

PAGE ONE

Panel 1 - A SHOT OF HIRO holding the KENSAI sword - the metallic blade GLEAMS in the light. And even though he's wearing his nerdy cardigan and narrow, black tie - Hiro looks every bit of the samurai warrior that he dreams of becoming.

CAPTION

The road to becoming a hero is long
and perilous.

Panel 2 - An AIRPLANE flies through clouds high above the pacific ocean. The SUN setting in the west. It's beautiful. Idyllic.

Then, in the flashiest COMICS font you can muster, our story begins in the caption:

CAPTION (CONT'D)

9TH WONDERS is proud to present an
all new -- never before seen -- Hiro
Nakamura adventure.

Panel 3 - Hiro and Ando sit in the airplane separated by the fat, sleeping woman. (It's the same scene from Episode 3.)

ANDO

So, what are we talking about here?
Just how far back or forward in time
can you go?

HIRO

I don't want to know. It's extremely
dangerous to play around with time.

Panel 4 - TIGHT SHOT on HIRO - his face fills the entire frame:

HIRO (CONT'D)

If I step on a butterfly I could
change everything! You have no
concept of string theory, Ando.

Panel 5 - Then, suddenly Hiro seems very perplexed.

HIRO (CONT'D)

Ando?

PAGE TWO

Panel 1 - Hiro finds himself in THE JURASSIC ERA. Pterodactyls fly through the sky. Triceratops graze in the large grass around him. And in the background, is the fiercest looking Tyrannosaurus Rex you've ever seen.

HIRO (CONT'D)

ANDO!

Panel 2 - Tight on Hiro, scared out of his brain.

HIRO (CONT'D)

Eeeeeep.

Panel 3 - Hiro runs as he SQUISHES his face to time travel.

HIRO (CONT'D)

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ponanybutter--

Panel 4 - Hiro lands in a PUFF of DIRT.

HIRO (CONT'D)

Where am I now?

Panel 5 - Hiro looks up to see himself in the ROMAN COLISEUM. A GLADIATOR holds a very menacing AX high above his head, ready to bring it down on poor Hiro.

HIRO (CONT'D)

Oy.

PAGE THREE

Panel 1 - Hiro DODGES left, the AX landing hard in the ground, nearly cleaving him in two.

HIRO (CONT'D)

Just...

Panel 2 - Hiro runs OFF. Hiro's really sweating. His life is on the line. The Gladiator THROWS a TRIDENT right at HIRO.

HIRO (CONT'D)

...need...

Panel 3 - The TRIDENT pins Hiro to the Coliseum wall. Hiro's fine, but the Trident has PINNED Hiro's cardigan to the wall. He can't move. Stuck.

HIRO (CONT'D)

...to...

Panel 4 - The Gladiator THROWS another Trident. This one is going to hit Hiro right between the eyes.

HIRO (CONT'D)

...Concentrate!

Panel 5 - TIGHT ON HIRO. Confused. The background is unreadable. But, wherever we are... Hiro is not happy.

HIRO (CONT'D)

No. Not here. Anywhere but here.

AND NOW....

It's up to you! You can end now or continue the story.

If you chose to add more, where does it go from here?

What does Hiro do?

How does it end?

You decide. Fill up the next two pages with panel, art and dialogue to finish the adventure.