

Singularity | Sasha

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Panel	Description	Dialog
1.1	The expanses of space. In the distance a large and long space-ship floats across the panel.	
1.2	A closer shot of the ship, the name 'The Svyatogor' can be seen on the side.	
1.3	Through a small window on the side of the ship, a woman's head can be seen. She is in her late teens and sports short white hair. The tips of fingers can be seen; her head is being held against a table. Her face shows she is determined not to cry. This is SASHA.	

Panel	Description	Dialog
2.1	Darkness.	SASHA *sniff*
2.2	Darkness.	TELECOM (harsh electronic font) Day cycle activated.
2.3	The room is lit up. Sasha sits in the corner of the cell, curled into a ball. She half wears a yellow jumpsuit.	
2.4	She wipes her eyes as the cell door next to her unlocks.	TELECOM (harsh electronic font) Step out.
2.5	She gets up. Despite her age she well toned. She has some scars and there is a crude branding tattooed on her on her right shoulder.	
2.6	She walks out of her cell.	

Panel	Description	Dialog
3.1	She is standing on a walkway, over a large gen-pop area. The walkway is lined with tiny cells, each with a man or woman standing out front. Most are wearing orange jump suits, some of the younger ones are wearing yellow. There are numerous black-clad guards patrolling.	
3.2	Medium close-up on Sasha as she looks across the gen-pop.	
3.3	Across from her stands a large fat man with a shaved head and a torn open nose. The name-tag on his orange suit clearly reads VERN.	
3.4	He grins and winks across at Sasha.	
3.5	Close-up on Sasha as her eyes narrow with anger.	

Panel	Description	Dialog
4.1	In a mess-hall, Vern is queuing for food, along with two cronies.	
4.2	He looks over shoulder at Sasha, seated in the distance.	
4.3	Turns back to cronies with a dirty grin on his face.	
4.4	Wide shot of Sasha eating.	
4.5	Same shot of Sasha. Vern, flanked by his cronies, now stands behind her. She tenses up at the sound of his voice.	VERN Meat smells good today, eh boys?

Panel	Description	Dialog
5.1	Sasha forcefully lifts her food-tray overhead and slams it into Vern's face. He reels back from the impact.	
5.2	As Vern reels back holding his nose, his cronies try to grapple Sasha.	
5.3	She slides under the table, grabbing both the goons and pulling their faces down to smash off the table that she is sliding under.	
5.4	Sasha climbs out from under the table - but no sign of Vern.	
5.5	Vern pucker-kicks Sasha from atop the table.	
5.6	She throws herself at him, her face contorted in anger.	

Panel	Description	Dialog
6.1	A splash page: the fight breaks into a riot. In the centre Sasha and Vern fight; she is clearly snapping one of his arms. In the foreground a guard is talking into a communicator on his wrist.	SFX (over Vern's arm) Crack! GUARD We've got a three-twenty-seven in gen-pop!

Panel	Description	Dialog
7.1	In an office somewhere on the ship sits an aged and tired looking WARDEN. His circular rimmed glasses are pushed onto the top of his head as he rubs his eyes in frustration.	WARDEN ...Lock it down.
7.2	Back in gen-pop. A close up shot of a guard's boot.	
7.3	The same shot but magnetics have activated and his boot is locked to the floor.	SFX Ker-chunk!
7.4	Gravity is removed in gen-pop and prisoners begin to float uncontrollably. The guards are safely clamped to the ground.	
7.5	Sasha and Vern drift apart. Her eyes filled with rage. As he drifts globules of blood float around his battered face; his arm is a twisted mess. Despite the beating he has taken he just grins at Sasha.	

Panel	Description	Dialog
8.1	The Warden's office, as seen from over his shoulder. Behind the desk he sits reading over Sasha's file. She sits across from him. Two guards flank the doorway. Each guard holds a gun; each guard also holds a black case.	WARDEN Assault; first time offence. I'm impressed all things considered. Very few born here managed to stay off the radar this long...
8.2	A view from over Sasha's shoulder. The Warden places down her file and leans on the table.	WARDEN I'm going to give you a gift little Sasha; one I doubt you've been given before: a choice.
8.3	He points behind her.	
8.4	Over the Warden's shoulder again. Sasha has turned to see what he points at. One of the guards opens their case to reveal an orange jumpsuit.	WARDEN You can continue down this path and eventually earn your colours...
8.5	The second guard opens their case to reveal a guard uniform. Sasha has turned to look at it.	WARDEN (CONT.) ...or you can come work for me.
8.6	Sasha looks back at the Warden, uncertain. A light appears on the warden's desk and he receives a communication.	COMMS (OS) Sir, we got an incident in Medical. Vern has broken his restraints. We need support ASAP.
8.7	Sasha grabs the uniform. The Warden smiles.	WARDEN No need to show mercy, officer...