

About the scripts

First things first, English is not my native language, so apologies. The following is supposed to be a variation of a plot-first comic book script that I wrote for practice. Usually, this is something that only the artist who draws the comic book would see. Since I decided to share it, I cut some things that would only be relevant to the artist to make it more readable. Generally, there are fewer details about characters, logos, environments, etc. There is no strict panel distribution, and I also wrote the dialogues in advance. I hope that this way is easier to follow the story. One more thing, Cohh is a fantastic content creator, and you should definitely check him out.

Streaming channel(s)

[CohhCarnage](#)

Youtube

[CohhCarnage](#)

Twitter

[CohhCarnage](#)

How to read

A comic book without art is pretty bare-bones, so you'll have to rely on your imagination quite a bit. Under every plot section, I provide a brief description of the scenes taking place on the page. The occasional numbers at the end of some sentences are **not** panel distribution indicators. Instead, they show you which dialogues belong to that particular scene(s). If you see more than one number, that means the scene should take place across multiple panels, each of them containing a set of dialogues.

CohhCarnage

PART 1.

WRITTEN BY MATTHIAS J. KING

Page 1.

Details

Sgt.Malone: he is in his 40's, got a mustache, and wears a uniform.

Plot

A picture of **Earth** from outer space as a small **spaceship** flies by in front of the planet. Inside the ship, **Sgt. Malone** is sitting in the **cockpit** talking on the radio **(1;2)**. Next to him, a big **screen** on the dashboard lights up with the following message: „**Incoming call from Dr.Kazumi**” **(3)**.

Dialogues + SFX

- 1) **Sgt.Malone** - Falcon to Nova Station, we are ready to dock, do you copy? Over.
- 2) **Dispatcher**(OFF) - Nova Station to Falcon, you've got permission to dock, over.
- 3) **Sgt.Malone**(OFF) - Oh, man, here we go.

Page 2.

Details

Dr. Kazumi: she is in her 30's wearing reading glasses and a white lab coat.

Soldier: full body armor, futuristic rifle in hand

Plot

An excited **Dr. Kazumi** appears on the *screen* (1). **Malone** greets her with a smile on his face (2). **Kazumi** apologizes (3). **Malone** looks over his shoulder and sees a big armored *crate* and a *soldier* guarding it with a gun in his hands (4). **Kazumi** ends the call in a hurry (5). **Malone** and the *soldier* in the back start laughing (6).

Dialogues + SFX

- 1) **Dr.Kazumi** - You got it?
- 2) **Sgt.Malone** - Nice to see you too, doc!
- 3) **Dr.Kazumi** - I'm sorry, it's just, we are very excited.
- 4) **Sgt.Malone** - Don't worry, we were able to collect everything.
- 5) **Dr.Kazumi** - Perfect! I cannot wait to start the tests. Bring the crate to me as fast as you can!
- 6) **Sgt.Malone** - Goodbye, I guess. **Soldier** - HAHAHA!

Page 3. (Two big panels)

Plot + SFX

The first panel shows the ***space station***. The second one shows the ***spaceship*** docking.

Page 4.

Details

All the doors are blast doors on the station.

Bracelet: a smart device with a touch panel used by the inhabitants to interact with the station's systems, open doors, etc...

Plot + SFX

A big door opens, **Malone** and the **soldier** are coming through. They turn onto a long corridor. The **crate** that they brought is **floating** in the air and follows them wherever they go. They pass a lot of people as they go through the hallway: engineers, security personnel, professors, smaller robots, kids, regular folks. They arrive at the **entrance** of the **laboratory**. **Malone** opens the door using his **bracelet**.

Page 5.

Details

Prof. Lieberg & Morgan: your average professors

Plot

In the lab, **Dr.Kazumi** and the **professors** are sitting around a small **table**. As soon as the door opens and **Malone** walks through, they become excited. **Kazumi** jumps up from the table and starts running towards **Malone (1)**. **Kazumi** and **Malone** with the **crate (2)**. **Malone** uses his **bracelet (3)**. **Malone** and the **soldier** leave the room while **Kazumi** goes back to the **professors**. The **container** is now following her.

Dialogues + SFX

- 1) **Dr.Kazumi** - Is that it?
- 2) **Sgt.Malone** - Yes, doc, this is your precious cargo.
- 3) **Sgt.Malone** - There you go. It is officially yours.
Dr.Kazumi - Perfect!

Page 6.

Plot

They are standing around the **crate (1)**. **Kazumi** opens it using her **bracelet**. They are looking inside the **opened box**, amazed by what they see **(2)**. A **closeup** of the **object** (a weirdly shaped small item with some symbols on it) **(3)**. **Kazumi** tells the others to suit up **(4)**.

Dialogues + SFX

- 1) **Dr.Kazumi** - Let's see.
- 2) **Prof.Lieberg** - Woah! **Prof.Morgan** - It is fascinating. **Dr.Kazumi** - Gentlemen, this could be it.
- 3) **Dr.Kazumi(OFF)** - The first hard proof of the existence of another civilization outside of Earth.
- 4) **Dr.Kazumi** - Let's suit up and start the tests.

Page 7.

Plot

They put on protective clothing. **Lieberg** is sitting in front of a **computer** while the others are standing around him **(1)**. The **object** is in the middle of the lab on an **examination table (2)**. They are standing at the examination **table**, looking at the object **(3)**. Suddenly the whole **lab** starts to shake, things falling on the ground, etc. **(4)**.

Dialogues + SFX

- 1) **Prof.Lieberg** - Looks clear. Still no radioactivity, no bacterias on its surface, no nothing. We are good to go.
- 2) **Dr.Kazumi**(OFF) - Then let's get started!
- 3) **Prof.Morgan** - So, what is this thing? Any ideas?
Prof.Lieberg - Maybe it is a...
- 4) **Dr.Kazumi** - What the hell?

Page 8.

Plot

The whole **lab** is a mess. **Kazumi** angrily screams into her radio, walking around the ruined lab **(1;2;3)**. She stops for a moment and looks at the **object**, which remained undamaged **(4)**.

Dialogues + SFX

- 1) **Dr.Kazumi** - What was that?! **Dispatcher**(OFF) - I'm sorry, doctor, we don't know yet.
- 2) **Dr.Kazumi** - What do you mean you don't know? It was like an earthquake, for God's sake.
Cpt.Willis(OFF) - Dr.Kazumi, it is Cpt. Willis, everything's okay?
- 3) **Dr.Kazumi** - No, captain, the whole lab is a mess.
Cpt.Willis(OFF) - The object, is it safe?
- 4) **Dr.Kazumi** - Yes, it didn't receive any damage.
Cpt.Willis(OFF) - I'm glad to hear that. Please continue your work.

Page 9.

Plot

Kazumi is staring at the **lab (1)**. The **professors** are picking up stuff in the background when **Kazumi** tells them to stop **(2)**. She pushes a red button on the wall **(3)**. A **closeup** of a wrist with a **bracelet** on it, the bracelet is shaking, its screen becomes red with a text on it that says: **Lab 01 Code 3**. The hand opens a **dressing locker** which contains a **janitor uniform**, pictures of **Booker**, **Cohh's family**, **cats**. It takes out the **suit**.

Dialogues + SFX

- 1) **Dr.Kazumi** - We cannot begin the tests in this environment. **Cpt.Willis**(OFF) - Then call a cleaner.
- 2) **Dr.Kazumi** - All right, it looks like that's it for today. I have to call in a cleaner to get rid of all this.
- 3) **Dr.Kazumi** - We'll begin testing tomorrow

Page 10.

Plot + SFX

The **hand** pulls up the zip of the suit, revealing a name tag that says: **Cohh**. Reveal of a fully dressed **Cohh**. He opens the door of a small **storeroom**. In that room, there is a big **machine** used for cleaning. **Cohh** synchronizes his **bracelet** with the machine. The **device** begins to float in the air and starts following **Cohh**, just like the **crate** before.

Page 11.

Plot

Cohh searches for his **beanie** in his cabin when he hears a small bark behind him **(1)**. Turns around and sees **Booker** sitting on the floor with his **beanie** in his mouth **(2)**. **Cohh** grabs his **beanie** and pats **Booker**, who is wagging his **tail (3)**. **Cohh** picks up **Booker** and puts him on top of the floating **machine (4)**.

Dialogues + SFX

- 1) **Cohh** - Where the hell is my beanie?
- 2) **Cohh**(OFF) - Ahh, thank you, Booker.
- 3) **Cohh** - Good boy, you want to come with me to work?
- 4) **Cohh** - Fine, let's go and clean up some mess.

Page 12.

Plot

Cohh is walking down the hallway. The cleaning **machine** is following him with **Booker** on top. **Cohh** says hi to everyone, and people respond positively. They arrive at the **lab entrance**, where **Cohh** opens the door using his **bracelet (1)**. He sees the huge mess **(2)**.

Dialogues + SFX

- 1) **Cohh** - Please do not be that big of a mess. I don't want to spend the night here.
- 2) **Cohh** - God dang it!

Page 13.

Plot

Cohh begins the **cleaning**. He uses the machine like a vacuum cleaner. He can move the machine with hand gestures when it is synchronized to his bracelet. The machine sucks up everything from the floor and dematerializes it. With the bracelet, he can also **ping** objects. He pings a table, and multiple **drones** come out of the main machine. These **drones** fly to the pinged object and begin cleaning it. **Cohh** is about to finish his job when he sees the **item** on the **examination table (1)**.

Dialogues + SFX

1) **Cohh** - Woah, what is that?

Page 14.

Plot

Cohh is checking out the **object**. He puts his **beanie** down next to it (1). **Booker** is scratching **Cohh's** leg (2). **Cohh** puts **Booker** on the table (3). **Cohh** touches the **object** (4). His **bracelet** lights up, notifying him that his shift is over (5).

Dialogues + SFX

- 1) **Cohh** - I've never seen anything like this before.
- 2) **Cohh**(OFF) - What's up, buddy? Do you want to see it too?
- 3) **Cohh** - Here you go, but don't do anything stupid. This is our last chance at this station.
- 4) **Cohh** - Interesting, so this is what those smart people are working on.
- 5) **Cohh** - Perfect! I just finished with everything.

Page 15.

Plot

Cohh is walking away from the **object** when he hears a weird sound **(1)**. It is like someone is pouring water on the floor. He turns around and becomes terrified **(2)**. **Booker** is peeing on the **object**. **Cohh** runs towards **Booker**, yelling **(3)**. He grabs **Booker** **(4)**. The **item** starts to make weird noises next to them.

Dialogues + SFX

- 1) **Cohh** - Come on, Booker, let's go. I'm starving. I'm sure you could eat something too.
- 2) **Cohh** - Booker?!
- 3) **Cohh** - NOOOOO!
- 4) **Cohh** - You're not supposed to do that! Do you really want to get me into trouble again?

Page 16.

Plot

The **object** starts shaking. As the shaking intensifies, **Cohh** and **Booker** become worried (1). **Cohh** runs away from the item with **Booker** in his hands. He jumps over a smaller wall and uses it as cover. A **closeup** of the **object** as minor cracks start to appear on its surface.

Dialogues + SFX

1) **Cohh** - Oh, boy!

Page 17.

Plot + SFX

Through these cracks, the **object** blows out some kind of **dust**. The **dust** falls onto the **beanie**, then the **item** explodes. **Cohh** and **Booker** are carefully peeking over their cover to see what happened. They see the once again ruined **lab**.

Page 18.

Plot

Cohh puts his face into his hands **(1)**. He grabs **Booker**, and they leave the lab through the **emergency exit (2)**. They are back at their **cabin**. **Cohh** is walking around restlessly **(3)**. He keeps going while **Booker** is chilling on the bed **(4)**. **Cohh** turns towards **Booker (5)**.

Dialogues + SFX

- 1) **Cohh** - Not again!
- 2) **Cohh** - We need to go, buddy!
- 3) **Cohh** - Ahh, man, I blew it, again.
- 4) **Cohh** - They said this is my last chance. And now, I'm done.
- 5) **Cohh** - Maybe they don't know who was in there or what happened.

Page 19.

Plot

Back to the ***destroyed lab***. Many people are in there doing many things like putting out small fires etc. ***Dr. Kazumi*** storms into the room **(1)**. She is standing next to the ***examination table*** **(2)**. She is angrily yelling at the people in the lab **(3)**. ***Prof. Lieberg*** finds ***Cohh's beanie*** among the debris **(4)**. ***Kazumi*** is holding the ***beanie*** in her hands **(5)**.

Dialogues + SFX

- 1) **Dr.Kazumi** - What the hell happened here?
- 2) **Dr.Kazumi** - No, no, nooo!
- 3) **Dr.Kazumi** - I want to know who is responsible for this!
- 4) **Prof.Lieberg** - Dr.Kazumi! I found something.
- 5) **Dr.Kazumi** - Of course, I should've known, but this time he'll pay!

Page 20.

Details

Guards: they all wear the station's security uniform

Plot

A **hand** is knocking on **Cohh's** door (1). **Cohh** opens the cabin door (2). Three **armed guards** are standing at the entrance (3). Two of the guards step into the room (4). The **guards** escort **Cohh** through the hallway that leads to the **captain's** cabin. They arrive at the **captain's office** (5).

Dialogues + SFX

- 1) **Guard** - Open the door!
- 2) **Cohh** - Here we go.
- 3) **Guard** - Mr. Cohh, we need you to come with us.
Cohh - May I ask why?
- 4) **Guard** - Captain Willis wants to see you.
Cohh - Fine.
- 5) **Guard** - Captain, he is here. **Cpt.Willis**(OFF) - Bring him in.

Page 21.

Details

Cpt. Willis: a tough-looking gentleman in his 50's

Plot

Cohh is standing in the room before the **captain** sitting behind his desk, while **Dr. Kazumi** is walking back and forth restlessly behind him **(1)**. The captain starts talking **(2)**. He pushes a button on the desk that brings up a **hologram** that shows the lab **(3)**. **Cohh** tries to answer the question, but the **captain** interrupts **(4)**. **Cohh** bends his head down **(5)**.

Dialogues + SFX

- 1) **Cpt.Willis** - Sit down, Mr. Cohh.
- 2) **Cpt.Willis** - Today, at around 3 pm, you got a cleaning job at this floor's laboratory, correct?
Cohh - Yes, sir.
- 3) **Cpt.Willis** - This is a live feed from the lab. Mr. Cohh, can you explain this mess?
- 4) **Cohh** - No, sir, I... **Cpt.Willis** - What did I say the last time you were here?
- 5) **Cohh** - If I cause any kind of damage to the station again, I have to leave.

Page 22.

Plot + SFX

The captain is shouting at **Cohh (1;2)**. **Kazumi** interrupts **(3)**. **Cohh** looks at **Kazumi** with a frightened face **(4)**. **Kazumi** gets angry **(5)**.

Dialogues + SFX

- 1) **Cpt.Willis** - That is precisely what I said, and yet here we are again. You are a cleaner. Your job is to clean up stuff, get rid of the mess. Then how is it that every time you are supposed to do that, carnage happens?
- 2) **Cpt.Willis** - But no more, you screwed up your last chance. With the next flight, you are going back to Earth, and I am going to make sure that you'll pay for this!
- 3) **Dr.Kazumi** - Enough already! What happened to the object Cohh?
- 4) **Cohh** - What object, doctor?
- 5) **Dr.Kazumi** - Do not play games with me! The object in the testing chamber, what did you do with it?

Page 23.

Plot

Cohh remembers that **Booker** pissed on the object, yet he claims that he doesn't know anything **(1)**. **Kazumi** throws his **beanie** onto the table **(2)**. **Cohh** corrects **Kazumi** under his nose **(3)**. **Kazumi** gets super angry **(4)**. Before she could start her following sentence, the station's alarm goes off.

Dialogues + SFX

- 1) **Cohh** - I have no idea what you are talking about.
- 2) **Dr.Kazumi** - Don't lie to me, Mr. Cohh! This was right next to the exploded object. Everyone knows that this ridiculous hat belongs to you.
- 3) **Cohh** - It's a beanie.
- 4) **Dr.Kazumi** - WHAT?!

Page 24.

Plot

The **dispatcher** radios into the **captain's** office (1). The **captain** pushes a button that opens the door. The **guards** step in (2). **Cohh**, as he stands up, grabs his **beanie**. The **guards** take him away. The **captain** and **Kazumi** also leave the cabin (3).

Dialogues + SFX

- 1) **Dispatcher**(OFF) - Captain Willis, please come on board immediately.
- 2) **Cpt.Willis**(OFF) - Take him back to his cabin. He's not allowed to leave that place. **Guard** - Yes, sir!
- 3) **Cpt.Willis** - What the hell is happening?

Page 25.

Plot

The **guards** are escorting **Cohh** through the hallway. People are running everywhere, there's chaos on the station, the **dispatcher** talks through the radio **(1)**. They keep going back to **Cohh's** cabin **(2)**. They arrive. **Cohh** opens the door, the **guards** push him in. The door closes. **Cohh** is sitting at the side of his bed **(3)**.

Dialogues + SFX

- 1) **Dispatcher**(OFF) - Every personnel report to your posts immediately! This is not a drill. I repeat this is not a drill!
- 2) **Guard** - You know what's this about?
Guard2 - I have no idea, but it sounds serious.
- 3) **Cohh** - Ah, man, we are so screwed!

Page 26.

Plot

Cohh puts on the **beanie** as he stands up (1). **Booker** from the background answers his question (2). A **closeup** on **Booker**, who keeps talking (3). **Cohh** with a surprised face (4). **Booker** is making fun of **Cohh** (5). **Cohh** takes off his beanie (6).

Dialogues + SFX

- 1) **Cohh** - I can't believe that I'm fired. The one time I didn't do anything wrong. Why did you pee on that thing anyway?
- 2) **Booker**(OFF) - What do you think, dummy?
- 3) **Booker** - I had to pee. It looked as good of a spot as any.
- 4) **Cohh** - WHAT?!
- 5) **Booker** - "WHAT?!" I wish you could see how stupid your face looks.
- 6) **Booker** - It is like...

Page 27.

Plot

Now **Booker** is just barking, and **Cohh** doesn't understand a word. He puts the **beanie** back on. Now, he understands **Booker** again, who is still talking (1). **Cohh** responds to **Booker** (2). **Booker** freezes and looks at **Cohh** like he knows he is in trouble now.

Dialogues + SFX

- 1) **Booker** - ... So be a good human and give me some food. Not the one from yesterday, though, cause that sucked ass!
- 2) **Cohh** - Sucked ass? You know how much that food costs?

Page 28.

Plot

Cohh is talking to **Booker (1)**. **Booker** gets scared **(2)**. **Cohh** jumps onto the bed, trying to catch **Booker**, who is able to quickly jump out of the way. **Cohh** doesn't give up and goes after him **(3)**.

Dialogues + SFX

- 1) **Cohh** - Yeah, that's right, I understand what you are saying. Even though I'm just a dumb human with a stupid face.
- 2) **Booker** - Oh shit!
- 3) **Cohh** - Come here, you little shit!

Page 29.

Plot

A small chasing scene. They make a lot of mess in the process. The **guards** outside the cabin hear that something is going on **(1)**. **Cohh** finally catches **Booker (2)**.

Dialogues + SFX

- 1) **Guard** - What the hell is going on in there?
- 2) **Cohh** - Hah, I got you now, douchebag! **Booker** - No!
Let me go, or I bite your hands off, you hear me?

Page 30.

Plot

Cohh is holding **Booker** when suddenly, a strong **green light** comes through the window (moving downward). This stops him in the middle of his sentence **(1)**. Then comes an extremely loud sound that shakes the cabin. **Cohh** is now hugging **Booker**. When the sound and the shaking stop, they walk to the window.

Dialogues + SFX

1) **Cohh** - Ooohh, you ain't gonna do...

Page 31. (Splash (One big panel)

Plot

Cohh and **Booker** sit at the window, staring at a giant ***alien spaceship*** outside the station **(1)**.

Dialogues + SFX

1) **Booker** - Holy shit!