a leafy tree, eating an apple while reading a fantasy novel. Sai is nearby doing Yoga.

6 CAP: Later that day

7 (insert sounds of other kids doing various lunchtime activities)

PANEL SIX

Angle over so we're looking down at Sterling as a shadow falls over him, similar to the shadow in the game on page fifteen, panel four.

8 Devin (off-panel): Oh look!



Castle Crossing (prequel)  
Issue Two  
© 2024 Terry John Barto – All Rights Reserved

**PAGE SEVENTEEN**

PANEL ONE

Pull back to show the shadow is Devin as he grabs Adaptor. We can see he has several of his bully friends with him.

1 Devin: Gimme that!

PANEL TWO

Devin breaks Adaptor's left arm off.

2 Devin: Stupid doll!

PANEL THREE

Devin throws Adaptor on the ground.

3 Devin: Oh look! Your doll broke – guess it's trash now – like you and YOGA.

4 Other Bullies: (insert cheering)

PANEL FOUR

Sterling picks Adaptor up in dismay, and the bullies tease them more.

5 Sterling (small burst): ADAPTOR!

6 Bully Two (mockingly): "Oh adaptor, my one true love!"

7 Bully Three: Time to break Yoga's arm off next.

PANEL FIVE

Overhead shot of an overgrown field next to the school. The boys are being chased through it by the bullies.

8 Sterling: Run Sai!

PANEL SIX

The boys are hiding behind a dumpster next to an abandoned skating rink as the pack of bullies pass by, looking for them. Devin is pounding his right fist into his left hand.

9 Devin: When we find them –

10 Sai (whispering): Man, we are so late for 4th period – again – your mom is gonna kill us!

11 Sterling (whispering): Better her than Devin -

Castle Crossing (prequel)  
Issue Two  
© 2024 Terry John Barto – All Rights Reserved

**PAGE EIGHTEEN**

PANEL ONE

Cut to Barbara talking to the principal at school as the boys wait outside her office. The boys look glum, knowing they're in big trouble.

1 CAP: Later that day

PANEL TWO

Barbara exits the office and reprimands them for missing their afternoon classes.

2 Barbara: – don't know what's gotten into you two lately but this skipping class has to stop.

PANEL THREE

Cut to inside Barbara's car. They're driving home now. She's looking up in the rearview mirror, similar to Sai's father looking in the rearview mirror just before the crash last issue. Barbara looks a little freaked out.

3 Barbara: There! Do you see it? I think that's the car!

4 Sai: You mean the car that hit us? Where?

PANEL FOUR

View from behind the car. Sai is in the back seat, has turned around, and is now looking behind them in traffic.

5 Barbara: Do you see it? Is that it?

6 Sai: I don't know – I mean – it was at nighttime–

PANEL FIVE

Flip the angle to show the cars behind them. We can barely see the side of a black sedan several cars back. Don't show enough to prove it is or isn't the same car, just enough to make the reader wonder or jump to conclusions.

7 Sai: I didn't really get a great look at it.

Castle Crossing (prequel)  
Issue Two  
© 2024 Terry John Barto – All Rights Reserved

**PAGE NINETEEN**

PANEL ONE

Cut to Barbara and Anthony in Anthony's home office. Barbara rushes in and seems a little freaked out.

1 Barbara: I'm sure it was the same car – I just know it!

2 Anthony: Whoa – slow down honey, what car?

PANEL TWO

Anthony stood up from his desk and placed his hands on Barbara's upper arms to calm her down.

3 Barbara: The car Sai and the police described– it was following me–

4 Anthony (mumbling a bit to himself): And the police still have no leads–

5 Anthony (speaking normally now): I hate to say this, but we would be safer in Ireland.

PANEL THREE

Change the angle a bit. Barbara is a bit calmer now, looking like she's concentrating on what Anthony just said.

6 Barbara: But, how do we know they won't follow us there? And what about the boys?

7 Barbara: I just don't understand– what did they want from Sai's parents?

8 Barbara: What do they want from me?

PANEL FOUR

Change the angle a bit more to focus on Anthony now, trying to reassure his wife that it will be ok.

9 Anthony: I don't know, but Cillian is Chief of Police in Wicklow – he'll keep us safe.

10 Anthony: He was never one to put up with bullies–

PANEL FIVE

Change the angle back to Barbara, walking away, who looks like she's not fully assured quiet yet.

11 Barbara: If you're sure that's the right move– then we just need to tell the boys.

Castle Crossing (prequel)

Issue Two

© 2024 Terry John Barto – All Rights Reserved

**PAGE TWENTY**

PANEL ONE

A moment later, Sterling busts into the office. He has an Adaptor in his hand and is looking for super glue.

1 Sterling: Where's the Superglue? That jerk Devin broke Adaptor!

PANEL TWO

Anthony is holding his hand out to Sterling to slow his roll while Barbara looks on, a little startled and confused at Sterling's energy level.

2 Anthony: That can wait son. Your mother and I have decided – we're moving to Ireland.

3 Sterling: How long do you think we'll be there? Forever?

4 Anthony: I don't know– maybe a year? Depends on how long this project takes.

5 Sterling: Do you think it's a lot of work?

6 Anthony: Yeah, probably.

PANEL THREE

Profile shot of Anthony and Sterling. Sterling is looking convinced now.

7 Sterling: I think you should do it.

8 Anthony: You think we should go? But what about your friends? What about school?

PANEL FOUR

Change the angle a bit.

9 Sterling: We'll find new friends. We can go to school in Ireland.

10 Sterling: That is – if Sai comes with us.

11 Sterling: He will? Right?

12 Anthony: Well of course – he's part of the family now.

PANEL FIVE

Change the angle a bit more.

13 Sterling: And we'll be gone. We'll be thousands of miles away right?

14 Sterling: So we'd all be safe there right.

15 Anthony: Yes.

16 Sterling: Do it Dad. I'll go tell Sai!

Castle Crossing (prequel)

Issue Two

© 2024 Terry John Barto – All Rights Reserved

PANEL SIX

Cut to the family in a car with lush countryside in the background. Anthony, Barbara, Sterling, and Sai are driving through old wrought iron gates down a long driveway. There are dead plants, brown grass, a fountain with no water, and fog clearing enough to see the castle emerging.

17 CAP: Wicklow Ireland

18 Anthony: Here it is boys – not many kids get to say they lived in a genuine Irish castle ya know.

Castle Crossing (prequel)  
Issue Two  
© 2024 Terry John Barto – All Rights Reserved

**PAGE TWENTY-ONE**

PANEL ONE

Anthony is at the front door and has pushed it open. The door creaks as it opens. The boys are pushing past him excitedly to get inside, and Barbara is pointing inside with a motherly smile.

- 1 SFX (from door hinges): >CRReeAAAKKKKKkkk<
- 2 Anthony: Sounds like this door is the first thing I'll need to fix!
- 3 Barbara: Go! Pick your rooms!
- 4 Sai: DIBS!

PANEL TWO

The boys race from room to room.

- 5 Sterling: You can't call dibs before finding a room to dibs!

PANEL THREE

We're in an upstairs hallway with two rooms directly across from one another. Sai is in a doorway on the left side, and Sterling is in a doorway on the right. Sterling is holding a repaired Adaptor up.

- 6 Sai: Ok – dibs now!
- 7 Sterling: Happy to be home Adaptor?

PANEL FOUR

In his room, Sterling sets Adaptor on a shelf.

- 8 Sai (off-panel): Come on! Let's go find the kitchen. I'm starving!

PANEL FIVE

View over their shoulders. They've made it to the kitchen and opened the fridge – but it's empty.

- 9 Sterling: Guess nobody has gone to the store yet –
- 10 Sai: What about the pantry?

PANEL SIX

Sai is opening the reinforced door mentioned in the flashback – the door to the “dungeon.”

- 11 Sai: This must be it!

Castle Crossing (prequel)

Issue Two

© 2024 Terry John Barto – All Rights Reserved

PANEL SEVEN

Flip the angle so we're on the dark side of the door, looking up slightly and back into the kitchen at both boys. They look freaked out and inquisitive as they stare into the dungeon darkness, but the viewer doesn't see what they're looking at yet.

12 Sai: ...

Castle Crossing (prequel)  
Issue Two  
© 2024 Terry John Barto – All Rights Reserved

**PAGE TWENTY-TWO**

PANEL ONE

Cut back to Sterling's room to Adaptor, still on the shelf. His eyes are alive and a look of alarm is lighting up his face.

SILENT PANEL

PANEL TWO

Cut back to the boys – still staring into the darkness.

1 Sterling: W-what do you think it is?

PANEL THREE

Flip the angle to show them staring down into the "dungeon." It's dark, spooky, dramatic...

2 Sai: Uh – I-I dunno.

PANEL FOUR

Cut outside to Anthony and Barbara talking to a local police officer.

3 Police Officer: We've been looking for him for some time – it's not like Cillian to just run off without telling anyone –

4 Anthony: So, let me get this straight – Cillian, the Chief of Police, went missing the same night my uncle died...

5 Police Officer: I'm afraid so – we're waiting on Scotland Yard at this point –

PANEL FIVE

End the issue with Anthony standing there with a shocked expression, Barbara looking at him with an expression of dread, and the castle looming in the background.

SILENT PANEL