

Book Title

Issue #

Month dd, yyyy

Writer's Name

Street Address

City, State and Zip

Phone Number

PAGE 1 (FOUR PANELS)

P1p1

A nice day for Canterlot, the train heads toward it from the right.

CAPTION 1:

This comic is set after S1E2

P1p2

Twilight, Applejack and Rainbow Dash are sitting in the passenger car and the other two have their attention on Twilight. Dashie is sitting in front of Twilight, Applejack is in a seat to Twilights left seat.

TWILIGHT

Thank you guys so much for coming to help me get some of my books.

APPLEJACK

Well sure thing sugar cube! That there's what friends do fer each other.

P1p3

Twilight near a passenger window

TWILIGHT

Well I'm not used to hospitality from amazing ponies.

P1p3

Dashie looking a bit confused asks Twilight

RAINBOW DASH

Quick question though uh... Twilight. I'm the Spirit of Loyalty... doesn't spirits mean ghost or something?

P1p4

Twilight quizzingly answers

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TWILIGHT

Well to be honest it's more of an embodiment or an effigy.

PAGE 2 (FOUR PANELS)

P2p1

Twilight, AJ and Dashie with their saddle bags, get off the train. Twilight tries to explain the directions to her friends but AJ and dashie are not listening. Dashie catches sight of something.

CAPTION 1:

Later...

TWILIGHT

Ok, We need to get to head in the direction of the castle and take a right before the castle gates then a left and a right at Madam Faberge Treasures of the Neigh and a-

P2p2

Dashie points to a chauffeur holding a picture of Twilights Cutie Mark on a card. He stands near a nice chariot.

RAINBOW DASH

Or maybe we can take a ride?

P2p3

Twilight looks pleasantly surprised.

TWILIGHT

Oh... Spike must have gave Princess Celestia a note of our arrival.

P2p4

AJ walks with Twilight to the chariot.

APPLEJACK

Land sakes... must be nice bein' a student of the queen of the whole world!

PAGE 3 (FOUR PANELS)

P3p1

Twilight is hops inside the Chariot with AJ following. Dashie is seen inside.

TWILIGHT

Actually Celestia is just princess of the country of Equestria. King Andesite rules Trottingham.

P3p2

AJ takes a seat in the Chariot but Dashie looks bored, knowing a lecture from Twilight is coming.

APPLEJACK

Land sakes... how many Alicorns are there?

P3p3

Twilight proudly talks about what she knows with a raised hoof

TWILIGHT

There are 5 but 3 of them actually control the planet of Equidae.

P3p4

Applejack leans in with Twilight leaning back.

APPLEJACK

Hate to interrupt sugar-cube... but after just discovering that I'm the Spirit of Honesty. It makes sense why I can easily pick a pony fer hidin' the truth.

PAGE 4 (FOUR PANELS)

P4p1

Applejack leans back and raises a hoof. Rainbow Dash leans forward and acknowledges AJ.

APPLEJACK

What are we really here for?

RAINBOW DASH

Yeah besides, your library house is filled with books anyway. Why fill it up with more?

P4p2

Twilight cocks her ears back, being caught.

TWILIGHT

Ok... I was going to tell you when we got there but I brought you guys here for something else. I need you guys to back me up while I try to make it up to somepony. Somepony who should have been my friend.

P4p3

Applejack and Rainbow Dash look interested in their seats

APPLEJACK

Golly...

RAINBOW DASH

You mean you ALMOST had a friend before us??

PAGE 5 (FOUR PANELS)

P5p1

We see Twilight look caught while AJ and Dashie lean in interested to the news.

TWILIGHT

It's something I realized after Princess Celestia gave me a place to stay in Ponyville. She's been retesting me until I pass. One of which was making friends.

P5p2

Twilight reveals a bigger truth.

As for me coming to Ponyville to make friends, this was the second attempt.

P5p3

AJ and Dashie look at Twilight surprised that making friends was hard for her.

APPLEJACK

Hold just a minute sugar cube. You had a hard time making friends?

RAINBOW DASH

How is that even possible?

P5p4

Twilight sucks it up and confidently tells her friends her true goal.

TWILIGHT

Well not anymore. I'm gonna find my old acquaintance and make it up to him.

PAGE 6 (FOUR PANELS)

P6p1

AJ acknowledges the gender while Dashie is surprised by the detail.

APPLEJACK

Ah... what's the feller's name?

RAINBOW DASH

(shout bubble)

HE!?

P6p2

Twilight levitates a picture from her saddle bags.

TWILIGHT

His name's Nit Pick.

P6p3

AJ and Dashie look at the picture, we see a scrawny young Nit Pick with a mop top but he was taller than a normal foal.

APPLEJACK

His hair reminds me of my cousin Braeburn when he was a foal.

RAINBOW DASH

What an egg head!

P6p4

Twilight levitates the photo back and defends the picture from Dashie.

TWILIGHT

He's a special needs pony! Don't talk about him like that.

PAGE 7 (FOUR PANELS)

P7p1

AJ confronts Dashie

APPLEJACK

Yeah, what's yer deal Rainbow Dash?

RAINBOW DASH

I have nothing against colts but I'm against egg head colts.

P7p2

AJ tells Dashie to settle down.

APPLEJACK

We'll have'ta talk about this later. We're here fer Twilight.

P7p3

AJ looks to Twilight, Dashie crosses her hooves and frowns. Twilight is peeking out a chariot window.

APPLEJACK

Go ahead sugar cube. Tell us how you met Nit Pick.

P7p4

Twilight turns back to her friends, shutting the a chariot window.

TWILIGHT

I guess the chauffeur is taking the scenic route.

PAGE 8 (THREE PANELS)

P8p1

Twilight starts telling the girls her story. A thought cloud merges with the next panel.

TWILIGHT

It all started back when... of course, back when Princess Celestia first tried getting me to make friends--

P8p2

Filly Twilight with her cutie mark and Princess Celestia walk down a royal hall. Filly Twilight looks up at Celestia excited for the next test.

TWILIGHT

(Caption)

-- however she didn't specifically say 'make friends'.

FILLY TWILIGHT

So what's the next test Princess?

PRINCESS CELESTIA

Well Twilight, I need you to look after somepony.

P8p3

A lowered perspective from filly Twilight's angle.

FILLY TWILIGHT

Okay... who?

PRINCESS CELESTIA

A special needs pony named Nit Pick. Did you read the unicorn mental disorders book I told you to read?

FILLY TWILIGHT

Yep! Front to back. Even the appendix!

PAGE 9 (FOUR PANELS)

P9p1

Princess Celestia's profile as she walks with filly Twilight off panel.

PRINCESS CELESTIA

Good. What's Four Clover syndrome in one sentence?

FILLY TWILIGHT (OP)

Four Clover syndrome--

P9p2

Filly Twilight dictates what she knows proudly as she walks with Celestia.

FILLY TWILIGHT

-- a mental disorder commonly found in unicorns with traits like obsessive compulsive disorder with a little autism.

P9p3

Filly Twilight and Celestia stand outside a door.

PRINCESS CELESTIA

This little foal has Four Clover Syndrome and I need you to be his aid for a while.

FILLY TWILIGHT

You can count on me Princess!

P9p4

Twilight and Celestia step through the door with a young Nit Pick sorting his books; using his levitation to lift separate books one at a time. He was short in

TWILIGHT

(Caption)

Celestia introduced me to Nit Pick--

PAGE 10 (TWO PANELS)

P10p1

Filly Twilight reaches out to give a hoof bump to Nit Pick but Nit Pick doesn't even try to make eye contact with her.

TWILIGHT

(caption)

--I tried to say hi to him but he didn't even look at me. Celestia mentioned I have to warm up to him to get him to talk.

P10p2

Wide Panel: Nit Pick hops up on a bed with a book. The panels split vertically to show Nit Pick afterward to start reading the book.

TWILIGHT

(caption)

One can read something from a book and know about it but seeing the behaviors in real life was astonishing to me.

PAGE 11 (FIVE PANELS)

A five panel montage of Filly Twilight and Nit Pick doing things together.

P11p1

Twilight reads a book for Nit Pick

TWILIGHT

(caption)

Princess Celestia told me to look out for him, so that's what I did.

P11p2

Twilight defends Nit Pick from bullies

TWILIGHT

(caption)

Defending him

P11p3

Twilight gives a glass of milk to Nit Pick in bed.

TWILIGHT

(caption)

Caring for him

P11p4

Twilight cuts Nit Pick's mane

P11p5

Twilight reads a book to a sleeping Nit Pick

TWILIGHT

(caption)

But the one thing that I should have done...

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SFX 1:

CREEK

PAGE 12 (SIX PANELS)

P12p1

We see Celestia standing in the doorway to Nit Picks room.

PRINCESS CELESTIA (WHISPER)

Twilight, it's time to go.

P12p2

Twilight puts the book down quietly as to not wake up Nit Pick.

P12p3

Celestia and Twilight walk out together from Nit Picks room. Twilight looks excitedly up at Celestia.

P12p4

Celestia closes the door slowly as Twilight smiles to Nit Pick in the shadows. He is sitting up looking to Twilight. His glasses shine in the dark.

P12p5

Celestia closes the door in front of Twilight.

TWILIGHT

(caption)

Celestia asked why I was so eager, I was just ready for the next test. She tried to ask me if I learned anything from this.

P12p6

Twilight walks with Celestia

TWILIGHT

I thought she meant how to act around special needs ponies. I realize now she meant if I learned something about friendship.

PAGE 13 (THREE PANELS)

Twilight, AJ and Dashie in the carriage

P13p1

Twilight hangs her head a little feeling downtrodden of the mistake she made.

TWILIGHT

I don't think he would ever would forgive me, let alone believe me that I found friends.
That's why I need you guys, I need you to vouch for me.

P13p2

AJ consoles Twilight.

APPLEJACK

Sure thing sugar cube, we'll help y a find Nit Pick.

P13p3

AJ looks back to Dashie. Dashie frowns with her hooves crossed looking cross. Twilight looks outside.

APPLEJACK

Ain't that right Dash?

TWILIGHT

Look we're here!

PAGE 14 (FIVE PANELS)

P14p1

Exterior shot of Canterlot Library with Twilight, AJ and Dash looking up in awe.

APPLEJACK

Golly... this place is way bigger than yer house Twilight!

TWILIGHT

My house? What do you mean?

P14p2

Applejack explains to Twilight

APPLEJACK

Well sugar cube, it used to be Ponyville Public Library before Princess Celestia made it yer home.

P14p3

Twilight tries to absorb the news. Applejack walks to the library off panel.

TWILIGHT

Makes sense why there were a lot of books in the house already.

P14p5

Applejack walks up the stairs looking back at Twilight, Dash flutters next to AJ; looking cross with her hooves crossed.

APPLEJACK

Come on Twilight, lets go find Nit Pick.

RAINBOW DASH

(sardonic)

Yay.

PAGE 15 (

Inside Canterlot Library

P15p1

Twilight leads her friends inside as she reflects on the news AJ gave.

TWILIGHT

How would the citizens of Ponyville be able to read books? I would have taken a different house if I knew it was the public library.

APPLEJACK

Don' worry bou' it sugar cube, I'm sure Mayor Mare can get a new library. Lets focus on findin' yer friend.

P15p2

Twilight

PAGE 1 (FIVE PANELS)**PAGE 1, Panel 1.**

Describe the Panel (Is it a Double Page Splash, Wide panel, Tall panel, Small panel, etc) Details here should include a description of the panel, the action, the characters and their objectives along with any stage directions such as where the characters are moving to. Explain what you see here and remember to number your panels. If you see a “”, double click on it for some info. Now go back in case you skipped the one above. Panel descriptions should be typed in standard upper and lower case and use the ‘Action’ element. Simply hit the return key after entering the Panel name and number. Panels have two spaces before them to set them off.

OUR HERO 1:

The speaking character should appear in all caps on a separate line from his or her dialogue. Use the ‘Character’ element for this. Likewise, you will use the Character element for SFX and CAPTIONS.

VILLIAN 1:

Typing the dialogue in standard upper- and lowercase, flush-left, with no tabs or other formatting makes it easy for dialogue to be copied and pasted onto the comics page. If the dialog requires some word or part of a word to be bold, underline the word(s). Ellipses (three periods) indicate a pause between ... sections of a speech, or a speech that trails off...

PAGE 1, Panel 2.

There is no set limit for how much or how little information should be included in each panel description; generally a sentence or two is enough.

SFX 1:

Sound effects are indicated just like dialogue. Be sure to use the dialog element when creating the details of the sound effects. You can also choose to include in the SFX label itself the SFX in question such as ‘Gun’.

CAPTION 1:

Captions are indicated the same way as dialog. The rule of thumb, from when six panels grid was standard is that no more than 35 words should appear per panel and 25 is preferred. This rule applies to dialogue, captions and SFX. Many publishers will judge profitability against page count so extended length equals increased price to produce and decreased profits.

PAGE 1, CONTINUED

OUR HERO 2: (T)

Just like regular dialog, thought balloons are indicated in this fashion. Some other common notations include (THOT) or (THOUGHT).

PAGE 1, Panel 3.

Exact panel layout is usually left to the artist, but if you have something specific in mind, put it in your description. If absolutely necessary, you can draw a sketch of what you want.

OUR HERO: (OP)

Characters speaking from off-panel are indicated this way.

OTHER CHARACTER: (WHISPER)

If a character is whispering, the letterer needs to know. Other common indications for modified lettering or word balloons are (S), (B), and (W) for Small, Burst and Weak.

PAGE 1, Panel 4.

For action sequences, you should try to limit yourself to three or four panels per page. In comics, space is your major limiting factor. If you have two characters speaking to one another in a panel on a page containing five or more panels, chances are there won't be room to show something happening simultaneously in the background.

CHARACTER:

As a rule of thumb, the most "back-and-forth" dialogue that will comfortably fit in a panel is a comment, a response, and a counter-response. Dialogue that carries over from one balloon, or from one panel to another is indicated by double dashes at the end of the first dialogue section -- .

OTHER CHARACTER:

-- and another set at the beginning of the next. Interestingly, long dashes and semi-colons are not used in comics punctuation. Colons are used only on rare occasions.

CHARACTER:

Double dashes can be used to indicate a speech that is cut-off by events in the story as well --

PAGE 1, CONTINUED

PAGE 1, panel 5.

For non-action scenes, you can have more panels per page, but keep in mind how many characters and props are necessary in a scene as you're writing. The more panels on a page, the smaller each of them will have to be. Trying to cram too much information into small panels will result in a comic that's difficult to read and visually uninteresting.

CAP/CHARACTER:

-- a caption can be used to carry over dialogue from a previous scene to a new setting by placing the speech in quotation marks."

NEW CHARACTER:

Now for an example...

PAGE 2 (TWO PANELS)

PAGE 2, Panel 1

Medium shot of a man who is being blinded by a spotlight off-panel. Here is more description to set the tone and details of the scene. I'll include information about the placement of his face, limbs and what he's wearing. In addition I will describe his general look including the clothes he's wearing and whatever else is needed to help the Artist, Colorist and Inker.

CAPTION 1:

Some specific caption to set the details.

OUR HERO 1: (T)

Here's a bubble for his thoughts.

PAGE 2, Panel 2

Larger panel. I describe all of the details again and give some notes for the Artist like "Leave room for the captions."

CAPTION 2:

I CENTRALIZE MY MIND'S EYE...

Now that you have an example you can do the rest from here...