

Sterling To The Rescue
Issue Two
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PAGE ONE

PANEL ONE

Sterling, Adaptor, Zema, Hawkeye, and Boxtrot are moving down a side street in Miniature City. Hawkeye is in the lead.

1 Hawkeye: This is the way –

PANEL TWO

They've entered the Courtyard of Doors now.

2 Adaptor: This place reeks of evil.

3 Sterling: This is new –

4 Hawkeye: Scout has seen Darknel here all too often.

PANEL THREE

Zema is looking at Sterling now.

5 Zema: What do you mean "new"?

PANEL FOUR

Flip the angle to show Sterling's face.

6 Sterling: My dad and I didn't build this – we're "off the map," so to speak.

PANEL FIVE

Adaptor is pointing at a door now as the other's look where he's pointing.

7 Adaptor: But what's with all the doors? Is this some sort of store?

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PAGE TWO

PANEL ONE

Reverse the angle to show Sterling once more.

1 Sterling: These must be portals – like where Zema said my friend went earlier.

PANEL TWO

View of Adaptor and Sterling now. Adaptor looks “clued in,” and Sterling is nodding in agreement.

2 Adaptor: You mean these are doors to other worlds?

3 Sterling: That’s my guess.

4 Adaptor: So from here – Darknel can travel almost anywhere?

PANEL THREE

Sterling is pointing at one of the door handles. The keyhole is blurry like it isn’t fully formed in this world.

5 Sterling: But look – some of the locks aren’t rendering.

6 Adaptor (off-panel): He must need some sort of key!

PANEL FOUR

Hawkeye is in the shot now, turned towards Sterling.

7 Hawkeye: That would explain what he’s searching for!

8 Sterling: Right!

PANEL FIVE

Close up on Sterling again.

9 Sterling: We just have to get that key before he does!

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PAGE THREE

Art Direction: Panels Two through Five are a montage, so visually connect those panels to show the reader this – similar to the earlier flashbacks but with trails connecting the panels to show a path Sterling and the AFs have taken.

PANEL ONE

Sterling and the AFs are moving down a street from right to left, with the Courtyard of Doors behind them. The architecture on this street is slowly changing from a mid-century American city to the more fantastical look of Figure Nation.

- 1 Sterling: We're definitely not in the Miniature City now. Where was my dad going?
- 2 Adaptor: This way leads to Figure Nation – I remember when we first discovered your City!
- 3 Zema: Maybe one of the 'Nation's people will know where your dad went?

PANEL TWO

They've exited that street and are now in Marshmallow Cove, talking to the sea serpent Beatrice who is shaking her head no.

- 4 Beatrice: Nooooope – I haven't seen him.
- 5 CAP: Marshmallow Cove

PANEL THREE

Now they're in Monstrocitiy. A three-headed monster holds up his four arms with a shrug from both sets of shoulders like he's "empty-handed." He has an "I don't know" expression.

- 6 Monster: I dunno –
- 7 CAP: MonstroCity

PANEL FOUR

This panel is grainy and black-and-white, like an old movie. It's in Screenland, which resembles 1920s Hollywood. A crew is filming an old Charlie Chaplin-style movie. One of the actors is shrugging at them, similar to the monster in panel three.

- 8 CAP: Screenland

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PANEL FIVE

Now they're in Rock Gardens. A rock star named Shine is on stage, and actual rocks are in the audience as groupies. Use [Red Rocks Amphitheater](#) as a reference for the setting. They're talking to the soundman, who looks distracted/annoyed by their questions as he tries to run sound for the concert.

9 CAP: Rock Gardens

10 Soundman: **Who?** No man! Just rockin' here!

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PAGE FOUR

PANEL ONE

Now they're back on a street similar to the one from page three, panel one, but it's going the other way. This shows they're heading back from Figure Nation into Miniature City, moving from left to right. Hawkeye is pointing out ahead of them, towards MC.

1 Hawkeye: Scout says he went this way!

2 Sterling: Strange that his trail would lead us right back to Miniature City –

PANEL TWO

Hawkeye leads Sterling and the others to a storefront. We can't quite see the store from this angle, but it seems brightly colored. The street out front looks very similar to the cover scene on page five, panel three.

3 Hawkeye: Seems he went in there.

4 Boxtrot: Darknel would hate that place – too many colors –

PANEL THREE

Flip the angle to show Sterling's reaction to the store – he looks really happy.

5 Sterling: Dad and I put this here! It's meant to be Amazing Fantasy – the comic store downtown.

6 Sterling: We used to go there every Wednesday for –

PANEL FOUR

Largest panel on the page. Change the angle so we're looking straight at the store. We see it's a comic book store. Not just any comic book store, but a MEGA COMIC BOOK STORE the size of a big box store. Across the front top of the building is a giant flashing neon light that says "COMICOPIA – A UNIVERSE OF IMPOSSIBILITIES!"

7 Sterling: New comic book day!

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PAGE FIVE

PANEL ONE

They enter the store, which has massive aisles like Target or Walmart, filled with comic books, comic book-related toys, and other comic book-centric merchandise.

1 Sterling: I had no idea this was so cool inside!

PANEL TWO

They're moving down one of the aisles towards the back, with Hawkeye leading. This aisle has comic books on shelves, like a [new comic wall in a standard comic shop](#).

2 Hawkeye: This way!

PANEL THREE

At the back, there's a giant roll-up delivery door that looks like this: [Fantastic Four cover](#), but replace the monster with Darknel, and have the four superheroes from Comicopia (Lass-O, Thadeus, Mehicle, and Grunther) as the Fantastic Four. Sterling and his AFs are the people on the sidewalk in the background.

3 Sterling: Wait! That looks like out front – how are we on this?

PANEL FOUR

The door has a portal's tell-tale blue flame glow around the edges.

4 Zema (whisper): It's just like the window the other small human took when chasing the monkey.

PANEL FIVE

Sterling walks up to the door in awe. He's slowly reaching for a push-button box on the wall next to the door. The box has a green button with an arrow pointing up that says "OPEN." Under that word, someone has written "to endless impossibilities." Below that is a red button that says "CLOSE," and below that, someone has scrawled "minded."

5 Sterling: ...

PANEL SIX

Reverse the angle to show Sterling opening the door, getting bathed in a blue glow that matches the flame color with a look of awe and wonder on his face.

6 Sterling: WHOOOAAAA!

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PAGE SIX

PANEL ONE

Cut to Eva, Stone, and Raptor, now in the town square where Sterling found his dad's tool.

1 Eva (to Raptor) Are you sure?

PANEL TWO

Raptor whistles and Wren lands on his outstretched arm as Scout does with Hawkeye.

2 Raptor (small burst): >HWeeWEET<

PANEL THREE

Profile shot of Raptor and Wren's faces. The two exchange some low whistling

3 Raptor: >WeeWeeoooWeet<

4 Wren: >weetWeoWeetWeee<

PANEL FOUR

Profile shot of Raptor and Wren's faces – change the angle from the last panel. The two exchange more low whistling

5 Raptor: >WeetWeeToooWee<

6 Wren: >WeWeWeeetWeoSsWeee<

PANEL FIVE

Raptor is now addressing Eva and the rest of the Evils. This scene mirrors the one in issue one with Hawkeye and Scout.

7 Raptor: Wren definitely spotted them here.

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PAGE SEVEN

PANEL ONE

Change the angle a bit. Eva is leaning in towards Raptor, looking anxious and demanding.

1 Eva: Ok – but now **where** did they go?

PANEL TWO

Stone leans in, mimicking Eva's body language from the last panel.

2 Stone: **Where** did they go **birdman?**

PANEL THREE

Close up on Stone's face as he continues to mimic Eva's body language but glares at Raptor menacingly.

3 Stone: ...

PANEL FOUR

Profile shot of Raptor and Wren conversing once more.

4 Raptor: >WeOOOeWeeuHHWeet<

5 Wren: >weetWeetWeetSWeeeeee<

PANEL FIVE

Raptor points deeper into Miniature City.

6 Raptor: this way.

PANEL SIX

Eva and the Evils are moving away from our vantage point, which remains the same as the last panel.

7 Eva: Let's **roll!**

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PAGE EIGHT

PANEL ONE

Cut back to Sterling and the AFs. Once again, they're trying to get Sterling to snap out of his thoughts and take action.

1 Zema: Commander? Are we going in – Hel-lo?

PANEL TWO

Sterling blinks and turns to her.

2 Sterling: S-sorry, my dad always taught me to think through a problem before taking action.

3 Sterling: – 'play the movie forward' he would say.

PANEL THREE

Change the angle a bit to show Zema looking impatient with Sterling. Adaptor is behind her, looking worried.

4 Zema: Well – play it faster. It won't be long before Darknel returns –

5 Adaptor: – or worse – he gets your friend and the Rubicube!

PANEL FOUR

Change the angle and switch the focus to zoom in on Boxtrot, with Zema in the foreground out of focus.

6 Boxtrot: H-How do we know they aren't already on the other side of this portal –

7 Boxtrot: – w-waiting for us?

PANEL FIVE

They all stop and look at Boxtrot, worry clouding Sterling's expression. Boxtrot is shrugging sheepishly.

Silent Panel

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PAGE NINE

PANEL ONE

Cut back to Eva and the evil AFs outside the comic shop now.

1 Raptor: Wren saw them enter here –

2 Raptor: – if they're heading where I think they're going, they'll end up right where we want them!

PANEL TWO

Eva kicks in the front door of the shop.

3 SFX: KeeRACKKK!

PANEL THREE

A faint blue glow shines out, bathing Eva and the Evils in blue light. Eva is pointing into the store.

4 Eva (small burst): Hurry!!

PANEL FOUR

They rush in and get to the back of the comic shop just as the Fantastic Door is closing.

5 Raptor: They went through there!

PANEL FIVE

Similar shot to the last panel, but the door is further closed, and Eva and the Evils are sliding to go under it.

Silent Panel

PANEL SIX

Similar shot to the last panel, but the door is almost closed now, and Eva and the Evils have successfully slid under, narrowly getting through.

Silent Panel

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PAGE TEN

Splash page

PANEL ONE

Cut to Comicopia, a 2D comic book world. This page has a distinctly different art style—an old, dot matrix-printed comic book style. It looks like mid-20th century America regarding architecture, vehicles, and technology. The Golden Age of comic books come to life!

We’re looking down an alleyway that looks like something from the 1960s Batman TV show. Along the edges of the alley, there’s a dumpster, some trash, an old car, and other detritus. At the end, furthest from our point of view, is the other side of the Fantastic Door.

Sterling and the AFs are on this side of the door, which is still open, with the blue glow washing out all over our heroes. They all have a look of amazement on their faces.

1 CAP: Comicopia.

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PAGE ELEVEN

PANEL ONE

Sterling is pointing directly at the reader and exclaiming.

1 Sterling: **Look!** It's the heroes from the poster on the door!

PANEL TWO

Reverse the angle. Out front of them, in the main avenue, the alley connects with, we see four superheroes capturing a group of bank robbers led by the Barefoot Bandit. These are the four heroes from the Fantastic Door cover image on page five (Lass-O, Thadeus, Mehicle, and Grunther). The heroes and the bank robbers are fighting. Lass-O is spinning her lasso over her head, about to rope a bank robber. Thadeus is firing an arrow with a boxing glove on the end of it at another bank robber. Grunther is whacking a bank robber with his caveman club. Mehicle is racing towards a bank robber on her [wheelie shoes](#), about to crash into the robber – like a bowling ball slamming into bowling pins.

2 Sterling (off panel): And they're fighting the Barefoot Bandit gang!

3 SFX (**insert fight sounds**)

PANEL THREE

The heroes and the bank robbers are fighting. Focus on Lass-O as she ropes in the bad guy and reels him in.

4 Lass-O: Looks like you're too tied up to be robbin' banks sugah!

5 CAP (hero logo): LASS-O!

PANEL FOUR

The heroes and the bank robbers are fighting. Focus on Thadeus as his boxing glove arrow has "punched" a bank robber in the face.

6 SFX (from arrow strike): WHACK!

7 Thadeus: My arrow packs a punch – does it not Monsieur?

8 CAP (hero logo): THADEUS!

PANEL FIVE

The heroes and the bank robbers are fighting. Grunther is picking the Barefoot Bandit up by his collar while menacingly pulling back his caveman club.

9 Grunther: >grunt<

10 CAP (hero logo): GRUNTHER!

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PANEL SIX

The heroes and the bank robbers are fighting. Focus on Mehicle as she crashes into a bank robber and bowls him over. She has a compact makeup mirror out now and is checking her makeup.

11 Mehicle: Time for a pit stop – in ***Jail!***

12 Mehicle (small): Ugh – you ***smudged my mascara!***

12 CAP (Hero logo): MEHICLE!

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PAGE TWELVE

PANEL ONE

Sterling points at a handkerchief on the ground and exclaims.

1 Sterling (small excited burst): That's my dad's! He must have been here!

PANEL TWO

Change the angle to focus on Hawkeye, who is pulling Sterling back.

2 Hawkeye: Careful!

3 Sterling (whisper): I wonder if the heroes saw him? Or worse, if the Barefoot Bandits got him!

4 Hawkeye: Shhh! We need can't be seen lest they mistake us for supervillains.

PANEL THREE

The AFs look at one another, somewhat insulted that they might be mistaken for villains.
Adaptor is face palming.

5 Boxtrot: "supervillain"? Speak for yourself –

6 Zema: As if –

7 Adaptor: >sigh<

PANEL FOUR

Then they all look at Hawkeye accusingly.

Silent Panel

PANEL FIVE

Hawkeye is holding his hands, palms upward, out from his body and shrugging.

8 Hawkeye: Well – **look at you?**

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PAGE THIRTEEN

PANEL ONE

Sterling and the AFs hide in an alleyway and watch the superheroes fight. Lass-O is hog-tying the bank robber she lassoed on page eleven.

1 Lass-O: Don't you go thinkin' yer gittin' away now.

PANEL TWO

Sterling and the AFs hide in an alleyway and watch the superheroes fight. Thadeus has picked up his boxing glove arrow and swung it to whack another villain in the face.

2 SFX (in Batman TV show style): booOOOOooFF!

PANEL THREE

Sterling and the AFs hide in an alleyway and watch the superheroes fight. Grunther is sitting down on two bank robbers he clobbered. The top one is the Barefoot Bandit.

3 Barefoot Bandit: Get off me you Neanderthal!

4 Grunther: Grunther not 'meandertall'! Grunther **caveman!**

PANEL FOUR

Sterling and the AFs hide in an alleyway and watch the superheroes fight. Mehicle is racing super fast around the last standing bank robber, who looks dizzy and woozy from her spinning around him.

5 Mehicle: I can top end faster than your tiny brain can comprehend.

6 Bank Robber (sickly): Stop – I wanna get off –

7 Bank Robber (small): I think I'm gonna puke!

PAGE FOURTEEN

PANEL ONE

View over Sterling and the AFs shoulders from where they are hiding in the alleyway. The superheroes have defeated the bank robbers and are gathering them together. Sterling is way too excited.

1 Sterling: That. Was.

2 Sterling (small burst): **AWESOME!**

PANEL TWO

The superheroes have tied the robbers up with one of Lass-O's extra ropes and left a note on one for the police. The note says, "Please take me to jail."

3 Zema (off-panel): Shhh – settle down small human!

PANEL THREE

Flip the angle to show Sterling and the AF's faces. Sterling looks overjoyed.

4 Sterling: This is just like something out of an issue of Super TeamUp!

PANEL FOUR

Adaptor has changed his look to that of a beat reporter, ala Jimmy Olsen.

5 Adaptor: I'm going to do some ground recon.

PANEL FIVE

Zema is looking at Adaptor oddly.

6 Zema: That disguise looks **terrible.**

7 Adaptor: Haha! I have to **adapt to the circumstances** with what's at hand!

PANEL SIX

Adaptor follows after the superheroes.

8 Adaptor: I'll be right back!

PAGE FIFTEEN

PANEL ONE

Eva is holding back the evil AFs who are spying on Sterling from a different alley, as Sterling and the good AFs are spying on the police.

1 Eva: Quiet!

PANEL TWO

View of Page Fourteen, Panel Four, but from Eva and the Evil's point of view.

Silent Panel

PANEL THREE

View of Page Fourteen, Panel Six, but from Eva and the Evil's point of view.

Silent Panel

PANEL FOUR

Eva follows after Adaptor but far enough back so as not to be discovered.

2 Eva: Stay here – I'll follow the freak.

PAGE SIXTEEN

PANEL ONE

High angle shot looking down on the scene. We can just see Sterling and the AFs on one side and Eva and the Evils on the other. The police arrive and are putting the bank robbers into an old-school Paddy Wagon. [Paddy Wagon reference](#)

1 Police Officer One: We have some nice jail cells waiting for you all!

PANEL TWO

As the Paddy Wagon starts to drive away, Sterling is instructing Hawkeye to follow them but since they can't keep up – Scout can.

2 Sterling: We need to **follow them** – Scout can keep up and let us know where they go, right?

PANEL THREE

Change the angle to focus more on Hawkeye than Sterling now.

3 Hawkeye: As long as **we can see Scout** and he can see the bad guys, **we'll know where to go.**

PANEL FOUR

Scout takes off to follow the paddy wagon.

4 Scout: c-**CAW**

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PAGE SEVENTEEN

PANEL ONE

Scout is flying along, looking down at the Paddy Wagon as it drives through the city.

Silent Panel

PANEL TWO

Scout notices the paint factory, which looks abandoned, but what appear to be several Monocronies are moving paint buckets out of the building—almost like Oompa Loompas in Willy Wonka.

Silent Panel

PANEL THREE

Scout has turned his head and is now whistling at Hawkeye down on the ground.

1 Scout: WeeeOOWeetoooWee

PANEL FOUR

View from Hawkeye's perspective now. He's pointing in the direction of the paint factory.

2 Hawkeye: Scout is saying ***something is happening*** at an abandoned building two streets over

3 Zema: We should check it out!

4 Sterling: Let's go!

PANEL FIVE

Sterling and the AFs are now on the edge of town, just emerging into sight of the old Paint Factory. There are splotches of paint all over like the character from Splatoon has been shooting the place up. In one spot, just around the side of the building and almost out of sight, is a large black-and-white spot on the building wall.

5 Boxtrot: What a mess!

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PAGE EIGHTEEN

PANEL ONE

Cut back to Eva, who is spying on Adaptor. Adaptor is looking at something off-panel we can't see.

1 Adaptor (insert faint, illegible dialogue to show the reader Adaptor is talking, but we can't quite hear what he's saying)

PANEL TWO

Eva calls the Evils on a walkie-talkie/ small communicator.

2 Eva: Come in Raptor. I **overheard Adaptor** mention the Paint Factory

3 Eva: If we play our cards right, they'll **take themselves to the prison** for us –

4 Eva: – then we just need to show up and **close the door** behind them!

PANEL THREE

Cut to Raptor, Wren, and Stone. Raptor is holding the other walkie-talkie/ small communicator.

5 Raptor: We're **on our way**.

PANEL FOUR

The Evils head after Sterling and the AFs.

6 Raptor: **Darknel** will be pleased...

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PAGE NINETEEN

PANEL ONE

Similar to page seventeen, panel five but Sterling and the AFs are out front of the paint factory now instead of just entering the area. They're trying to avoid stepping in puddles of various paint colors.

1 Zema: **Maybe** the cleaning crew is **on strike**?

PANEL TWO

Adaptor arrives a moment later. He's excitedly trying to convey what he learned to Sterling, Eva, Boxtrot, and Hawkeye.

2 Adaptor: **Good!** You found this place too!

3 Adaptor: The superheroes **know** who Darknel is!

4 Adaptor: He's **the mastermind** behind this world's villains!

PANEL THREE

Sterling is leaning in to ask a question, but Adaptor is still going. Adaptor is pointing at the paint factory.

5 Adaptor: They've been trying to confront him **for months** but every time they get close –

6 Adaptor: – he **disappears**.

7 Adaptor: – the heroes have seen his Monocronies here **a lot**.

8 Adaptor: They've raided it more than once but **always** come up empty-handed.

PANEL FOUR

Adaptor points at a spot on the factory outer wall where the color seems to have run off the building, leaving behind black and white, like Darknel's effect on worlds. This is the same spot that was barely noticeable in panel five of page seventeen.

9 Adaptor: If **that** doesn't prove he's been here I don't know what does.

PANEL FIVE

Sterling finally interrupts Adaptor.

10 Sterling: What about my dad?

PAGE TWENTY

PANEL ONE

Adaptor and Hawkeye are in the shot with Sterling now.

1 Adaptor: My reporter nose has a hunch he's in **there**.

2 Hawkeye: Scout says there's a back door – **perfect** for a stealthy entry.

PANEL TWO

Adaptor is pointing upward and tells Hawkeye to send Scout up high inside to give them eyes.

3 Adaptor: **Good work Hawkeye** – have Scout give us eyes in the sky and alert us if anything fishy happens.

PANEL THREE

Sterling and the AFs go through the back door into the building.

4 Sterling: Time to **find my dad!**

PANEL FOUR

Eva and the evil AFs sneak through the door after them.

Silent Panel

PANEL FIVE

Sterling and crew work their way through the factory, but don't find anything. Hawkeye is shrugging at Zema to indicate he hasn't found anything.

Silent Panel

PANEL SIX

Sterling and crew work their way through the factory, but don't find anything. Adaptor is shrugging at Boxtrot to indicate he hasn't found anything either.

5 Boxtrot: Maybe the heroes were right – this ***is*** a dead end –

PANEL SEVEN

Sterling spots his dad's cuff bracelet dropped on a window ledge as if he flung it there on purpose. He's pointing at it excitedly.

6 Sterling: ***Look!*** My dad's cufflink! We're on the right path!

PAGE TWENTY-ONE

PANEL ONE

Sterling and the AFs look around where the cufflink is and notice they're on the opposite side of the wall from where the color was running off outside. There's no color on the wall here either, but it's harder to tell since it's darker inside than out.

1 Zema: Pretty sure we're on the opposite side of that black-and-white spot we noticed outside.

PANEL TWO

They notice a big tank of swirling black and grey paint splashing out, and everywhere a drop lands, the color on where it landed has disappeared.

2 Boxtrot: Whatever is in that tank must be from Darknel. Look at what it's doing to the floor.

PANEL THREE

Adaptor is now wearing a Detective Hat like a cheesy Sherlock Holmes. His chest disguise has changed from a reporter to a Victorian-era shirt and coat. He's using a magnifying glass and has spotted a trap door.

3 Adaptor: Over here – **a trap door!**

PANEL FOUR

They go through the trap door down a spiral staircase. The stairs start out looking industrial...

4 Sterling: I bet they took dad **down there!**

PANEL FIVE

Sterling and the AFs are a ways down the stairs now, and they have turned into what looks like dungeon stairs. Show the highest few steps still looking industrial, then each successive step looking more slimy/dingy/stone/dungeon-like until the lowest step looks like something from a medieval European dungeon.

5 Sterling: **This way!**

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PAGE TWENTY-TWO

PANEL ONE

At the bottom, they enter a dungeon room full of dark, scary-looking cells. Adaptor is still looking through his magnifying glass.

1 Adaptor: Well – this looks **depressing.**

PANEL TWO

Sterling sees his dad in one of the cells and gets excited!

2 Sterling (burst): **DAD!**

3 Dad: **Sterling!**

PANEL THREE

Sterling runs to the cell door but realizes they need a key to open it and free his Dad.

4 Sterling: **Quick!** Find the key!

PANEL FOUR

Dad starts to tell Sterling about “the key” hidden in the ... (they are interrupted).

5 Dad: **Sterling!** Listen to me son – the key is hidden in the –

PANEL FIVE

Suddenly Eva and the Evils pop out and surround them.

5 Eva (large burst): Mua-HAHAHAHA!

6 Eva: Put them in the other cells!

7 CAP: To Be Continued –

WGAw registration: 2235398