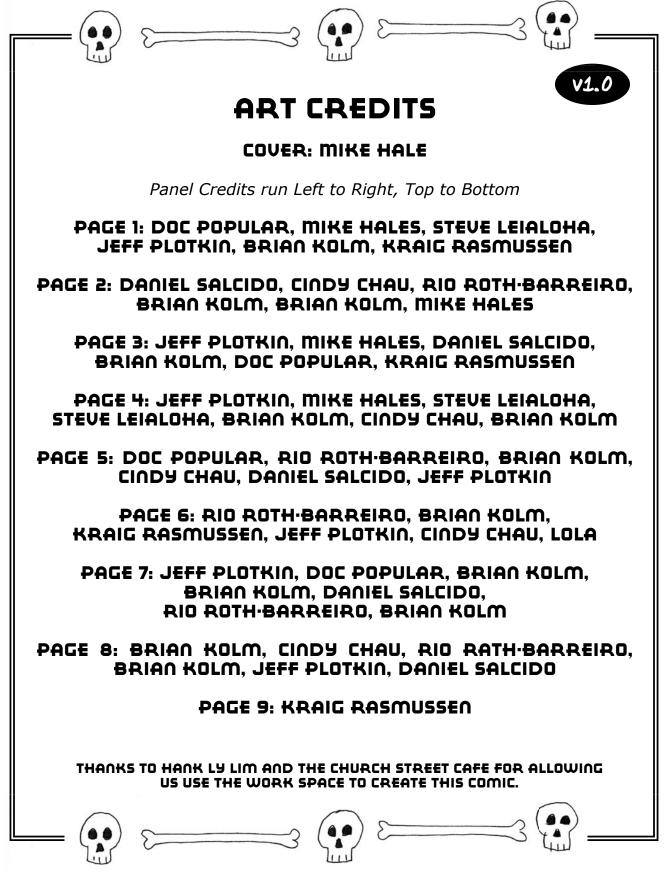
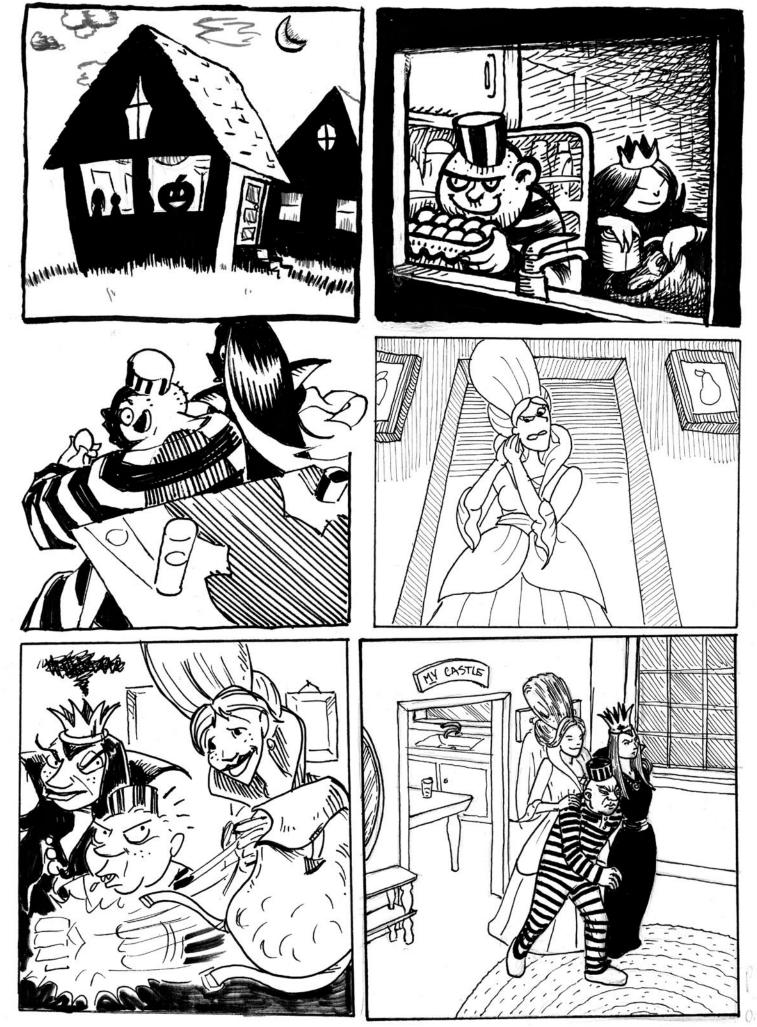


STORY: JOESEPH BORRELLI ART: CINDY CHAU, MIKE HALES, BRIAN KOLM, STEVE LEIALOHA, LOLA, JEFF PLOTKIN, DOC POPULAR, KRAIG RASMUSSEN, RIO RATH-BARREIRO, AND DANIEL SALCIDO,



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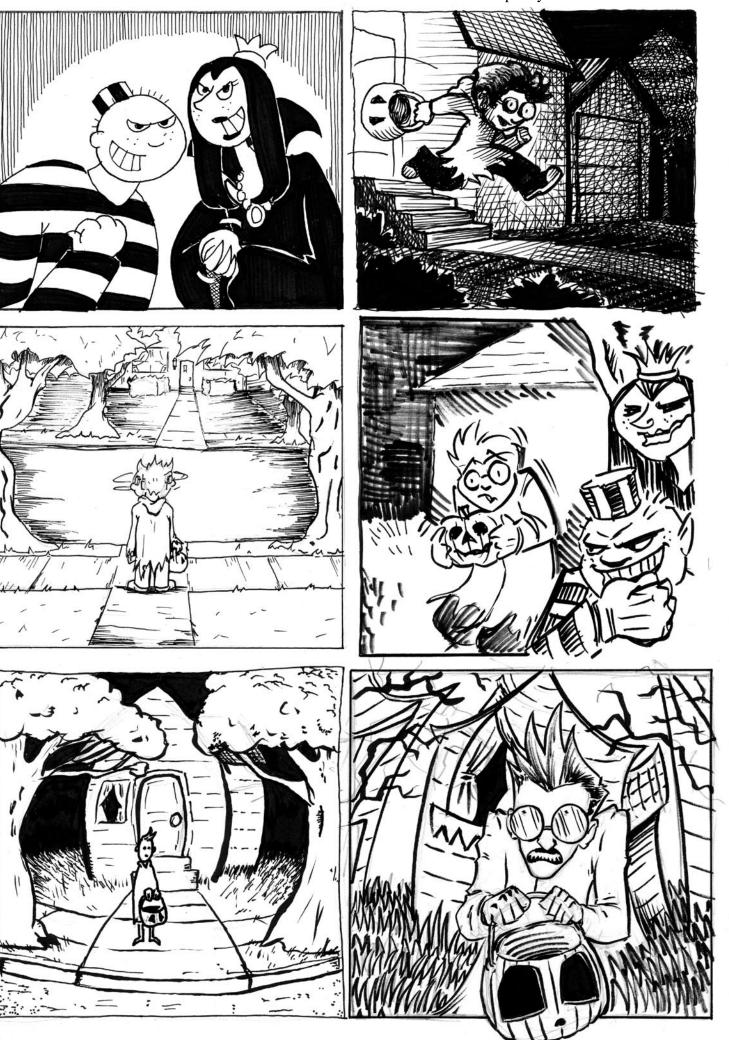
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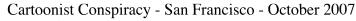
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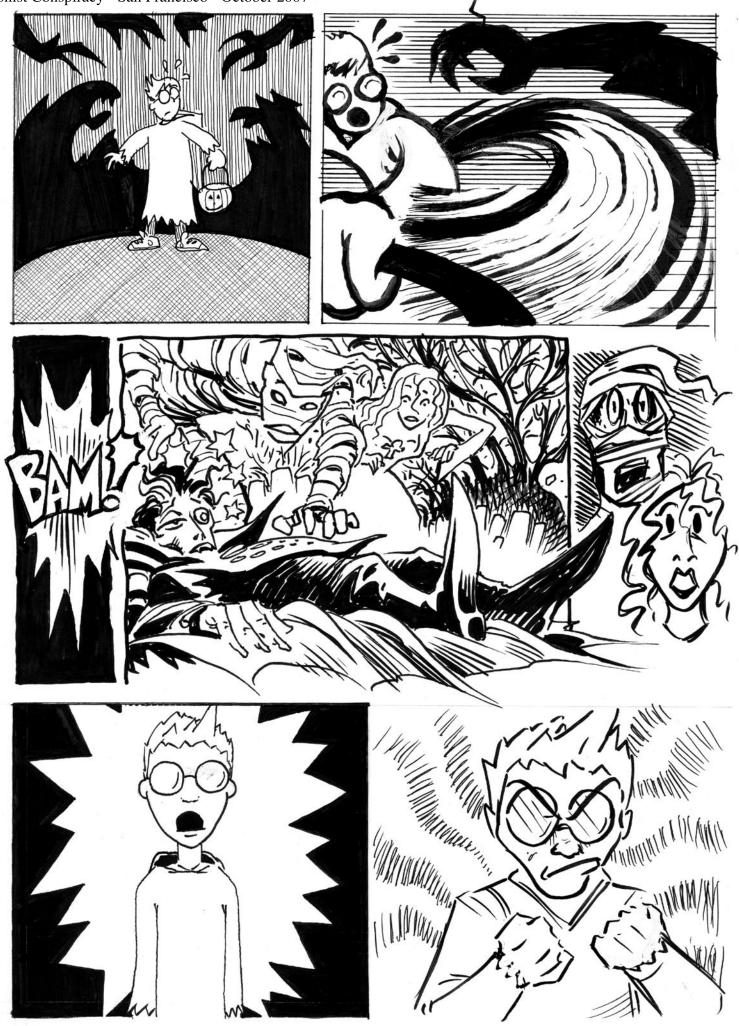
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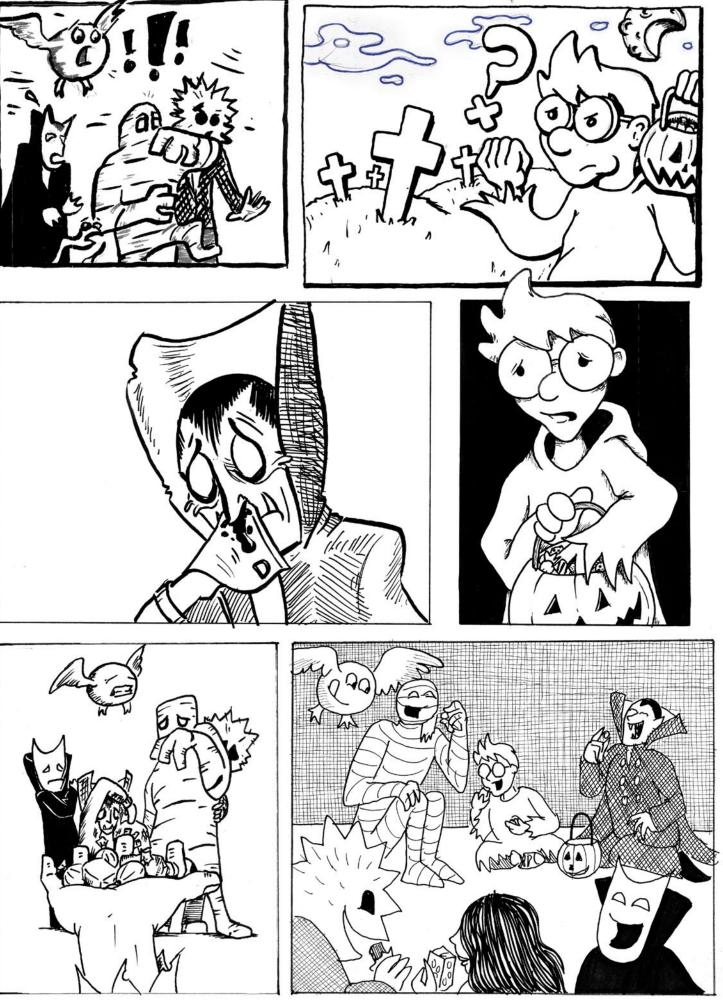








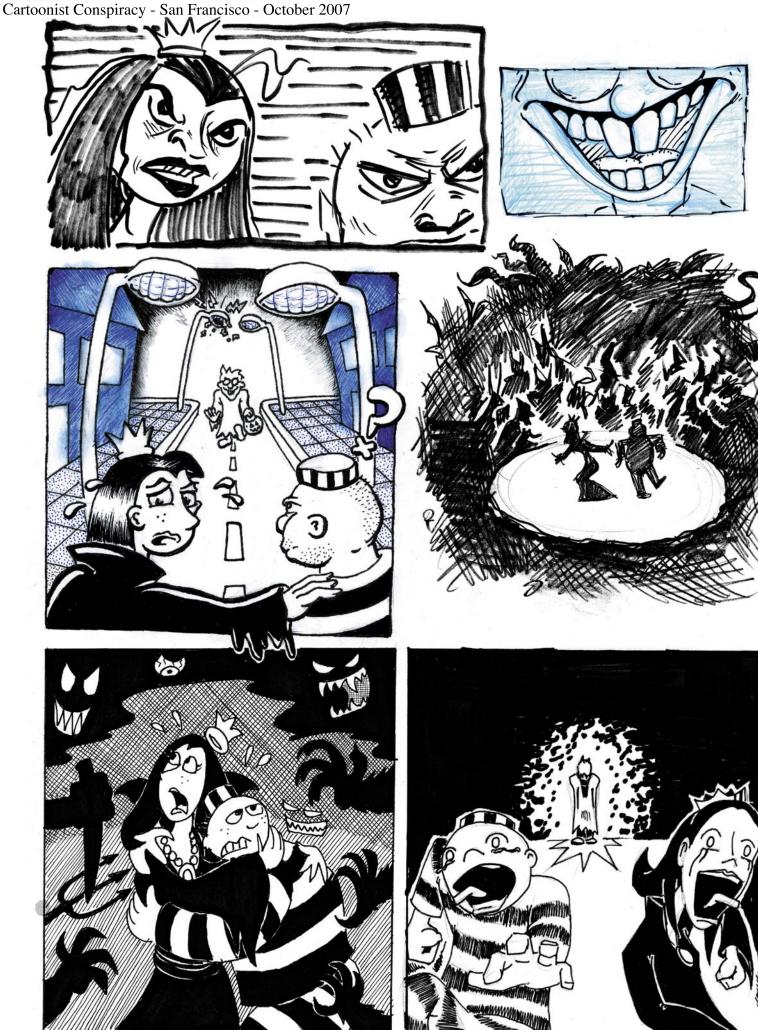














CONCEPT ART

with discriptions from the script by Joe Borrelli

Summary: My goal in writing *Scaredy-Cat* is to tell a short, self-contained story using only one line of dialogue. I feel that this is an excellent exercise in learning how to craft a tale using the fundamental strengths of the comic book medium. *Scaredy-Cat is about a very young boy who makes friends with monsters.*

After being abandoned by his cruel older siblings while trick-or-treating, the boy befriends the monsters who try to frighten him. They take him back to their cemetery wonderland, where they teach him their tricks. He uses them to get revenge on his siblings, terrifying them by summoning up all sorts of terrors. The final splash page shows him changed and inhuman, calling his retreating siblings "Scaredy-Cat."

The story draws from some weird amalgamation of *Where the Wild Things Are* and older Bradbury horror tales: an abandoned child is taken to a magical land and befriends the creatures who dwell there. It's initially very innocent and whimsical, but the final pages make the reader wonder what the consequences of having monsters as playmates are.

The visual inspiration I drew on while writing the story definitely comes from the *Little Gloomy* series of comics produced by Slave Labor Graphics. I like the cute, cartoony take the book uses on classic monsters and I thought that would make an excellent contrast to the nightmarish imagery we conclude the story with. *Ultimately, the story is a wish fulfillment fable gone horribly wrong.*

The Boy: The Boy is a very young child, around four or five years old. He's very thin and frail and adorable. From his oversized glasses to his gigantic white-sheet ghost costume, every article of clothing he wears swims on him. Throughout most of the book he should look overwhelmed and scared. In the final pages we see that otherworldly, evil confidence he's developed.



The Siblings: The two bratty siblings made to accompany the boy are ten years old and as selfish as they come. Their plans to egg and TP the neighborhood have come crashing down and the resentment they feel towards their brother is the catalyst for the story.

The first sibling is the big dumb oaf. He's top-heavy and his posture recalls an ape. He has a wide, malicious smile and a peach-fuzzed buzz cut. For the evening's activities he's wearing a striped jailer's costume.

The sister is a very pretty and very evil girl. She's long been the brains of their mischief, and will probably grow up to be a very wealthy and unpleasant woman. She's has long black hair and an imperious, condescending demeanor. She's dressed as one of the evil queens out of a Disney movie.





SIBLINGS DESIGN BY JEFF PLOTKIN

Mom: We only see the Mom very briefly at the very beginning of the story. She's very pretty. She's wearing an elaborate 17th century courtier's outfit and she's decorated the house in all kinds of Halloween ornaments. Her children, especially her daughter and youngest son, inherit her pale skin, dark hair, and fine features. It's important that Mom is never shown to be short-tempered or enraged with her children, or else we'll change the dynamic of the story. Her biggest crime is letting her children wander on Halloween night.

The Monsters: The monsters are altogether harmless. They spend their Halloween nights trying to find people and scare the hell out of them. They should come across as adorable until we get to the end of the story when they dawn shadows and howling wails to scare the siblings.

All the classic monsters are there. The Mummy, Frankenstein, Dracula, and the Wolfman all make an appearance. In addition, there are some zombies, a scarecrow, an evil clown, a slasher, and ghoulishly sexy Victim girl. The Boy is in no danger from them, though they do tend to linger at the corners of panels hungrily eyeing the Boy as he plays with them.



CLOWN BY CINDY CHAU





