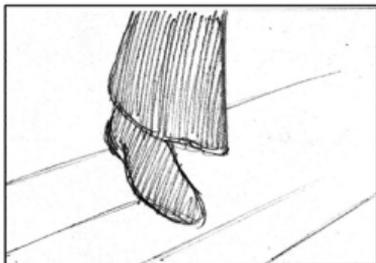


Suggestion for camera angle just before sequence begins.

2



SFX: CREAK
Sequence begins here.

3



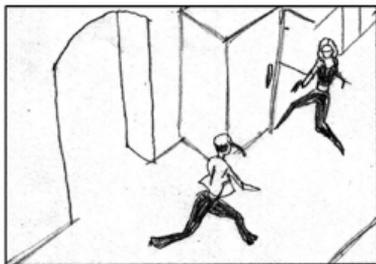
Nico freezes. Petra alerted.

4



Close up on Petra. She smiles and lunges out

5



Petra pops out and gloats.
Nico steps back in shock.

6



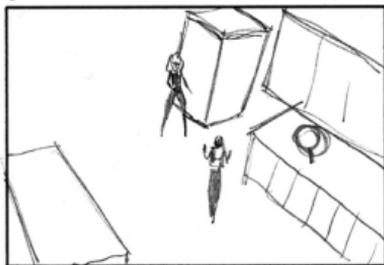
Petra motions with gun.

7



Nico walks across shot into light

8



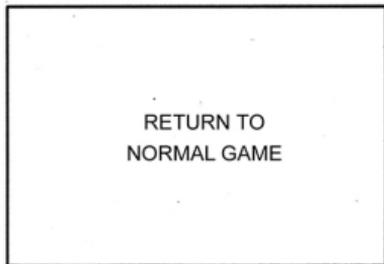
In the dialogue, Petra's gloating here. Half that line is a quick establishing shot of the new spatial relationships in the kitchen...

9

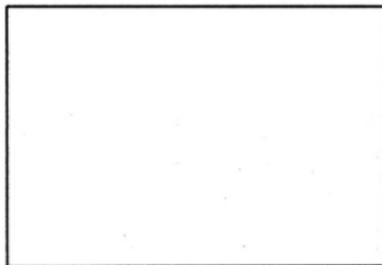


Other half ends with Petra ready to pull trigger.

10



11



If, when the player moves Nico towards the pan, the walk takes too long, we could repeat panel 9 here with a threat from Petra...

12



Quick cut - Nico reaches for pan

13



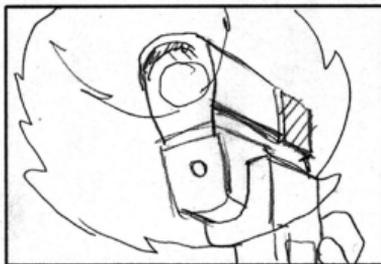
Petra's POV
Nico on the attack
Frying pan fills shot

14



Petra's reaction. She's already moving
backwards. Then camera flies across
model to hold on...

15



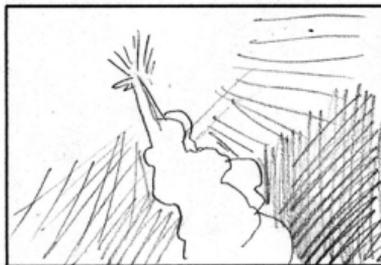
SFX: Bang!

16



Ricochet off pan
SFX: ping!

17



Dust falls from ceiling.

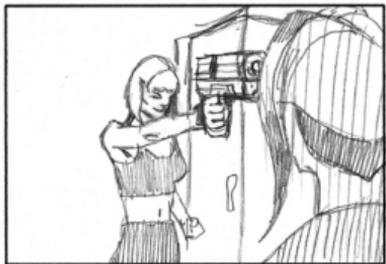
18



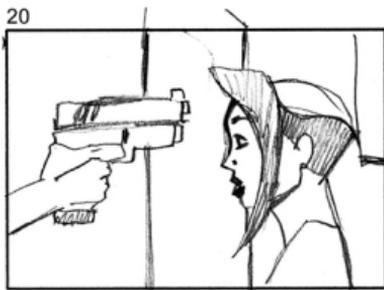
Nico manages to retain hold of the pan
but the impact pushes he into the alcove
where Petra was hiding originally



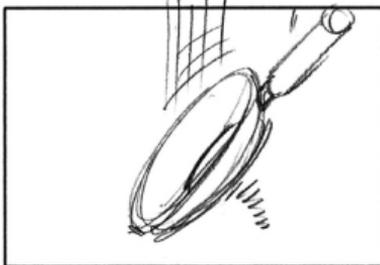
Focus pull from face to gun as it appears



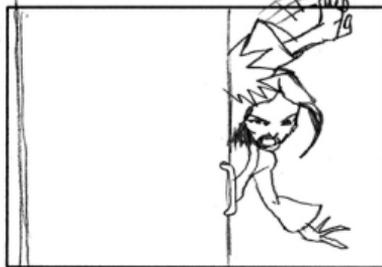
Camera whips around



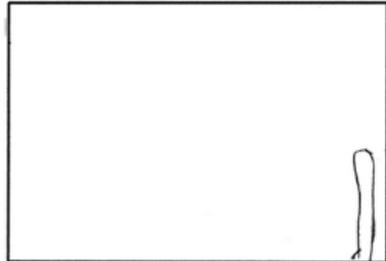
Last 3 panels are all one shot, which stops here. The action is almost frozen. You can hear a pin drop.



Frying pan crashes to the floor
SFX: Bang! Clang!
RETURN TO GAME

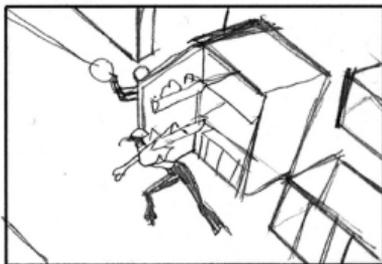


Petra's POV
SFX: Thwack!



Fridge door fills view
SFX: Crack on head

25



Petra reels back - the movement implies she's collapsing to the floor

26



Nico begins to straighten up, looking pleased with herself

27



Fridge door closing to reveal seriously pissed off Petra (perhaps with nose bleed)

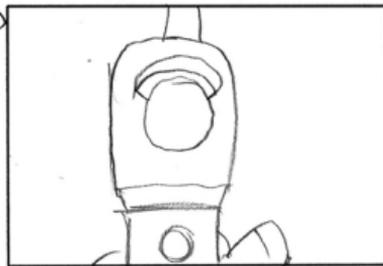
28



She wordlessly raises gun



Nico reacts



SFX: CLICK! CLICK!

31



32



33



Nico with a 'You wanna play - let's play' expression

34



Petra reacts

35



Petra flees

36

