

Fate of the Prey #1 of 6

by
Searnold

Written 9-9-9

Searnold
(310) 806-3373
SuperSearnold@yahoo.com
<http://www.SuperSearnold.com>

PAGE 01 (1 PANEL):

PANEL 1.1 - EXT. - SPACE - NIGHT

Big splash page from outer space - looking out towards a post apocalyptic Earth. The oceans should appear a little murky, the ground a little lifeless, and the atmosphere a little hazy with smog and dust. Earth is surrounded by the Chitari invasion fleet, comprised of an amalgam of stolen technology from a plethora of species. Outer space is busy with shuttles constantly trafficking back and forth from the surface to the ships in orbit. There is also a vast portal which is nearly completed, but still clearly under construction. It is far larger than any of the huge orbiting ships - large enough that we can see it in the sky from down on Earth.

TITLE

Fate of the Prey 1 of 6

CREDITS

Written By: Searnold

Art By: Jordyn Williams

NARRATION

Welcome to the future.

PAGE 02 (4 PANELS):

PANEL 2.1 - EXT. - EARTH - NIGHT

Begin zooming in a bit closer to Earth. We can definitely tell now that this is a post-apocalyptic world. Some sort of disaster has ripped Central America asunder - leaving North and South America unconnected.

Throughout the page, there should be ships travelling back and forth to space in order to establish that there is regular interstellar traffic.

NARRATION

Not to be too pessimistic or anything - but it kinda sucks.

PANEL 2.2 - EXT. - EARTH - NIGHT

Zoom in tighter. We can see the barren landscape that surrounds our city, which is somewhere in the United States. What little life is left is in pretty bad shape.

NARRATION

The Chitari showed up about 17 years ago and seriously wrecked our shit!

PANEL 2.3 - EXT. - CITY - NIGHT

Yet more zooming. We've got a pretty good aerial view the rundown city now, which is centered around a huge garbage dump. Many of the buildings have crumbled. This used to be a human city, but the Chitari have been here for almost 20 years and turned it into something more suited for their needs. There are Chitari ships interspersed throughout key sections of the city.

It's night, but the city is still all a bustle with various species doing various tasks, all being herded about by the Chitari. Some of the aliens are the species we've already established (and obviously many of them are humans), but if you want to play around with adding new species, that would be cool. It would also give us something to build on if we go past these first six issues.

NARRATION

They had the entire planet enslaved in under a year.

PANEL 2.4 - EXT. - CITY - NIGHT

Tight on kid Jassen looking up towards the stars in terror. We can maybe see his mom holding his hand, but she shouldn't be the focus of the panel - and we shouldn't yet be able to tell that they're in imminent danger.

PAGE 03 (6 PANELS):

PANEL 3.1 - EXT. - CITY - NIGHT

But they ARE in danger. Oh so much danger. Jassen's mom is running right at us, scared to death. They're in a shady part of town. Jassen's mom is dressed in rags - an outfit that she hopes won't get her noticed.

Jassen is running beside her, holding tightly onto her hand - looking up at the sky. Behind them, Chitari warriors are in pursuit.

NARRATION

And they kill anyone who puts up ANY resistance. Trust me - messing with the Chitari is a bad idea.

PANEL 3.2 - SAME

Jassen trips.

PANEL 3.3 - SAME

Small insert panel. Close on Jassen's hand as it slips out of his mother's grasp.

PANEL 3.4 - SAME

From Jassen's P.O.V. - his mom turns back to pick him up.

MOM

Jassen!

PANEL 3.5 - SAME

And gets incinerated by Chitari laser guns.

PANEL 3.6 - INT. - JASSEN'S ROOM - NOW

Jassen bolts up from his nightmare. He's been sweating. Cephas is sitting next to him, worried about him.

JASSEN

Mom!

PAGE 04 (5 PANELS):

PANEL 4.1 - INT. - JASSEN'S ROOM - EARLY MORNING

A wide-angle shot of Jassen's entire living quarters. It's a small room that resembles a studio apartment. There is a crude shower and a toilet, but not in a separate room and not in a way that provides any sort of privacy. It's just a place to get some water - probably where they get their drinking water, too. And it certainly isn't very clean water. There are no towels. There are no windows. The door has some sort of energy field surrounding it. The room is poorly lit by a single overhead light.

For 20 years, the Chitari have done no maintenance on this place, but Jassen has tried very hard to make it feel like a home. His job is to sort through garbage - so I imagine he has found some things and brought them back to the room to liven it up a bit. But things that clearly used to be garbage. An upsidedown bucket for a chair. Some rags for a bed. That sort of thing.

On the left, Cephas is tending to Jassen, who is composing himself - realizing he was dreaming. On the right, Kale is poking an unconscious Stephanie, not sure what to do with it.

NARRATION

Not all aliens are evil though.
Cephas has been taking care of me
since... well... since I was young.
The big guy's name is Kale. He's
pretty cool. And that's...

PANEL 4.2 - SAME

Insert panel. Reaction shot of Jassen as he notices Stephanie. He's baffled.

NARRATION

I have no idea who that is.

PANEL 4.3 - SAME

Kale jumps back, startled, as Stephanie begins to stir.

STEPHANIE

Uurrgh.

PANEL 4.4 - SAME

Close on Stephanie puzzledly sitting up.

STEPHANIE

Ummm... Hi?

PANEL 4.5 - SAME

From Stephanie's P.O.V. Cephas, Jassen, and Kale are leaning in a bit too close - examining her. Kale is curious. Cephas is cautious. Jassen - in the middle - is overly enthusiastic.

JASSEN

Hi. I'm Jassen. What's your name?

PAGE 05 (5 PANELS):

PANEL 5.1 - INT. - JASSEN'S ROOM - EARLY MORNING

Stephanie takes a moment to examine the strange creatures before her.

PANEL 5.2 - SAME

Slowly, cautiously, she responds.

STEPHANIE

Stephanie.

PANEL 5.3 - SAME

Jassen holds Cephass' arm out towards Stephanie.

JASSEN

Hi Stephanie. This is Cephass.

JASSEN (CONT'D)

(to Cephass)

Like we practiced - remember?

PANEL 5.4 - SAME

Both reluctantly, Stephanie and Cephass shake hands. This isn't the first time Cephass has shaken hands, but the ritual is still foreign to her.

CEPHASS

(in Joryllian)

Greatings Stay-phu-nee. I am Cephass.

PANEL 5.5 - SAME

Not angry, but slightly upset that Jassen always gets his name wrong, Kale loudly corrects him - indicating himself. He's leaning more towards his bestial side now. I'm sort of getting a Chewbacca vibe from Kale - a big strong guy who is clearly intelligent, but we can't understand him.

JASSEN

The big guy's Kale.

KALE
Kale'dobik-Sik'ke-Ermolai-Seva-
Hrok!

PAGES 06/07 (DOUBLE PAGE SPREAD - 15 PANELS):

PANEL 6/7.1 - INT. - JASSEN'S ROOM - EARLY MORNING

Kale gracefully bows a deep royal bow before an uninterested Stephanie.

STEPHANIE
Charmed, I'm sure.

JASSEN
I know it's not much - but since
the Chitari decided that you live
here now, I hope you'll come to
think of this place as your new
home.

PANEL 6/7.2 - SAME

Stephanie tries standing up, but is having a bit of difficulty. She has - after all - been unconscious for quite some time.

STEPHANIE
I don't plan on being here that
long.

PANEL 6/7.3 - SAME

Jassen chuckles and helps Stephanie finish standing. Stephanie is giving a look that says, "You can't be serious."

JASSEN
Nobody PLANS on being here at all.
We just are. May as well make the
best of it we can.

PANEL 6/7.4 - SAME

Suddenly perfectly alert, Stephanie jumps into her defensive stance. The others are startled by her sudden movement.

STEPHANIE
Look out! Something's coming
through the door.

PANEL 6/7.5 - SAME

An indiscernible, possibly threatening ooze, squeezes through the door - completely ignoring the force field. [Spoiler Alert - it's Omonepp.]

PANEL 6/7.6 - SAME

Cephas excitedly approaches the door as Omonepp finishes oozing through.

CEPHAS
Omonepp. Friend.

PANEL 6/7.7 - SAME

Omonepp and Cephas touch - happily exchanging bioelectric energy. Behind them, Jassen nonchalantly explains to a curious Stephanie.

STEPHANIE
How did it get through the force field?

JASSEN
I dunno. It just does. I'm not even certain it's sentient. But Cephas seems fond of it.

CEPHAS
Friend.

PANEL 6/7.8 - SAME

Close on Stephanie as she gives a look to Omonepp. She's thinking about how she can use him to her advantage in the coming battle.

PANEL 6/7.9 - SAME

Same shot. A look of amazed joy spreads over Stephanie's face.

STEPHANIE
You have running water?

PANEL 6/7.10 - SAME

JASSEN

Of course.

But Stephanie isn't listening at all. She's already half naked and half way to the "shower" (if you can really call it that).

PANEL 6/7.11 - SAME

Stephanie finishes taking her clothes off. Behind her, Jassen is awestruck.

PANEL 6/7.12 - SAME

While reaching out to turn the water on, Stephanie turns her head towards Jassen who is still dumbstruck.

STEPHANIE

You mind?

JASSEN

Oh, um, yeah, uh... Sure - we can, uhh...

PANEL 6/7.13 - SAME

Jassen motions for everyone to follow him to the corner of the room farthest from the shower.

JASSEN

Over here guys.

PANEL 6/7.14 - SAME

From the corner, Jassen sneaks a peak over towards the shower. Cephas smiles at him understandingly.

PANEL 6/7.15 - SAME

Kale lovingly covers Jassen's eyes as if to say, "Tsk Tsk."

NARRATION

What? Like you wouldn't have looked.

PAGE 08 (4 PANELS):

PANEL 8.1 - INT. - JASSEN'S ROOM - MORNING

From behind Stephanie. She leans all of her weight up against the corner of the shower, face into the corner. Her head is down. The water is rushing over her. It looks like she's resting.

PANEL 8.2 - SAME

But a close up of her face reveals a devilishly sneaky look. Her head is down because she's talking into a communication device imbedded in her shoulder.

STEPHANIE

I'm in.

PANEL 8.3 - SAME

Same shot - but Stephanie's face has turned a frightening shade of "Uh-oh!" Instinctively, she covers her shoulder to hide the communication device.

PANEL 8.4 - SAME

Big panel. A Chitari enters the room. He's scary as fuck.

CHITARI

RAARRHGGGHH! Kleekkookiikiit-veet!

PAGE 09 (5 PANELS):

PANEL 9.1 - INT. - JASSEN'S ROOM - DAY

Panoramic shot in which we see everyone's reactions. I'm thinking we'll frame each character in a mini-panel.

Cephas immediately cowers behind Kale.
Omonepp disappears by blobbing through the floor.
Kale is unintimidated, but nonconfrontational. He's staring at the Chitari with a look of, "I don't want to start anything, but you can be damn sure that if you make the first move I'd be happy to kick your ass."
Jassen looks unemotionally compliant, ready for work.

PANEL 9.2 - SAME

The Chitari motions towards the door with his weapon and everyone begins filing out. Jassen - being the most compliant - is the first out the door. Cephas - being the most scared - goes last, practically hiding behind Kale. Kale doesn't break eye contact with the Chitari as he walks by.

PANEL 9.3 - SAME

Close on the Chitari. It's shooting a mean look in Stephanie's direction.

PANEL 9.4 - SAME

Stephanie is hurriedly trying to get dressed without dropping her guard. She's a little unsure what's happening or whether or not she's in danger.

PANEL 9.5 - SAME

Stephanie is heading out the door while putting the rest of her clothes on. The Chitari is pushing her with its weapon, angrily insisting that she hurry.

CHITARI
GRRRAARGH! Liipleextaacclaa!

STEPHANIE
Yeah yeah. I'm going.

PAGES 10/11 (DOUBLE PAGE SPREAD - 5 PANELS):

PANEL 10/11.1 - EXT. - CITY - DAY

Small panel in the upper left corner. Stephanie catches up with Jassen. The Chitari are herding all sorts of people and aliens through the city like sheep.

STEPHANIE
What's happening?

JASSEN
Time for work.

PANEL 10/11.2 - EXT. - GARBAGE HEAP - DAY

Giant full bleed panel depicting our giant garbage heap. Zoom out pretty far so we can get an idea of just how massive this thing is. [It is QUITE massive.]

Large sections of broken down spaceships are littered about. There are entire crews just for ripping the ships into spare parts. Near each large chunk of ship is some sort of scanning device that indicates whether a piece of machinery is still operational.

Scattered here and there are also various bins on hover carts. They need to be large enough for a person (specifically Stephanie) to hide inside one of them. A few people should be carting some full bins out to various parts of the city.

Everything is hustle and bustle out here. Everyone knows what they're supposed to be doing and do so without direct supervision. There are a few Chitari sentries here and there watching over things. But it's not like they can see EVERYTHING that happens.

PANEL 10/11.3 - SAME

Small panel in the upper right corner. Jassen is pointing towards us, his head turned towards Stephanie. She is not pleased. Behind them, Cephas and Kale have gone right to work.

JASSEN

It's pretty simple really. Organic materials go in the green bins. Fabric goes in white. If you find any sort of machinery or part of a decommissioned ship, take it over to one of those scanners. Beeping noise means it's still operational - goes in the yellow bin. Otherwise, black bin. The purple bins are for...

STEPHANIE

Jassen - I get it.

PANEL 10/11.4 - SAME

Small panel in the bottom left corner. Jassen gets to work. Stephanie stands by defiantly.

STEPHANIE

So you do the Chitari's dirty work
without one thought of just - you
know - not?

JASSEN

I'm sure you can imagine what
happens when you don't work.
Besides - it's not like any of us
could make a difference.

PANEL 10/11.5 - SAME

Small panel in the bottom right corner. Stephanie is glaring
right at us. She's bound and determined to kill every single
last one of these alien bastards.

STEPHANIE

(under her breath)
Watch me.

PAGE 12 (4 PANELS):

PANEL 12.1 - EXT. - GARBAGE HEAP - DAY

Jassen grabs Stephanie's arm and pulls her down so that
they're both kneeling in the trash. He has something very
serious to say, but he doesn't want the Chitari to notice.

JASSEN

Stephanie. Listen to me. Whatever
you think you're planning - don't.
You're going to get yourself
killed.

PANEL 12.2 - SAME

Stephanie yanks her arm away from Jassen as she stands back
up.

STEPHANIE

Some things are worth dying for,
Jassen.

PANEL 12.3 - SAME

Jassen is left flustered as Stephanie storms off.

NARRATION

Stubborn bitch.

PANEL 12.4 - SAME

From in front of Stephanie as she walks towards us. She's kinda pissed at Jassen. Behind her, Jassen has his head tilted to the side. He's checking out her butt, and slightly smiling.

NARRATION

Cute bitch, though.

PAGE 13 (5 PANELS):

PANEL 13.1 - EXT. - GARBAGE HEAP (ELSEWHERE) - DAY

Stephanie kicks some garbage as she makes her way towards one of the larger sections of spaceships.

STEPHANIE

RRRGH! I can't believe I'm stuck living with that spineless... BOY!

PANEL 13.2 - SAME

Some random guy whose name happens to be Dave tries to sort of hit on Stephanie.

RANDOM GUY DAVE

Careful there. You don't want to draw attention to yourself.

PANEL 13.3 - SAME

Stephanie keeps walking, paying him no heed - so Dave follows beside her.

RANDOM GUY DAVE

You're new here, right? My name's Dave.

PANEL 13.4 - SAME

Without even looking at him, she shoves him to the ground as she walks by.

STEPHANIE

Shove off!

PANEL 13.5 - SAME

A surprised Dave falls on his ass as Stephanie enters a section of broken spaceship.

PAGE 14 (5 PANELS):

PANEL 14.1 - INT. - BROKEN SPACESHIP - CONTINUOUS

The inside of this particular part of spaceship is large enough to provide Stephanie with some cover. She can be all alone, not work, and not get caught by the Chitari. She's practicing some martial arts on the walls, still pissed.

PANEL 14.2 - SAME

Stephanie gives an extra hard punch to the wall.

PANEL 14.3 - SAME

Causing a loose panel to fall off said wall. A pile of wires and random computer components fall with it to the floor.

PANEL 14.4 - SAME

Stephanie stops dead in her tracks. Something that fell has befuddled her.

STEPHANIE

There's no way...

PANEL 14.5 - SAME

Stephanie bends down and picks up one of the computer components. It happens to be a transmitter device that all Chitari ships have installed in them. Since the Chitari use an amalgam of stolen technology for their space fleet, these transmitters let them know which ships are allies. (What the transmitter looks like, however, I couldn't tell you.)

Stephanie seems satisfied - no longer angry.

STEPHANIE

Huh.

PAGE 15 (8 PANELS):

PANEL 15.1 - EXT. - GARBAGE HEAP - MOMENTS LATER

Stephanie is alone at one of the electronic device testing stations. Her device is operational - which is far too convenient for her to believe.

SFX

Beeeeep.

PANEL 15.2 - SAME

Stephanie ducks behind a fairly large pile of garbage, concealing her from any Chitari overseers. She once again speaks into her shoulder.

STEPHANIE

Khrys - you're not gonna believe this, but I found one. Get in position. I'm moving to Phase 2.

PANEL 15.3 - SAME

Stephanie stands and looks to her left.

PANEL 15.4 - SAME

Panoramic view of the garbage heap from Stephanie's P.O.V. A mini-panel framing device will make specific note of where each of the guards are.

PANEL 15.5 - SAME

Stephanie looks to her right, and notices something that makes her smile.

PANEL 15.6 - SAME

Man #2 is deviously picking up a glass bottle that has broken in such a way as to make it an excellent shank.

PANEL 15.7 - SAME

Jassen notices the same thing, and it makes him worry.

JASSEN

Uh-oh.

PANEL 15.8 - SAME

Tight on Stephanie and Man #2's faces. They're doing that thing where they stand next to each other, ear to ear, facing opposite directions, so they can sort of whisper to each other without anyone really noticing that they're even talking.

STEPHANIE

(quietly)

Together. The one by the south entrance.

PAGE 16 (7 PANELS):

PANEL 16.1 - EXT. - GARBAGE HEAP - MOMENTS LATER

Large panel. Man #2 is charging right at us, wielding the glass bottle shank. He looks kinda like a mad man.

MAN #2

DIE FUCKER!

PANEL 16.2 - SAME

Man #2 takes an angry swing at a Chitari guard, who easily sidesteps him.

PANEL 16.3 - SAME

Grabs his arm.

PANEL 16.4 - SAME

And effortlessly breaks it (Rips it off? How graphic are we going to be?) - forcing Man #2 to drop the shank.

PANEL 16.5 - SAME

The Chitari lifts Man #2 over its head, preparing to throw him. It doesn't notice Stephanie sneaking up from behind.

PANEL 16.6 - SAME

The Chitari tosses Man #2 in a pile of garbage.

PANEL 16.7 - SAME

Super tight on Stephanie's hand sneakily pulling the Chitari's laser gun out of its holster.

PAGE 17 (5 PANELS):

PANEL 17.1 - EXT. - GARBAGE HEAP - DAY

Before the Chitari even notices she's there, Stephanie incinerates it with the laser gun. The angle should be from in front of the Chitari so that we can see its expression as it dies, and so that it looks like Stephanie is shooting directly at the reader.

PANEL 17.2 - SAME

Tight on Stephanie's expression. She's almost psychotically pleased to be killing Chitari.

PANEL 17.3 - SAME

Panoramic view of the garbage heap. Stephanie ducks, dives, and rolls across the panel, systematically taking out every Chitari in range while simultaneously dodging each of their shots. She's damn good.

I'm thinking we'll make each time Stephanie moves a different panel - but the backgrounds go together to make a single panoramic shot of the garbage heap.

PANEL 17.4 - SAME

Reaction shot of Jassen. He's completely stunned - not sure what to do.

PANEL 17.5 - SAME

As prisoners begin to flee, many many Chitari begin flooding in from other parts of the city.

NARRATION

We're screwed.

PAGE 18/19 (DOUBLE PAGE SPREAD - 1 PANEL):

PANEL 18/19.1 - EXT. - CITY - DAY

Generally, all Hell is breaking loose. Prisoners of all species and Chitari clash in an epic battle scene. The Chitari have the clear upper-hand, but some of the stronger species (like the E'Mar-Da'Pur-P'Ree) are faring decently.

[Side note - there should be enough of any given species that it is obviously odd that Cephas is the only Joryllian.]

Some of the workers aren't joining in on the fight. Instead, they cower - hoping that their lives will be spared. I'm thinking we'll show a mother crouching, trying to protect her son - and they're both being incinerated.

The focus of the page should, of course, be on our main characters' reactions. Stephanie is in the foreground, running towards us - the opposite direction of the fight. But she knows exactly where she's going.

Jassen is frozen, not sure what to do. He's looking in Stephanie's direction. Cephas is trying to hide behind him.

Kale jumps right in on the brawl and is an amazing warrior. He's tussling with a Chitari who was attacking Jassen and Cephas from behind.

PAGE 20 (7 PANELS):

PANEL 20.1 - EXT. - NEARBY ALLEY - DAY

Stephanie is off in the distance running away from us. She's headed somewhere with a purpose - and long gone.

PANEL 20.2 - EXT. - CITY - DAY

Jassen looks off in Stephanie's direction with dismay.

NARRATION

Where's SHE going?

PANEL 20.3 - SAME

Out of nowhere, a Chitari pops up and stabs Cephas through the chest.

PANEL 20.4 - SAME

Cephas falls to the ground, bleeding profusely and clutching the gaping hole in her chest. Jassen is in shock.

JASSEN
CEPHAS!

PANEL 20.5 - EXT. - NEARBY ALLEY - DAY

Jassen's cry startles Stephanie. Mid-run, she turns her head to look back towards us. She's hesitating.

PANEL 20.6 - EXT. - CITY - DAY

From Stephanie's P.O.V. as she takes note of the battle scene. Cephas is down. Kale is freaking out because of the smell of Cephas' blood. His nostrils are flaring. And he rips apart the Chitari he was tussling with.

The Chitari that stabbed Cephas turns its attention to Jassen. He's standing defensively, but we know he doesn't stand a chance.

KALE
Stov`Kala-Te`Khara-Klek!

PANEL 20.7 - EXT. - NEARBY ALLEY - DAY

Tight on Stephanie. She's stopped running and completely turned around towards us now. She frustratedly rolls her eyes to the back of her head. She can't believe she's doing this.

STEPHANIE
Arrgh! Stupid. Boy.

PAGE 21 (7 PANELS):

PANEL 21.1 - EXT. - NEARBY ALLEY - DAY

Stephanie is running full speed back towards the action while talking once again into her shoulder.

STEPHANIE
Khrys - Phase 2 is a bust. I ran into... an unforeseen complication. We need backup - pronto!

PANEL 21.2 - EXT. - CITY - CONTINUOUS

Stephanie does more impressive acrobatics that get her into a kneeling position. She blasts the Chitari that was holding Jassen up off the ground. Doing so without hitting Jassen required master marksmanship.

PANEL 21.3 - SAME

Jassen falls to the ground as the Chitari is incinerated by Stephanie's blast.

PANEL 21.4 - SAME

Jassen is pretty shaken up. He's kneeling next to Cephas' bloody and limp body. We're not sure if she's dead or alive. Jassen is looking up at Stephanie, who is calm and collected.

A Chitari is approaching from behind them - but neither appear to notice.

JASSEN
See what you did?!

STEPHANIE
You're welcome.

PANEL 21.5 - SAME

Without looking, Stephanie whaps the Chitari behind her in the stomach with the butt of her gun.

SFX
WHAM!

PANEL 21.6 - SAME

She does a fancy spinning-around-while-hitting-the-Chitari-in-the-face-with-my-gun move.

SFX
WHAP!

PANEL 21.7 - SAME

Stephanie is poised for battle - aiming her gun right at us. But she has a very worried expression on her face.

PAGE 22 (3 PANELS):

PANEL 22.1 - EXT. - CITY - DAY

Kale, Stephanie, and Jassen form a protective back-to-back-to-back triangle around Cephas. From this angle, we're looking at Stephanie's back - and beyond her, at what has her so frightened. A gang of well-armed-scarier-than-we've-yet-seen Chitari are headed towards them.

PANEL 22.2 - SAME

Same sized panel. 180% flip of the same scene. There are a bunch of scary Chitari approaching from the other side, too.

PANEL 22.3 - SAME

Large panel. Our crew is completely surrounded and totally screwed. Some Chitari (backs to us) should be visible in the foreground, to really get that feeling of being surrounded. Jassen is in the front and center of the Stephanie-Kale-Jassen protective triangle. He's sort of glaring in Stephanie's direction with an almost angry "I told you so" sort of look. Kale and Stephanie are semi-cheated-out so that we can see more than just their backs. They're ready to fight - but aware that their chances aren't so good.

NARRATION

Stupid. Bitch.

THE END.