

THE STONE LION

By

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Page 1 SETTING: 16TH CENTURY CHINA. Old manor courtyard garden.
The colors for this comic should begin muted, except for the girl and her ball. There are sounds, but no dialog.

Panel	Description	Dialog
1.1	A YOUNG GIRL, between 5-7 years old, in traditional Ming dynasty dress kicks a colorfully decorated ball around an abandoned and overgrown courtyard. A statue of a STONE LION, the only one remaining of a pair, guards the space where a arch used to stand. It poses with its paw on a carved stone ball that represents the world.	
1.2	The girl gives her (smaller) ball a particularly solid kick.	
1.3	The ball lodges under the lion statue.	
1.4	The girl approaches the statue with apprehension, leaning forward and trying to figure out how to get it out. The statue is clearly a little frightening to her.	
1.5	She darts forward and retrieves the ball.	
1.6	Triumphant, she holds the ball up to kick it again, and does not notice that behind her, the statue is moving.	
1.7	She turns, clearly frightened and clutching her ball tightly.	

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Panel	Description	Dialog
2.1	The statue looms over the girl. She notices it, and is wide-eyed, her apprehension justified.	
2.2	The lion considers the girl; apprehensive, low camera angle looking up from behind her.	
2.3	The lion dips down into a playful stance.	
2.4	The girl considers the lion with the weighty seriousness only a contemplative child can bring to bear, holding the ball against her hip, and then--	

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Panel	Description	Dialog
3.1	-- she kicks the ball!	
3.2	This and the next three panels are long vertical panels of the girl playing kick-ball with the lion	
3.3	both of them running back and forth and having tons of fun.	
3.4	As they play, the courtyard becomes cleaner, brighter. The coloring should shift to reflect this...	
3.5	...until the old manor's courtyard garden is restored to its former glory, painted in vibrant colors and designs, gardened, and with the lion's pair statue intact (but, unlike the titular lion, still stationary).	
3.6	Someone calls from offscreen. The girl is startled.	

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Panel	Description	Dialog
4.1	She looks back to see who called her, while the ball rolls offscreen. The spell is broken, and the courtyard returned to its modern run-down, desaturated state. The light has shifted; it's getting late.	
4.2	The girl's caretaker, an older girl, clasps the girl's hands in hers with clear relief.	
4.3	The girl points back at the lion, trying to get her to look at the courtyard.	
4.4	By the caretaker's expression, though patient, she clearly does not want to go back into the ruined courtyard. She wants to go home, and gestures that way.	
4.5	She gently leads the girl away, out from the old courtyard and back towards home.	
4.6	The girl, holding her caretaker's hand, sneaks a look back at the courtyard. The angle and emphasis should be on the girl's eye-level, and her caretaker. The lion is not in the frame.	
4.7	The lion is standing on its pedestal as if it had never moved, but instead of the worn stone globe, it stands with one paw on the girl's brightly colored ball. The girl, in the foreground, smiles as she's lead home. END.	