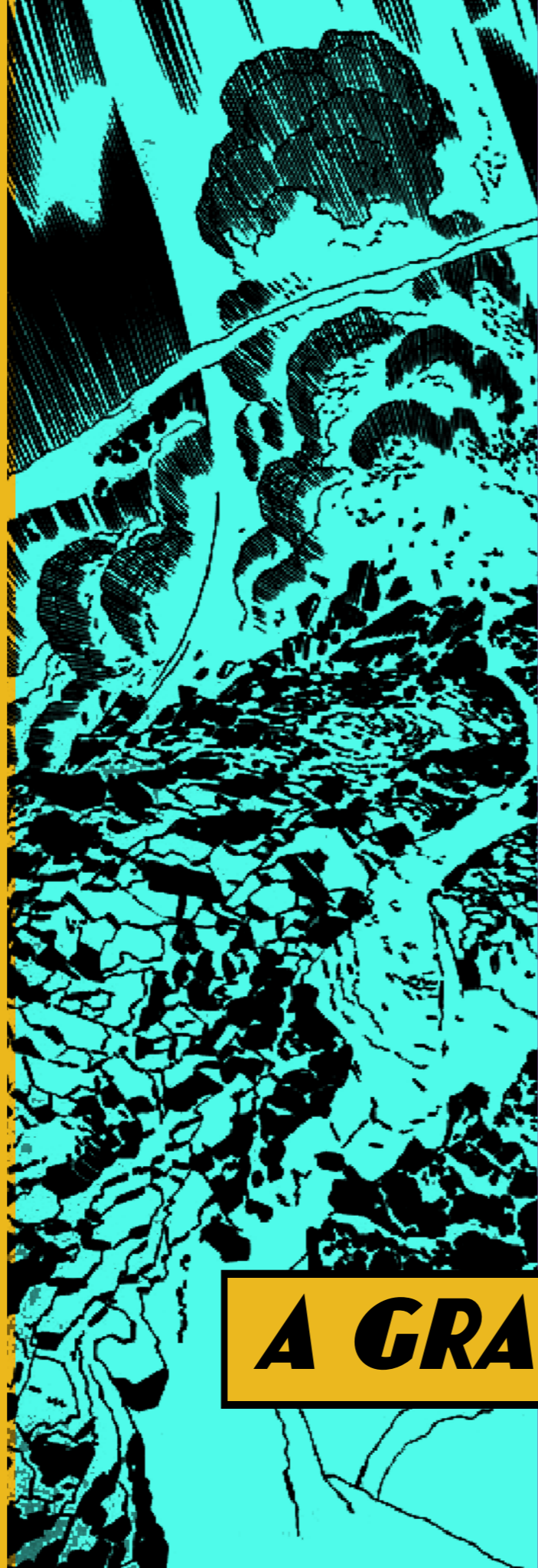


# ENIGMA 3



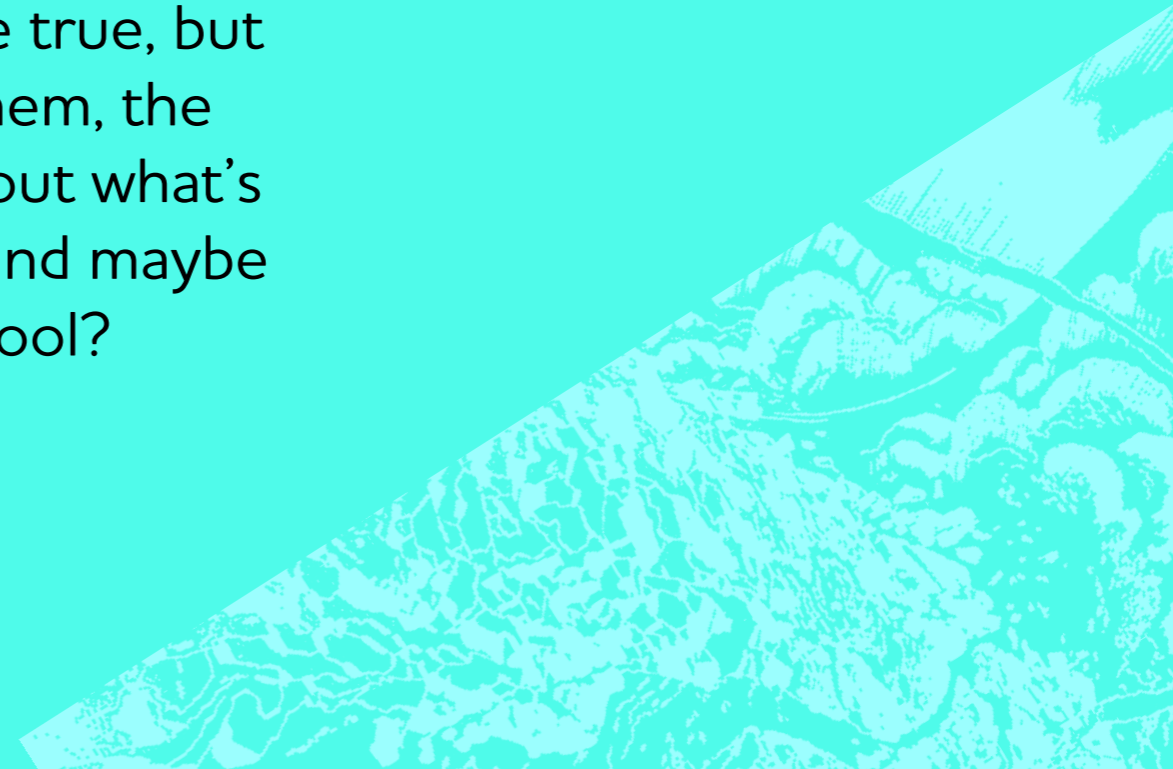
**WRITTEN BY**  
**C. WRIGHT &**  
**LINO DISALVO**

**ART BY**  
**ORNELLA GRECO**

**A GRAPHIC NOVEL SAMPLE**  
**& PROPOSAL**

# ***NOT ALL SUPERS ARE HEROES. SOME ARE JUST TEENAGERS.***

When an earthquake at the Enigma comic book shop gives three teenagers superpowers, they jump into action using their powers to make their dreams of parties and popularity come true, but when something starts trying to kill them, the boys are forced to step up and figure out what's going on. Can they save themselves (and maybe the world) without flunking out of school?



**LENGTH**  
200PP

**GENRE**  
SUPERHERO COMEDY

**TARGET AUDIENCE**  
13-18 YEAR OLDS, YA

**CREATIVE TEAM**

**WRITERS**  
LINO DISALVO &  
C. WRIGHT

**ART**  
ORNELLA GRECO

# CREATIVE TEAM

## C. WRIGHT

C. Wright is an award-winning writer, director, and choreographer. He has written and directed numerous projects, including *Basement*, which won Best Production at the Los Angeles Theater Festival, *Saving Chintu*, a short film with Amazon Prime which has been an official selection in over 15 film festivals, and several in-development animated projects. Corey was one of five screenwriters selected to work with Aaron Sorkin in his Master Class, and was a keynote speaker on creativity at the Google/Youtube Video Production Summit.



## LINO DISALVO

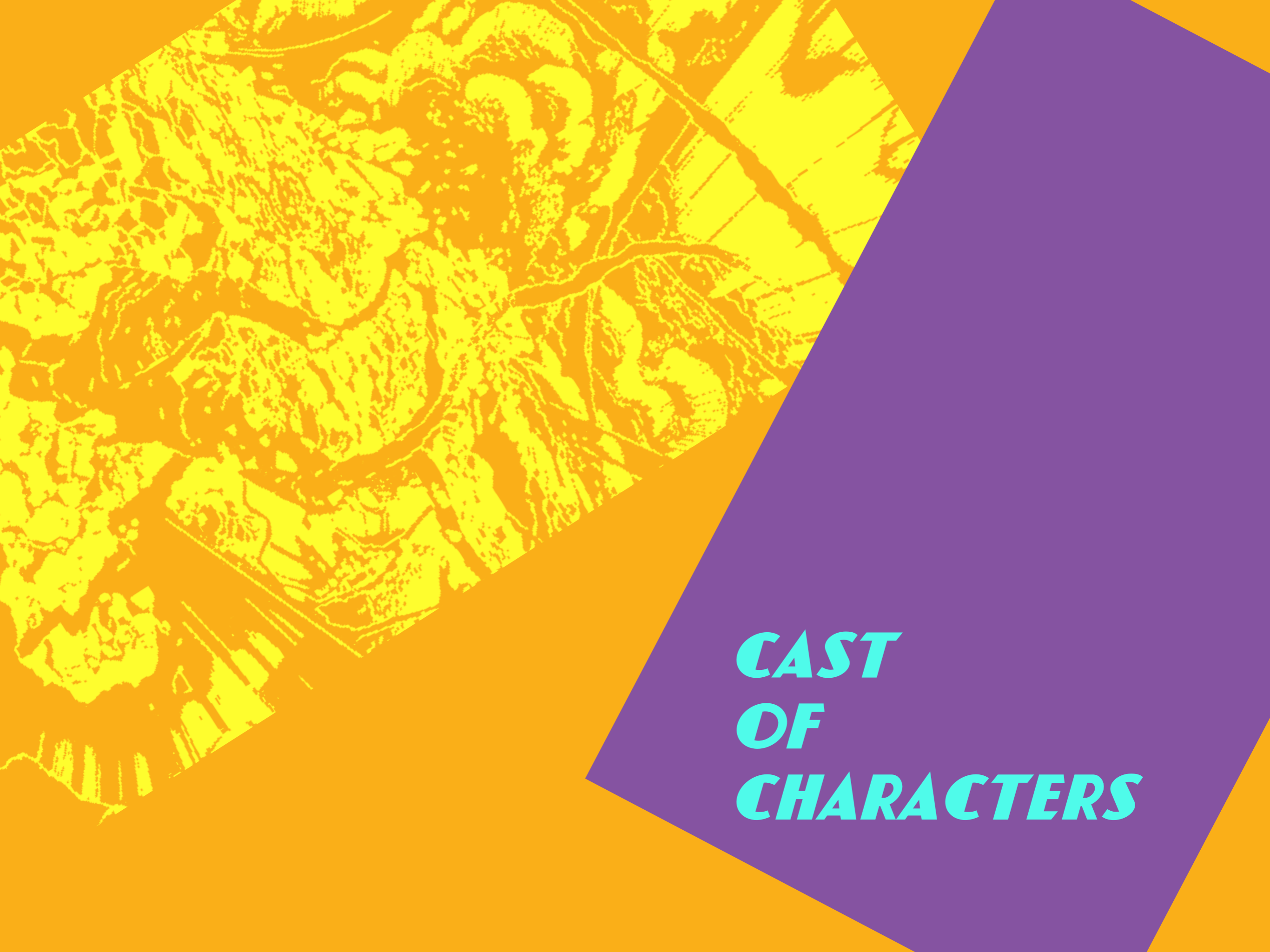
Italian-American animator, film director, writer, and voice actor Lino DiSalvo is one of the most sought after names in animation. During his 17-year tenure at Disney Animation Studios, DiSalvo served as the supervising animator for *Tangled* and *Bolt*, before becoming the Head of Animation for *Frozen*. DiSalvo's dedication to exploring fresh visual styles in feature animation has led him to be at the forefront of innovative storytelling, and following *Frozen*, DiSalvo served as the Creative Director for Paramount Animation before joining ON Animation Studios as Head of Creative, where he wrote and directed *Playmobil: The Movie*.



## ORNELLA GRECO

Ornella Greco is an Italian artist and cartoonist. She is best known for illustrating the *Dragon Kingdom of Wrenly* series from Simon & Schuster.





# ***CAST OF CHARACTERS***

# NIC CHO

## 17, KOREAN

**SUPERPOWERS**  
TIME CONTROL &  
OBJECT INTANGIBILITY

**WEAKNESS**  
CAN'T HEAR AFTER  
USING POWERS

**SCHOOL**  
GENERAL FORT PRIVATE SCHOOL

**NEIGHBORHOOD**  
KOREATOWN

**CLAIMS TO FAME**  
JUNIOR CLASS PRESIDENT, ON  
TRACK FOR VALEDICTORIAN, HAS  
ACCESS TO HIS PARENTS' BENZ

Nic lives with his Mom, Dad, twin sister, and grandmother in Koreatown. Nic and his parents might have some issues getting along...mostly 'cause his parents want him to work in the restaurant that they own. But as long as he gets into Harvard and gets a good job, though, his parents will be good. Too bad he doesn't want to be a doctor or a chemical engineer. Nope. Nic wants to be an actor, filmmaker, writer...or the President of the United States. He's often the voice of reason in the group. The analytical one. A great balance. Nic is really into comics and maybe wants to play a superhero on TV one day. That day might come sooner than he thinks...



# DEVIN ALLEN

## 17, BLACK



**SUPERPOWERS**  
SPEED & STRENGTH

**WEAKNESS**  
CAN'T SPEAK AFTER  
USING POWERS

**SCHOOL**  
CARVER HIGH SCHOOL

**NEIGHBORHOOD**  
SOUTH CENTRAL L.A.

**CLAIMS TO FAME**  
GOOD AT SPORTS, INTERESTED  
IN BUILDING AND MODELLING,  
LADIES' MAN

Devin has always been aware of the disparity between him and those on “the other side of town.” Devin lives with his mom and his little brother, and he’s still guilt-ridden over the death of his dad and struggling with having witnessed the death of his uncle at the hands of the police. While Devin is the oldest at home, he has a much older sister who lives in NYC and works for NASA. Devin is wise, witty, and charming. Popularity and leadership come a bit easier for him than for the other boys, and he’s the “cheat code” to get his two friends into parties and major social events. Devin only works at the comic book store to save money for his family. He’s got zero time to be anybody’s superhero.

# ANTHONY ROSSI

## 17, WHITE ITALIAN

**SUPERPOWERS**  
TELEKINESIS &  
INVISIBILITY

**WEAKNESS**  
CAN'T SEE AFTER  
USING POWERS

**SCHOOL**  
NORTH HOLLYWOOD WEST HIGH

**NEIGHBORHOOD**  
NORTH HOLLYWOOD

**CLAIMS TO FAME**  
AVERAGE DUDE, LOVES ART AND  
PIANO. FULL OF POTENTIAL.

At first glance, there's nothing really outstanding about Anthony, other than a streak of gray in his hair. Anthony is a first-generation Italian American who lives with his two Catholic parents and his younger sister. His dad owns a plumbing service and his mom owns a bakery, but Anthony refuses to spend his life in the bakery or in the bathroom. When it comes to school, everything is average about him. He plays sports, but he definitely won't be remembered as a key part of the team. Socially? Same. He blends in. He has mostly C's in his classes and that's good enough for him. But there is one thing about school that Anthony loves: art class. His ultimate goal: design covers of comic books. Anthony was the first one to work at Enigma Comics, and knows the ins and outs of comics.





# ***SUPPORTING CHARACTERS***

# SUSAN KINOCHI

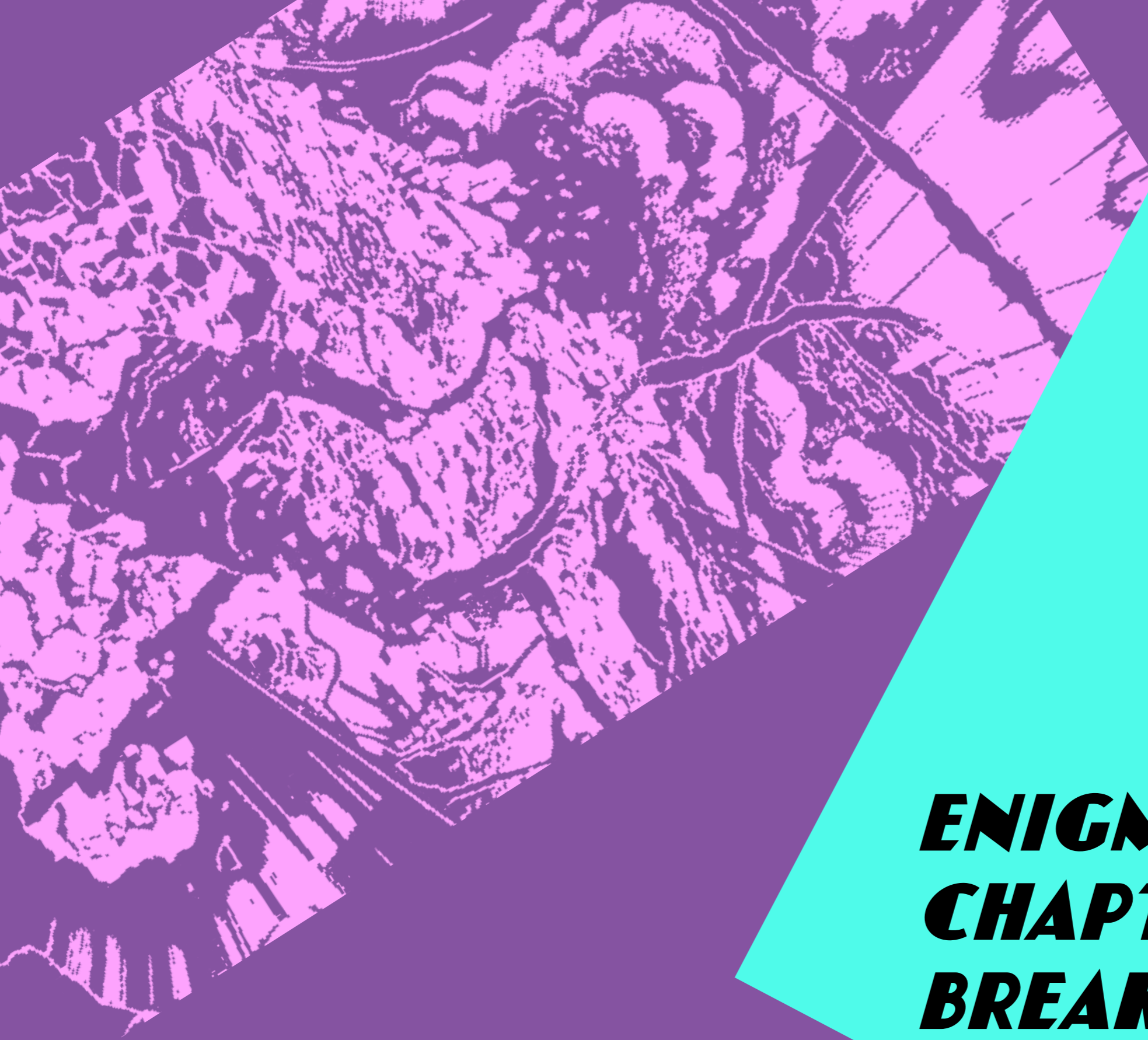
The (mostly) chill owner of the Enigma Comics shop, Kinochi is the boys' boss who knows a heck of a lot about comics and manga. She's like John Cusack in *High Fidelity*, only less angsty.



# SARAH BELL

**(MONIKER FOR KELMORE CRANKS)**

Creator of the unpopular comic series *Sentinels of Jupiter*, Sarah is stuck making ends meet with a series of side hustles including dog walking and food delivering. The boys seek out her help in uncovering the secret behind their powers, but Sarah's got secrets of her own, and her help might be too little, too late.



# ***ENIGMA 3 CHAPTER BREAKDOWN***

## 1: CROSSOVER FATE:

We meet **Devin Allen**, a personable and athletic Black dude from South Central, L.A., **Nic Cho**, a faddish but intelligent Korean dude from Koreatown, L.A., and **Anthony Rossi**, a determined and somewhat artistic Italian dude from North Hollywood, L.A. It's a summer Saturday, weeks before junior year starts, and they're working their usual shift at **Enigma Comics**. While Devin stacks and unstacks boxes from the basement, Anthony and Nic argue about superpowers on the floor, and try to one-up one another with their comic book knowledge. Susan Kinochi, their boss, leaves the boys to run an errand with one specific request: don't destroy the place while she's gone. Anthony and Nic argue over the discontinuation of the *Sentinels of Jupiter* comic series by the ever unpopular Kelmores Cranks, and Anthony snatches Nic's phone to record Nic's "ridiculousness."

Mid-argument a shockwave shakes the ground. Devin loses his boxes. Anthony stumbles. Nic falls. *Sentinels of Jupiter* comic books fly everywhere. They think it's an earthquake, but it's not. A bolt of light explodes and shoots electricity up the walls and through the floor where the piles of **Sentinels of Jupiter** land and into each boy through where they are touching the comic books, and they pulse with color. As quickly as it all started, it stops. Kinochi returns and sees a mess. The boys discover that there was no earthquake outside of the shop, and Kinochi isn't thrilled that they seemingly destroyed her shop.. Devin heads downstairs into the storage room to grab supplies to tidy up 'their' mess, shaking off a weird feeling that something is...different.



## ***2: THINK ABOUT IT:***

The boys all feel weird the day after the “earthquake.” They’ve each slept an unusual amount, they can’t stop eating, and they end up late for work. Kinochi thinks the boys are acting strange, especially Devin, who’s wearing a sweatshirt in the heat of summer. Anthony confronts his friends, believing that they pranked him at some point the day before by putting a tattoo next to his eye, under his hair. Devin shows him a tattoo that’s on his neck. Nic shows him a tattoo that’s near his ear. Nic and Devin conclude that something freaky is going on, while Anthony explains away every weird happening. They ask to be released from work early, Kinochi agrees, and the three boys find the nearest taco truck and gorge while admiring their new ink.

Nic mentions how a girl he’s crushin’ on asks him for a selfie and as he scrolls his camera roll looking for one, he comes across a video of the event from the day before. The phone recorded the whole thing. The boys decide they need to go back to the scene of the crime to make sense of things. Kinochi is gone for the day so Anthony uses his secret way to get in. They break into the shop and almost give up when they don’t find any new clues. Unable to convince Anthony, Devin and Nic give up and decide to call it quits.

As they step out of the store, a car squeals past, almost hitting Devin, but he manages to super speed out of the way. A police car speeds by in pursuit, nearly crashing into Nic. Not being able to move, Nic puts up his hands to shield himself and the police car turns into sand and then refigures and keeps moving. Anthony runs to check on his friend as a second police car rounds the corner and doesn’t see him. The police car goes right through him as Anthony becomes invisible. The three boys are stunned and Anthony concedes that maybe something did happen the night before.

### **3: NEW TO ME:**

We meet the bad guys: **Titan**, **Mimas**, and **Enceladus**. A very bad trio, they've been sent to hunt down and reclaim the powers that our lovable, irresponsible trio has just discovered they possess.

Elsewhere, Anthony finally accepts the fact that he has superpowers, but he's just as confused as the other boys as to what they're supposed to do with them and how they work. They decide to meet at Enigma Comics to see what more clues they can put together. Nic and Anthony decide to see what other comic books they can find with the precedent of three goof balls getting powers from a weird glowing earthquake moment. No dice. Anthony flips through *Sentinels of Jupiter* for answers after he notices that each of the boys was touching an issue of the comic when the incident occurred. Noticing the similarities between their powers, their tattoos, and the ones in the books, Devin suggests finding the author of the comic, **Kelmore Cranks**, to find out what is going on.

Across town, we catch a glimpse of **Sarah Bell**, a disheveled millennial delivery driver, as she drops off 35 tacos, 16 bags of ice, and 18 pints of ice cream to Titan, Mimas, and Enceladus, leaving without realizing how close her side hustle has brought her to deadly celestial beings. The bad guys feast as they discuss where the powers are and make a plan to go and collect them -- and kill whomever's in the way. Sure the other way -- the possessor handing them over -- is a much less aggressive way, but where's the fun in that?

Back at her apartment, Sarah prepares a bowl of ramen noodles. She uses a *Sentinels of Jupiter* comic as a placemat for her food.

## ***4: OH...WHAT A SURPRISE:***

On their way to work, Devin, Nic, and Anthony discuss small ways that they've used their powers. While they don't know everything about how to use their newfound gifts, they have realized that they get tired and super hungry after they use their powers, and that they lose some of their other senses for a brief time after tapping into their new ones. They put together that after they use their powers, Devin can't speak, Nic can't hear, and Anthony can't see. The boys decide to figure out a way to use their abilities to do the important things: impress crushes and get out of work.

Later, at their respective houses, Devin finds out his mom has been dating someone for three months behind his back. His mom tries to talk to him about it, but because Devin can't speak after he uses his powers, his mom thinks that he's ignoring her. Nic's mom sets him up on a blind date with Jerissa, a girl from youth group, but because Nic can't hear, the girl thinks Nic isn't interested. Anthony is forced on a fishing trip to connect with his dad, but because he can't see his dad thinks that he's over spending time with him.



## ***5: SOMETHING'S A LITTLE OFF:***

As the days go by, Devin, Nic, and Anthony are each using their powers more and more in their lives, getting used to them and feeling more confident as they do the occasional good deed and many many cool things. Their antics are interrupted when someone in distress needs help. It's then that they realize a potential responsibility. They decide that they must keep their identities a secret so that their families don't freak out. Enigma Comics is designated at the meeting ground and resource center for all official superpower business, of which, Devin points out, there is none.

All this power acts like a beacon, and the bad guys track them to the comic shop. Titan, Mimas, and Enceladus come looking for them, and while the bad guys are browsing the comic shop, the boys can't help but get a bad feeling from their "customers"... especially when they overhear a conversation that sounds suspiciously like it's about hunting their powers down. The bad guys leave without paying much attention to the boys though-- sometimes being scrawny teenagers who don't look powerful at all is a good thing.

The boys realize that they might be in over their heads and that they need to understand more about what's going on. With perfect timing, Kinochi hits the boys with the information about the whereabouts of Kelmore Cranks. Without wasting time, they drive to Kelmore's. Anthony is geeked. Nic is worried. Devin couldn't care less. When they arrive, they knock on the door and when it opens, Sarah is standing there. Sarah Bell is Kelmore Cranks.

## 6: YOU WANNA FIGHT?:

The boys are stunned to find out that Kelmores Cranks is actually a moniker for Sarah Bell. Initially annoyed, Sarah tries to give them the brush off--she's not a comic creator anymore, she has a million side hustles and is too busy to geek out over her past work. Devin, Nic, and Anthony put on an impulsive and explosive display of their powers before she can slam the door on them, and Sarah lets them in. She explains that her family has been the Earthly stewards of the Sentinels of Jupiter for generations, since the last time the Sentinels hid their powers on Earth, and that the stories she chronicled in her comics are all based on family legend.

Sarah reveals the **Stellar Mythos**, a rare book that's been passed down in her family through the generations, where they document all encounters with celestial beings, and the special pen that allows her family to chronicle the lore within it. The trio learns that in the past, their powers have been sent to Earth to thwart an uprising within Jupiter's volatile celestial beings, though why they landed with the boys this time and not with Sarah is a mystery. The rest of Sarah's answers aren't as clear, and she confuses them with all the back and forth and before she can figure it out, the boys are bored and impatient. There's something major that Sarah is trying to tell them, but before she can get it out, Anthony and Nic get into a fight over how to proceed and Devin, who gets invited to a party, skips out.

The boys leave and once they're gone, Sarah flops onto her couch, and finds Anthony's sketchbook forgotten between the cushions, a tattered Sentinels of Jupiter issue hanging out of it. She pulls it out and realizes it's from a rare batch of variant covered comics that she signed...with the Jupiter pen. Quickly putting the dots together, she realizes that she is somehow the reason the boys are in danger now. Somehow her signatures drew the powers to them, and instead of her being the Earthly protector of the powers, they are. She needs to warn them, and this time she needs to make them listen. This whole thing could get ugly if they don't understand that this evil has to be defeated. Only, she doesn't know where to find them. Then she glances at Anthony's sketch book and on the back is a note: if found, please return to Enigma Comics 929 Hope Street Burbank, CA 91522.

## ***7: I'M TOO YOUNG FOR THIS:***

At Enigma Comics, the boys aren't speaking to one another and when they finally do speak, it's a mess. Kinochi has to break up a fight between the boys. She's not one to have tension in her happy place, so she forces the boys to sit down and talk it out. They start from the beginning and start to hash out all the events over the last couple of weeks. If Kinochi wasn't confused before, she is now. They start to try and explain what they mean, but Kinochi is incredulous and refuses to believe their story.

Sarah bursts into the shop out of breath and starts to explain to the boys the danger and warns them about the overarching responsibility for having the powers. This time, she makes her point clear. Very clear. Kinochi is in awe. At the story and at the fact that Kelmores Cranks, the most unsuccessful comic writer, is in her shop. Kinochi even tries to hide the "free 99" price she's put on the Sentinels of Jupiter comics. The boys learn that they have to defeat some bad guys from another world.

The bad guys who are suddenly looming large through the windows of the comic shop once again. Titan, Mimas, and Enceladus are here, and this time, they know who they are looking for. As the bad guys close in, the boys decide to temporarily bury their beef in order to defeat the bad guys. With Sarah's help, they manage to keep the three evils away and don't lose, they certainly don't win either. The shields aren't going to last forever. Afterwards, they start to doubt their desire for powers, but know that they need to figure it out and they have to figure it out together. Anthony draws a picture for Sarah as a "thank you." The bad guys get a special message from an external being.



## ***8: BETTER THAN NOTHING:***

Stunned by the battle and the new information that Sarah shared with them, the trio decides to officially make up and get real with one another. Without consulting with Sarah or Kinochi, the boys strategize and make a plan to call forth the bad guys and challenge them to a good old stand off. An easy plan to make when you don't actually know how to reach the bad guys.

Life goes on, and Nic applies to Harvard, Devin finds out his mom is engaged, and Anthony gets asked out on a date. The bad guys are suspiciously absent, so the boys return to Sarah and find her packing up her apartment. She's ready to skip town. She tells the boys that now that they have the powers, she doesn't need to be a Steward for Jupiter any more, that they can take over and she can build a normal life. She's determined, and eventually the boys leave her to it, taking the book and pen with them back to the comic shop.

With Kinochi's help they come up with some pretty cool outfits. They finally feel like they're ready to do this, save the day, and get back to their regularly scheduled, boring, lives. They make a plan to woo the bad guys. Without Sarah they know that the task ahead will be intense, but they're ready to be responsible...after they slide into the DMs of their crushes and try and slide down a set of stairs on a mattress blindfolded.

## ***9: LET'S DO THIS...AGAIN?!***

Devin, Nic, and Anthony prepare to implement their plan, picking an abandoned warehouse as the perfect spot to defeat the bad guys. After all, isn't that where all great battles happen? They want Titan, Mimas, and Enceladus to come to them, and they know that when they are all together their powers are the strongest and easily sensed. Meanwhile Kinochi has been closely reading the Stellar Mythos and the comics, and has realized that the boys are really out of their depth. She pokes her head into their storage room 'superhero lair', but the boys are gone. Spotting the abandoned warehouse in their plans, she races across town to save them, calling Sarah as she goes. But L.A. traffic has other plans for her.

The boys get distracted using their powers as bait and forget that they are meant to be conserving some for battle. They're in the middle of turning bottles into rose petals and walking through walls when Titan, Mimas, and Enceladus break through the roof of the warehouse. It's game on. The fight starts, but the boys are hampered by their missing senses. They've depleted their powers too much, and realize they've greatly miscalculated.

Kinochi, still across town in traffic, tells Sarah where to meet her and they end up at the warehouse in the middle of an all out electric, kaleidoscopic, energetic fight. The boys are obviously losing. Kinochi and Sarah know that they can't help, but Sarah remembers something. If the boys are all touching one another, they become invisible to everyone-- an advantage they sorely need. Quickly, the boys jump into action with that plan and sure enough it works. One by one they take down the bad guys and in perfect timing because their powers are depleted. Kinochi, the boys celebrate their victory, and the boys dub themselves the **Enigma 3**, but their celebration is short-lived, and Sarah is noticeably subdued. Just then, there's a rumbling, similar to when the boys first got the powers. Things inside the warehouse fall apart. When the rumbling stops, they walk outside and everything's normal-- it's just like the day they got their powers. Confused, they look to Sarah, who looks guilty as she reveals that they might have won the battle, but the war is just beginning.



