

THE DOLL TERROR

A Horror Manga in Kishōtenketsu Structure

Format: Manga (Right-to-Left Reading)
Genre: Horror/Weird Western
Page Count: Approximately 60-80 pages
Target Audience: Seinen (Young Adult/Mature)

KISHŌTENKETSU BREAKDOWN

起 (KI) - INTRODUCTION [Pages 1-20]

Purpose: Establish Mireholm's wrongness and Jack's arrival

承 (SHŌ) - DEVELOPMENT [Pages 21-40]

Purpose: Deepen the horror through investigation and discovery

転 (TEN) - TWIST [Pages 41-55]

Purpose: Reveal Rosie's true nature and Silas's plan

結 (KETSU) - RESOLUTION [Pages 56-80]

Purpose: The explosion, aftermath, and Rosie's survival

起 (KI) - INTRODUCTION

Pages 1-20: "The Town That Tilts"

PAGE 1 (SPLASH PAGE)

Full-page establishing shot

PANEL 1 (Full Page):

- Aerial view of MIREHOLM emerging from marsh mist
- Buildings tilting at wrong angles, sinking into swamp
- Spanish moss hanging like funeral shrouds
- Festival banners and dolls visible even from this height
- Everything slightly wrong—geometry that makes eyes hurt

NO DIALOGUE

Caption Box (bottom): *"Mireholm. Population: 1,200. Or it was."*

PAGE 2-3 (DOUBLE-PAGE SPREAD)

Jack's arrival

PANEL 1 (Borderless, spreads across both pages):

- JACK REEVES on horseback, emerging from mist
- Wetlands around him glow faint green
- His face: weathered, pragmatic, tired
- Raygun visible on hip
- Horse nervous, ears back

NO DIALOGUE

Sound Effect: *SQUELCH SQUELCH* (horse hooves in mud)

PAGE 4

The watching dolls

PANEL 1 (Wide):

- Jack's POV: Town ahead
- Dolls visible in every window
- All facing outward
- All watching

PANEL 2 (Close-up):

- Jack's eyes narrowing

PANEL 3 (Medium):

- Doll in window
- Porcelain face, painted smile
- Glass eyes catching light

PANEL 4 (Same as Panel 3):

- Identical composition
- But doll's head has rotated slightly
- Now looking directly at viewer

Sound Effect: *click*

PANEL 5 (Close-up):

- Jack's hand moving to raygun
-

PAGE 5

The Dalton house

PANEL 1 (Establishing shot):

- House leaning five degrees into swamp
- Jack tying horse to post
- Moss covering everything
- Single light in window

PANEL 2 (Medium):

- Jack's hand raised to knock

PANEL 3 (Close-up):

- Door already opening
- MARTHA DALTON's exhausted face in crack
- Red-rimmed eyes, hollow cheeks

PANEL 4 (Close-up on Martha):

MARTHA: You're the bounty hunter.

PANEL 5 (Jack nodding):

- Grim expression
 - Already knows this won't be simple
-

PAGE 6-7

Inside the tilted house

PANEL 1 (Wide, tilted panel borders to match house angle):

- Interior of kitchen
- Everything slightly off-kilter
- CLEM DALTON at table, staring at paper
- Martha leading Jack inside
- Floorboards warped, water-stained

Sound Effect: *CREAK*

PANEL 2 (Medium on Clem):

- Hasn't looked up
- Paper in trembling hands
- Three days of beard growth
- Coffee cup untouched, cold

PANEL 3 (Close-up on note):

- Child's handwriting: "I'm going to be better"
- Slightly smudged ink
- No other text

PANEL 4 (Jack sitting down):

- Chair groaning under weight
- Tilted floor making stomach turn

JACK: Tell me about your daughter.

PANEL 5 (Martha, wringing apron):

MARTHA: Rosie. Twelve years old. Blonde braids. Blue eyes.

PANEL 6 (Clem, finally looking up):

CLEM: She left three nights back. Window open. Favorite doll gone.

PAGE 8

The doll

PANEL 1 (Medium on Clem):

CLEM: Porcelain thing. Victorian-style. Mr. Hollowgrave made it special for her.

PANEL 2 (Martha):

MARTHA: She called it Mother.

PANEL 3 (Jack's face):

- Instincts prickling
- Eyes sharp

JACK: Hollowgrave?

PANEL 4 (Martha, hopeful):

MARTHA: Silas Hollowgrave. Runs the Toy Festival. Such a kind man. Even helped with the bounty.

PANEL 5 (Clem, darker):

CLEM: Rosie loved his workshop. Spent hours there.

PANEL 6 (Close-up on Clem's eyes):

- Fear and doubt visible

CLEM: Learning to make dolls.

PAGE 9

Ascending to Rosie's room

PANEL 1 (Vertical panel, stairs):

- Jack climbing tilted stairs

- Martha behind him
- Dolls visible on every step
- All facing the stairs

Sound Effect: *CREAK CREAK CREAK*

PANEL 2 (Jack's face):

- Noticing the dolls
- Hand near raygun

PANEL 3 (Wide, hallway):

- More dolls on shelves
- All facing the same direction
- All facing Rosie's door

PANEL 4 (Door):

- Child's door, slightly ajar
- Light seeping from inside
- Shadow visible within

PANEL 5 (Jack's hand on doorknob):

Sound Effect: *click*

PAGE 10-11 (DOUBLE-PAGE SPREAD)

Rosie's room revealed

PANEL 1 (Borderless spread):

- DOZENS OF DOLLS
- On dresser, nightstand, windowsill, floor, shelves
- All facing the door
- All watching
- Room tilts worse than rest of house
- Single window open (how Rosie left)
- Desk with journal and drawings

NO DIALOGUE

Sound Effect: *CREAK* (door fully opening)

PAGE 12

The drawings

PANEL 1 (Jack's hand picking up drawings):

PANEL 2 (Close-up: First drawing):

- Childish art of doll
- But eyes colored green

- Glowing effect

PANEL 3 (Close-up: Second drawing):

- Multiple dolls
- All with green eyes
- Standing in circle

PANEL 4 (Close-up: Third drawing):

- Adult figure (Silas) with glowing eyes
- Child figure (Rosie) holding hands with him
- Both smiling
- Background: more dolls

PANEL 5 (Jack's face):

- Concerned now
 - This isn't a simple runaway
-

PAGE 13

The journal

PANEL 1 (Jack opening journal):

PANEL 2 (Close-up: Journal entry 1):

- Neat handwriting
- "Mr. Silas says I'm special."

PANEL 3 (Close-up: Journal entry 2):

- "He says I can help fix people."

PANEL 4 (Close-up: Journal entry 3):

- "Mom cried again today. She's so weak."

PANEL 5 (Jack's eyes widening):

PANEL 6 (Close-up: Final journal entry):

- "The festival is coming. Mr. Silas says I'll be the Mother. I'll take care of everyone. Make them perfect. Make them quiet."
-

PAGE 14

The movement

PANEL 1 (Jack reading journal):

JACK: Sweet merciful hell.

PANEL 2 (Background: Doll on shelf):

- Same composition as before

Sound Effect: *click*

PANEL 3 (Same composition):

- Doll's head has rotated
- Now facing Jack directly

PANEL 4 (Jack spinning around):

- Hand on raygun
- Drawing it

Sound Effect: *SHING*

PANEL 5 (Wide shot):

- Jack aiming at doll
- Doll motionless
- Martha in doorway, confused

MARTHA: Mr. Reeves?

PANEL 6 (Close-up on doll's eyes):

- Reflecting lamplight
 - Tiny green stars in glass
-

PAGE 15

Retreat

PANEL 1 (Jack backing toward door):

- Still aiming at doll
- Grabbing journal with other hand

PANEL 2 (Jack in doorway):

JACK: Where's Hollowgrave Mine?

PANEL 3 (Downstairs, Clem standing):

- First movement in days
- Eyes focusing

CLEM: Five miles west. Through the wetlands.

PANEL 4 (Clem's face, urgent):

CLEM: But you can't go there—radiation'll cook you from inside out.

PANEL 5 (Jack, determined):

JACK: Rosie went there.

PAGE 16

The history

PANEL 1 (Clem, grave):

CLEM: Nobody goes to Hollowgrave Mine. Not since old Silas Holloway's partners left him to die.

PANEL 2 (Flashback panel, sepia tone):

- Shadowy figures of three men
- Leaving fourth figure in mine shaft
- Scared, desperate

CLEM (caption): Must be seventy years ago now.

PANEL 3 (Back to present, Jack):

JACK: Holloway or Hollowgrave?

PANEL 4 (Clem, darker):

CLEM: Same man. Different name.

PANEL 5 (Close-up on Clem's eyes):

CLEM: Story goes he survived somehow. Came back... changed.

PAGE 17

The warning

PANEL 1 (Clem):

CLEM: Calls himself Hollowgrave now. Sometimes I see him in town—never seems to age.

PANEL 2 (Close-up):

CLEM: Eyes wrong somehow.

PANEL 3 (Clem, conflicted):

CLEM: But he's been nothing but kind to Mireholm.

PANEL 4 (Jack at door):

JACK: I'll need a radiation suit and a map.

PANEL 5 (Martha, desperate):

MARTHA: What about the bounty?

PANEL 6 (Jack, pausing at threshold):

JACK: If your daughter's alive, I'll bring her back.

PAGE 18

Jack's promise

PANEL 1 (Jack's face, grim):

JACK: But Mrs. Dalton—

PANEL 2 (Pull back to show all three):

- Jack in doorway
- Martha and Clem watching
- Desperation vs. resignation

JACK: —you might not like what I find.

PANEL 3 (Door closing):

Sound Effect: *THUNK*

PANEL 4 (Interior, Martha and Clem alone):

- Standing in tilted kitchen
- Holding each other
- Knowing something's very wrong

PANEL 5 (Exterior, Jack mounting horse):

PANEL 6 (Upstairs window):

- In Rosie's room
- Doll silhouette
- Watching Jack leave

PAGE 19-20 (DOUBLE-PAGE SPREAD)

The town square

PANEL 1 (Borderless spread):

- Mireholm town square
- Festival preparations everywhere
- Workers erecting stalls
- Children running, laughing
- Colorful bunting on tilting buildings
- Spanish moss dripping
- And DOLLS EVERYWHERE
- In windows, on tables, in arms
- All similar
- All watching

Sound Effects scattered throughout:

- *CHATTER CHATTER*
- *HAMMER HAMMER*
- *GIGGLE*

- *THUMP*

Caption Box: "The Festival begins tomorrow."

承 (SHŌ) - DEVELOPMENT

Pages 21-40: "The Investigation"

PAGE 21

Meeting Silas

PANEL 1 (Wide):

- Jack pushing through crowd
- Makeshift stage ahead
- Figure directing workers

PANEL 2 (Medium):

- SILAS HOLLOWGRAVE
- Silver hair, gaunt face
- Weathered prospector clothes
- Warm smile
- But eyes catch light wrong

PANEL 3 (Silas turning, seeing Jack):

SILAS: You must be Mr. Reeves!

PANEL 4 (Silas approaching, hand extended):

SILAS: The Daltons mentioned they'd hired help. Silas Hollowgrave.

PANEL 5 (Close-up: Handshake):

- Jack's hand gripping Silas's
- Silas's skin looks waxy, preserved

PANEL 6 (Jack's face):

- Trying not to show revulsion
 - Hand feels like touching corpse
-

PAGE 22

The conversation

PANEL 1 (Medium, both):

JACK: I'm looking for Rosie Dalton.

PANEL 2 (Silas, concerned expression):

SILAS: Poor child. Such a talented student.

PANEL 3 (Silas, gesturing vaguely):

SILAS: I fear she may have wandered into the old mine. Dangerous place.

PANEL 4 (Silas, too helpful):

SILAS: I'd be happy to guide you there.

PANEL 5 (Jack, declining):

JACK: That won't be necessary.

PANEL 6 (Silas smiling):

- Smile never wavers
- Too perfect

SILAS: As you wish.

PAGE 23

The shadow

PANEL 1 (Silas turning away):

- Returning to directing workers

PANEL 2 (Wide shot):

- Silas in foreground
- Workers in background
- Normal scene

PANEL 3 (Same composition):

- But Silas's SHADOW on ground
- Moves half-second AFTER he does

PANEL 4 (Close-up: Jack's eyes):

- He noticed

PANEL 5 (Silas's shadow):

- Wrong angle for sun position
- Reaches toward Jack

PANEL 6 (Jack turning away):

- Hand on raygun
 - Need to investigate more
-

PAGE 24

The Soggy Nickel

PANEL 1 (Establishing shot):

- Saloon exterior
- Water stains everywhere
- Building tilting badly
- Sign barely readable

PANEL 2 (Interior):

- Dark, humid
- Floorboards soft
- ONE-THUMB PETE behind bar
- Few patrons, all looking hollow

PANEL 3 (Jack at bar):

- Slapping coins down

Sound Effect: *CLINK*

JACK: Information.

PANEL 4 (Pete pouring whiskey):

Sound Effect: *GLUG GLUG*

PANEL 5 (Whiskey glass):

- Liquid looks suspicious
- Smells worse

PETE: About the girl? Or about what she really was?

PAGE 25

Pete's information

PANEL 1 (Jack leaning in):

JACK: Talk.

PANEL 2 (Pete drinking his own shot):

PETE: Strange kid. Too quiet. Like she was studying folks.

PANEL 3 (Pete, serious):

PETE: And lately, people been acting wrong.

PANEL 4 (Close-up on Pete):

PETE: Like they're here but not here.

PANEL 5 (Pete gesturing at window):

PETE: Sheriff Clayborne—yesterday he laughed at my jokes.

PANEL 6 (Pete, darker):

PETE: This morning he barely blinks. Moves too smooth. Like a wind-up toy.

PAGE 26

The scale

PANEL 1 (Jack, urgent):

JACK: How many?

PANEL 2 (Pete shrugging):

PETE: Fifty? Hundred? Hard to say.

PANEL 3 (Pete leaning close):

PETE: But something's wrong in Mireholm.

PANEL 4 (Close-up on Pete's eyes):

PETE: Started when Hollowgrave showed up with his damn festival.

PANEL 5 (Extreme close-up):

PETE: People say he should be dead but ain't. That the radiation changed him.

PANEL 6 (Jack):

JACK: Into what?

PAGE 27

The answer

PANEL 1 (Pete's face, afraid):

PETE: Something that ain't quite human no more.

PANEL 2 (Silence panel):

- Jack processing
- Pete drinking
- Saloon atmosphere oppressive

PANEL 3 (Jack standing):

JACK: Where's the Sheriff's office?

PANEL 4 (Pete pointing):

PETE: Two blocks east. But—

PANEL 5 (Jack already leaving):

Sound Effect: *CREAK* (door)

PANEL 6 (Pete alone at bar):

- Looking at Jack's untouched whiskey
 - Worried expression
-

PAGE 28

The Sheriff

PANEL 1 (Exterior: Sheriff's Office):

- Small building
- Sign: "SHERIFF"
- One window, light inside

PANEL 2 (Interior):

- SHERIFF CLAYBORNE at desk
- Staring at paperwork
- Not reading it
- Movements too precise

PANEL 3 (Door opening):

Sound Effect: *CREAK*

PANEL 4 (Sheriff looking up):

- Perfectly timed movement
- Mechanical

SHERIFF: Can I help you?

PANEL 5 (Jack entering):

JACK: We talked yesterday about Rosie Dalton. You remember?

PANEL 6 (Pause):

- Sheriff's face
 - Too long to answer
 - Eyes slightly unfocused
-

PAGE 29

The test

PANEL 1 (Sheriff):

SHERIFF: Of course.

PANEL 2 (Jack, testing):

JACK: What did I tell you?

PANEL 3 (Another pause):

- Even longer
- Sheriff's eyes don't quite focus on Jack

PANEL 4 (Sheriff):

SHERIFF: You... said you were investigating.

PANEL 5 (Jack drawing raygun):

Sound Effect: *SHING*

PANEL 6 (Wide shot):

- Jack aiming at Sheriff
 - Sheriff calm, unafraid
 - Perfectly still
-

PAGE 30

The replacement

PANEL 1 (Close-up: Jack's face):

JACK: Who are you?

PANEL 2 (Sheriff, no emotion):

SHERIFF: Sheriff Clayton Clayborne.

PANEL 3 (Closer on Sheriff):

SHERIFF: I don't understand the question.

PANEL 4 (Jack's eyes widening):

- Horror dawning
- This thing isn't the Sheriff
- It's wearing his body

PANEL 5 (Jack backing toward door):

PANEL 6 (Sheriff still sitting):

- Perfectly still
 - No fear
 - Empty
-

PAGE 31

Escape

PANEL 1 (Jack bursting through door):

Sound Effect: *CRASH*

PANEL 2 (Running through street):

Sound Effect: *THUMP THUMP THUMP*

PANEL 3 (Jack's face while running):

- Panicked
- How many are replaced?
- Can he trust anyone?

PANEL 4 (Background: Townspeople):

- Going about business
- Some look normal
- Some have that hollow quality
- Impossible to tell

PANEL 5 (Jack ducking into alley):

PANEL 6 (Leaning against wall, breathing hard):

Sound Effect: *GASP GASP*

PAGE 32-33 (DOUBLE-PAGE SPREAD)

The merchant row

PANEL 1 (Borderless spread):

- Merchant stalls lining street
- DOLLS FOR SALE EVERYWHERE
- Tables covered in identical porcelain faces
- All staring
- Jack moving through, investigating
- Crowds of people (some hollow, some not)
- Festival atmosphere contradicts horror

Sound Effects scattered:

- *CHATTER*
 - *COINS*
 - *GIGGLE*
-

PAGE 34

The discovery

PANEL 1 (Jack at merchant table):

- Examining dolls
- Merchant watching (hollow-eyed)

PANEL 2 (Close-up: Doll):

- Beautiful craftsmanship
- Victorian style
- Perfect smile

PANEL 3 (Closer: Doll's scalp):

- Human hair braided into porcelain
- Multiple colors
- Multiple people

PANEL 4 (Jack's face):

- Disgust
- Horror

PANEL 5 (Jack picking up doll):

JACK: Where do these come from?

PANEL 6 (Merchant, flat tone):

MERCHANT: Mr. Hollowgrave's workshop. He makes them all.

PAGE 35

Inside the doll

PANEL 1 (Jack turning doll over):

PANEL 2 (Back panel of doll):

- Small seam
- Can be opened

PANEL 3 (Jack's multi-tool):

Sound Effect: *click*

PANEL 4 (Opening back panel):

Sound Effect: *pop*

PANEL 5 (Inside doll):

- Fragment of glowing GREEN CRYSTAL
- X-ranum
- Pulsing with sickly light

PANEL 6 (Jack's eyes widening):

PAGE 36

The voice

PANEL 1 (Jack touching crystal with probe):

PANEL 2 (Jack's face):

- Sudden psychic impact
- Eyes going wide
- Pain

PANEL 3 (Abstract panel):

- Darkness
- Green light
- Screaming face (woman)
- Trapped

PANEL 4 (Text across darkness):

VOICE: *help me help me help me help me*

PANEL 5 (Jack dropping tool):

Sound Effect: *CLATTER*

PANEL 6 (Jack stumbling back):

- Breathing hard
- Understanding dawning
- The dolls contain PEOPLE

PAGE 37

Boarding room - evening

PANEL 1 (Exterior: Cheap boarding house):

- Mist rolling in
- Night approaching
- One window lit

PANEL 2 (Interior: Jack's room):

- Small, tilted
- Bed, table, chair
- Jack barricading door

Sound Effect: *SCRAPE*

PANEL 3 (Jack at table):

- Journal, map, doll laid out
- Studying evidence

PANEL 4 (Close-up: Journal entry):

- "I'll be the Mother"
- "Make them perfect"

PANEL 5 (Jack's face):

- Piecing it together
- Rosie isn't a victim
- She's part of this

PANEL 6 (Clock):

- Nearly midnight
-

PAGE 38

The knock

PANEL 1 (Jack studying map):

PANEL 2 (Silence panel):

- Jack alert
- Something's wrong

PANEL 3 (KNOCK at door):

Sound Effect: *TOK TOK TOK*

PANEL 4 (Jack grabbing raygun):

VOICE (O.S.): Mr. Reeves?

PANEL 5 (Jack at door):

- Hand on raygun
- Other hand on doorknob

VOICE (O.S.): Please, I need to talk to you. About Rosie.

PANEL 6 (Jack recognizing voice):

JACK: Mrs. Dalton?

PAGE 39

Not-Martha

PANEL 1 (Door cracking open):

- Jack peering through gap
- Raygun ready

PANEL 2 (Martha in hallway):

- But movements too precise
- Eyes hollow
- Replaced

PANEL 3 (Close-up: Not-Martha's face):

- Trying to smile
- Uncanny valley
- Wrong

NOT-MARTHA: Mr. Hollowgrave told me where to find you.

PANEL 4 (Jack's face):

- Horror
- They got Martha

JACK: What do you want?

PANEL 5 (Not-Martha producing doll):

NOT-MARTHA: He wants to speak with you. About the girl. About everything.

PANEL 6 (Doll):

- Beautiful craftsmanship
 - But braided into scalp: Martha's hair
-

PAGE 40

The gift

PANEL 1 (Not-Martha setting doll on threshold):

NOT-MARTHA: He wanted you to have this. A gift.

PANEL 2 (Not-Martha):

NOT-MARTHA: So you understand.

PANEL 3 (Not-Martha walking away):

- Mechanical precision
- Inhuman gait

PANEL 4 (Jack staring at doll):

PANEL 5 (Close-up: Doll with Martha's hair):

- Smiling
- Eyes reflecting Jack's lamplight
- Green glint

PANEL 6 (Jack's face):

- Understanding

- Martha is in there
 - Trapped
 - Screaming
-

転 (TEN) - TWIST

Pages 41-55: "The Truth Revealed"

PAGE 41 (SPLASH PAGE)

Journey to the mine

PANEL 1 (Full page, vertical):

- Night
- Jack in RADIATION SUIT
- Moving through glowing wetlands
- Marsh water reflects GREEN
- X-ranum contamination everywhere
- Mist thick
- Things moving in water (mutated)
- Mine entrance visible in distance, bleeding green light

Caption box (bottom): "Midnight."

NO DIALOGUE

PAGE 42

Descent

PANEL 1 (Mine entrance):

- Yawning darkness
- Green light from within
- Warning signs ignored
- Radiation symbols

PANEL 2 (Jack entering):

- Hand on raygun
- Geiger counter clicking

Sound Effect: *CLICK CLICK CLICK CLICK*

PANEL 3 (Tunnel):

- Walls lined with X-ranum veins
- Glowing green
- Casting sick shadows

PANEL 4 (Jack's face through radiation suit visor):

- Grim determination
- Sweat

PANEL 5 (Tunnel deepening):

- Descending
- Getting brighter ahead

PANEL 6 (Opening into chamber ahead):

- Massive space
- Light pouring out

PAGE 43-44 (DOUBLE-PAGE SPREAD)

The ritual chamber

PANEL 1 (Borderless spread):

- MASSIVE UNDERGROUND CHAMBER
- Walls lined with GLOWING X-RANUM CRYSTALS
- In center: RITUAL CIRCLE made of bones and doll parts
- Surrounding circle: THOUSANDS OF DOLLS in concentric rings
- All glowing green
- All containing trapped consciousness
- SILAS HOLLOWGRAVE in circle's heart, arms raised
- Green light pouring from his eyes, nose, mouth
- His shadow writhing on walls, independent
- Reality warping slightly—geometry wrong
- Air shimmering with radiation and psychic energy

NO DIALOGUE

Sound Effects:

- *hummmmmmm* (psychic resonance)
- *click click click* (Geiger counter going crazy)

PAGE 45

Confrontation

PANEL 1 (Jack stepping into chamber):

- Dwarfed by scale
- Thousands of dolls watching him

PANEL 2 (Silas lowering arms, turning):

- Eyes blazing green
- Smile widening

SILAS: Mr. Reeves.

PANEL 3 (Silas, welcoming gesture):

SILAS: I'm pleased you came. You're early.

PANEL 4 (Close-up: Silas's glowing eyes):

SILAS: The ceremony doesn't begin until the festival reaches its crescendo.

PANEL 5 (Jack, raygun drawn):

JACK: What are you doing to these people?

PANEL 6 (Silas gesturing at glowing dolls):

SILAS: Perfecting them.

PAGE 46

The philosophy

PANEL 1 (Silas, passionate):

SILAS: Humanity is broken, Mr. Reeves.

PANEL 2 (Close-up: Silas's face):

- Genuine belief
- Madness and conviction

SILAS: Small-minded. Cruel. Petty.

PANEL 3 (Gesturing at ritual circle):

SILAS: So I'm giving them peace. Replacing their fractured consciousness with something... purer.

PANEL 4 (Jack, horrified):

JACK: You're killing them!

PANEL 5 (Silas, shaking head):

SILAS: I'm saving them.

PANEL 6 (Silas, arms spreading):

SILAS: The Others will inhabit their vessels and make them whole.

PAGE 47

The Others

PANEL 1 (Jack):

JACK: The Others?

PANEL 2 (Silence panel):

- Ritual circle pulsing
- Reality bending

PANEL 3 (Reality TEARS):

- Space ripping open
- Not violently—like fabric parting

Sound Effect: *RRRIP*

PANEL 4 (Through the tear: SOMETHING):

- Too many eyes
- Geometry that makes mind hurt
- Colors that shouldn't exist
- Beautiful and terrible

PANEL 5 (Jack's face):

- Horror
- Mind recoiling
- Can't fully process what he's seeing

PANEL 6 (Silas, reverent):

SILAS: Beautiful, aren't they?

PAGE 48

The backstory

PANEL 1 (Silas, eyes distant):

SILAS: I met them during my century underground.

PANEL 2 (Flashback panel - sepia tone):

- Younger Silas
- Trapped in collapsed mine
- Dying
- Alone in darkness

SILAS (caption): After Marcus and Jacob and Samuel left me to die.

PANEL 3 (Flashback - green tint):

- Radiation flooding in
- Silas screaming
- Body transforming

SILAS (caption): The radiation opened my mind.

PANEL 4 (Flashback - abstract):

- Silas's consciousness expanding
- Meeting the alien entities
- First contact

SILAS (caption): And the Others showed me truth.

PANEL 5 (Back to present, Silas):

SILAS: They'll make Mireholm perfect.

PANEL 6 (Silas, zealous):

SILAS: And then every town on this frontier.

PAGE 49

The offer

PANEL 1 (Silas, reasonable tone):

SILAS: No more betrayal. No more cruelty.

PANEL 2 (Silas approaching Jack):

SILAS: Just pure, eternal peace.

PANEL 3 (Jack, backing up):

JACK: That's not peace—that's extinction!

PANEL 4 (Silas, disappointed):

SILAS: It's evolution.

PANEL 5 (Silas raising hands):

SILAS: I offered you mercy, Mr. Reeves. The chance to be perfected willingly.

PANEL 6 (Dolls around chamber beginning to MOVE):

Sound Effect: *click click click click*

SILAS: But you've chosen the hard way.

PAGE 50

The swarm

PANEL 1 (Dolls rising):

- Hundreds simultaneously
- Clicking porcelain limbs
- Eyes glowing green

Sound Effects: *CLICK CLICK CLICK CLICK CLICK*

PANEL 2 (Jack firing raygun):

Sound Effect: *ZZZAP*

PANEL 3 (Doll exploding):

Sound Effect: *CRASH*

PANEL 4 (Psychic scream from shattered doll):

- Abstract panel
- Trapped consciousness released
- Dying

Sound Effect: *AAAAAHHHHH*

PANEL 5 (Jack's face):

- Hit by psychic feedback
- Pain
- Realizing: he's killing people

PANEL 6 (More dolls swarming):

- Climbing walls
- Ceiling
- Surrounding him

PAGE 51

The impossible choice

PANEL 1 (Silas, smug):

SILAS: You feel them, don't you?

PANEL 2 (Jack fighting through doll swarm):

- Shattering them
- Each one causing psychic pain
- Each one a death

PANEL 3 (Silas, closer):

SILAS: Every doll contains a soul.

PANEL 4 (Close-up: Silas's face):

SILAS: Destroy me, and they all die. The ritual is self-sealing.

PANEL 5 (Jack trying to switch raygun to stun):

PANEL 6 (Firing stun bolt):

Sound Effect: *ZZZT*

PAGE 52

Intangible

PANEL 1 (Stun bolt passing THROUGH Silas):

- His form becomes shadowy
- Intangible
- Bolt hitting wall behind

Sound Effect: *ZZAP*

PANEL 2 (Silas laughing):

SILAS: The radiation doesn't just heal me, Mr. Reeves.

PANEL 3 (Silas solidifying):

- Becoming flesh again

SILAS: It transforms me.

PANEL 4 (Silas gesturing):

- Psychic force building

SILAS: I'm not entirely flesh anymore.

PANEL 5 (PSYCHIC BLAST hitting Jack):

Sound Effect: *WHOOM*

PANEL 6 (Jack slammed against wall):

Sound Effect: *CRASH*

PAGE 53

The apprentice arrives

PANEL 1 (Jack on ground):

- Struggling to rise
- Doll swarm approaching
- Ritual circle pulsing brighter

PANEL 2 (Alien entities pushing through tear):

- More of them manifesting
- Reality warping further

PANEL 3 (Footsteps):

Sound Effect: *tap tap tap*

PANEL 4 (Small feet entering panel bottom):

- White dress shoes
- Clean despite mine filth

PANEL 5 (ROSIE DALTON):

- 12 years old
- Blonde braids perfect
- White dress impossibly clean
- Carrying MOTHER DOLL
- Eyes glowing green

ROSIE: Mr. Silas?

PANEL 6 (Close-up: Rosie's smile):

- Cold
- Knowing
- No child should smile like this

ROSIE: Is it time?

PAGE 54-55 (DOUBLE-PAGE SPREAD)

The betrayal revealed

PANEL 1 (Borderless spread):

- Wide shot of chamber
- Silas in center, glowing
- Rosie approaching him
- Jack on ground, watching
- Thousands of glowing dolls surrounding them
- Alien entities partially manifested
- Reality warped

JACK: Rosie! Your parents are looking for you!

PANEL 2 (Rosie turning to Jack):

- That cold smile
- Eyes blazing green

ROSIE: You mean those weak, broken things?

PANEL 3 (Rosie setting Mother doll down):

- Doll begins moving independently

ROSIE: I left them behind.

PANEL 4 (Rosie and Silas):

- Standing together
- Teacher and student

- Both glowing
- Both monsters

ROSIE: Mr. Silas showed me what I really am. What I can become.

PANEL 5 (Rosie, arms raising like Silas):

ROSIE: I'm going to be the Mother of the new order.

PANEL 6 (Close-up: Rosie's face):

- Genuine joy
- Genuine evil
- No redemption possible

ROSIE: Isn't it wonderful?

結 (KETSU) - RESOLUTION

Pages 56-80: "The Price of Victory"

PAGE 56

Jack's realization

PANEL 1 (Jack staring up at Rosie):

- Horror dawning
- She isn't a victim
- She chose this

JACK: Rosie, listen to me—

PANEL 2 (Rosie, cutting him off):

ROSIE: No. You listen.

PANEL 3 (Close-up: Rosie's glowing eyes):

ROSIE: I'm special. I'm perfect.

PANEL 4 (Rosie gesturing at alien entities):

ROSIE: And when the Others come through, I'll be their vessel.

PANEL 5 (Rosie, zealous):

ROSIE: Their queen.

PANEL 6 (Jack's face):

- Can't save her
- She doesn't want to be saved
- Only one option left

PAGE 57

The decision

PANEL 1 (Jack's hand):

- Moving to belt
- Belt charges visible
- Shaped explosives

PANEL 2 (Silas noticing):

SILAS: What are you doing?

PANEL 3 (Jack rising, pulling charge):

JACK: Something you didn't plan for.

PANEL 4 (Jack at X-ranum crystal pillar):

- Planting charge at base

JACK: You need the radiation to live.

PANEL 5 (Planting charge activated):

Sound Effect: *beep beep*

JACK: Need the crystals to power your ritual.

PANEL 6 (Jack, grim):

JACK: So I'm taking them away.

PAGE 58

The race

PANEL 1 (Silas shrieking):

SILAS: You'll kill us all! The explosion will bring down the entire chamber!

PANEL 2 (Jack running to second pillar):

JACK: I know.

PANEL 3 (Planting second charge):

JACK: But at least you won't turn everyone into your hollow puppets.

PANEL 4 (Silas sending doll wave):

SILAS: STOP HIM!

PANEL 5 (Dolls swarming Jack):

Sound Effect: *CLICK CLICK CLICK CLICK*

PANEL 6 (Jack fighting through):

- Smashing dolls
 - Psychic screams with each death
 - Still moving
-

PAGE 59

The cost

PANEL 1 (Jack shattering dolls):

Sound Effect: *CRASH CRASH CRASH*

PANEL 2 (Psychic feedback hitting him):

- Each broken doll a death
- Each death a scream in his mind
- Stacking up

PANEL 3 (Jack's face):

- In agony
- Tears streaming
- Killing innocent people
- No choice

PANEL 4 (Planting third charge):

- Hands shaking
- Blood on suit

PANEL 5 (Planting fourth charge):

Sound Effect: *beep beep beep beep*

PANEL 6 (Rosie watching, calm):

ROSIE: You're going to die down here.

PAGE 60

The final charges

PANEL 1 (Jack at ritual circle edge):

- Planting fifth charge
- Dolls still attacking

JACK: Probably.

PANEL 2 (Jack breaking through to Silas):

JACK: But so will you.

PANEL 3 (Planting final charge):

- Directly beneath Silas's feet

JACK: And so will she.

PANEL 4 (Jack activating timer):

Sound Effect: *BEEP BEEP BEEP*

PANEL 5 (Timer display):

- 60 SECONDS
- Counting down

PANEL 6 (Jack's face):

JACK: And sometimes that's the best you can hope for.

PAGE 61

The run

PANEL 1 (Jack running for tunnel):

PANEL 2 (Behind him: Silas screaming):

SILAS: You're MAD!

PANEL 3 (Reality tearing wider):

- Alien entities grasping
- Trying to pull through before explosion

PANEL 4 (Rosie standing still):

- Arms raised
- Welcoming them
- Smiling

PANEL 5 (Jack in tunnel):

- Running
- Timer in background: 30 SECONDS

PANEL 6 (Behind him: Chamber blazing green):

- Ritual accelerating
 - Everything happening at once
-

PAGE 62-63 (DOUBLE-PAGE SPREAD)

The explosion

PANEL 1 (Left page, vertical panels):

Panel A: Timer: 10 **Panel B:** Timer: 9
Panel C: Timer: 8 **Panel D:** Timer: 7 **Panel E:** Timer: 6

PANEL 2 (Right page top):

- Jack diving out of mine entrance
- Covering head

Timer display: 5

PANEL 3 (Full right page):

- MASSIVE EXPLOSION
- Mine erupting
- Green light and fire
- Shockwave rippling outward
- Ground shaking
- Reality snap ping back (alien entities forced out)
- Abstract: Thousands of trapped minds released
- Psychic scream wave

Sound Effects:

- *BOOOOOM*
- *CRAAAASH*
- *RUUUMBLE*

NO DIALOGUE

PAGE 64

The aftermath - Mireholm

PANEL 1 (Town square, same moment):

- Every doll SHATTERING simultaneously

Sound Effect: *CRASH CRASH CRASH*

PANEL 2 (People dropping):

- Clutching heads
- Psychic wave hitting
- Released consciousness flooding back

PANEL 3 (Wide shot):

- Town in chaos
- People screaming
- Confusion
- Some waking from nightmare
- Some just... empty

PANEL 4 (Dalton house):

- Martha collapsing
- Clem catching her
- She's back in her body
- But traumatized

PANEL 5 (Festival grounds):

- Shattered porcelain everywhere
- Like a battlefield of broken dolls

PANEL 6 (Silence panel):

- Sun beginning to rise
 - Mist still thick
 - Town forever changed
-

PAGE 65

Jack survives

PANEL 1 (Mine entrance, collapsed):

- Rubble everywhere
- Green glow gone
- Just smoking rock

PANEL 2 (Jack's hand):

- Pushing up through rubble

Sound Effect: *scrape*

PANEL 3 (Jack crawling out):

- Radiation suit cracked
- Bleeding from dozen wounds
- Covered in dust

PANEL 4 (Jack standing):

- Looking at collapsed mine
- Swaying
- Barely conscious

PANEL 5 (Behind him: Dawn):

- Sun rising through mist
- First light in hours

PANEL 6 (Jack limping toward town):

- Distant silhouette
 - Wounded but alive
-

PAGE 66

Return to Mireholm

PANEL 1 (Town square - dawn):

- Festival decorations garish in daylight
- Obscene now
- Shattered dolls everywhere
- People wandering, confused

PANEL 2 (Jack walking through):

- People staring at him
- Some grateful
- Some hollow
- Some still don't know what happened

PANEL 3 (Woman approaching Jack):

WOMAN: What... what happened to us?

PANEL 4 (Jack, can't answer):

- Too tired
- Too traumatized
- Just keeps walking

PANEL 5 (Another townsperson):

MAN: Where's Hollowgrave? Where's the festival?

PANEL 6 (Jack, quiet):

JACK: Gone. All gone.

PAGE 67

The Daltons

PANEL 1 (Exterior: Dalton house):

- Still tilting
- Martha and Clem on porch
- Waiting

PANEL 2 (They see Jack approaching):

- Martha standing
- Hope and fear mixed

PANEL 3 (Martha grabbing Jack's arm):

MARTHA: Did you find her? Did you find Rosie?

PANEL 4 (Jack looking at them):

- These people who lost daughter twice
- Once when she turned evil
- Once when she died

PANEL 5 (Jack, gentle):

JACK: The mine collapsed.

PANEL 6 (Close-up: Jack's eyes):

JACK: Nobody could have survived.

PAGE 68

The truth unspoken

PANEL 1 (Clem's face):

- Understanding passes between him and Jack
- He knows Rosie was one of them
- Doesn't tell Martha

PANEL 2 (Martha sobbing):

- Into apron
- Grief but also relief
- Daughter is gone but suffering ended

PANEL 3 (Clem closing eyes):

- Silent pain
- Knowing truth
- Bearing it alone

PANEL 4 (Martha, through tears):

MARTHA: The bounty—

PANEL 5 (Jack, turning away):

JACK: Keep it.

PANEL 6 (Jack walking to horse):

JACK: Use it to leave this place.

PAGE 69

Departure

PANEL 1 (Jack mounting horse):

JACK: Find somewhere the buildings stand straight.

PANEL 2 (Looking back at Daltons):

JACK: And the air doesn't taste like sulfur.

PANEL 3 (Riding away):

Sound Effect: *CLOP CLOP CLOP*

PANEL 4 (Daltons watching him go):

- Holding each other
- Broken but together

PANEL 5 (Wide shot):

- Jack riding out of Mireholm
- Sun climbing higher
- Town behind him, sinking further

PANEL 6 (Mireholm in distance):

- Tilting buildings
 - Mist rising
 - Dying town left to marsh
-

PAGE 70 (SPLASH PAGE)

Three months later

PANEL 1 (Full page):

- Jack's office
- Desk covered in reports
- Walls with wanted posters
- Window showing different town
- Jack older, wearier
- Studying one particular report

Caption box: "Three months later. Whisper Creek."

PAGE 71

The report

PANEL 1 (Close-up: Report header):

- "WHISPER CREEK INCIDENT REPORT"
- Official stamps
- Urgent classification

PANEL 2 (Report text, highlighted sections):

- "Children's dolls appearing in homes"
- "Residents acting strangely"
- "New arrival to town"

PANEL 3 (Report continues):

- "Girl, approximately 12 years old"
- "Blonde hair, two braids"
- "Teaching doll-making workshops"

PANEL 4 (Jack's hand tightening on paper):

- Crumpling edges
- Knuckles white

PANEL 5 (Close-up: Jack's eyes):

- Horror
- Recognition
- Disbelief

PANEL 6 (Jack's face):

- Blood running cold
 - She survived
-

PAGE 72

The realization

PANEL 1 (Jack's internal thoughts - text overlay):

JACK (thought): I saw her walk into that explosion.

PANEL 2 (Flashback panel - explosion):

- Chamber erupting
- Rosie standing in it

JACK (thought): Saw the mine collapse.

PANEL 3 (Back to present, Jack):

JACK (thought): But if she used her psychic abilities...

PANEL 4 (Flashback - Rosie's eyes glowing):

- Her consciousness jumping
- Into Mother doll

JACK (thought): ...jumped into one of the dolls before the blast...

PANEL 5 (Jack standing):

- Grabbing coat
- Grabbing raygun

PANEL 6 (Jack at door):

- Grim determination
 - This isn't over
-

PAGE 73

The hunt continues

PANEL 1 (Jack's office door):

- Opening

Sound Effect: *CREAK*

PANEL 2 (Hallway):

- Jack walking out
- Shadow long behind him

JACK (thought): Somewhere out there, a child monster was learning from her mistakes.

PANEL 3 (Exterior: Building):

- Jack emerging
- Town around him
- Different from Mireholm but same frontier feel

JACK (thought): Getting smarter. Getting stronger.

PANEL 4 (Jack mounting horse):

JACK (thought): And I had a new bounty to collect.

PANEL 5 (Riding out):

- Toward horizon
- Toward Whisper Creek

PANEL 6 (Wide shot):

- Jack riding into distance
- New town ahead
- Cycle beginning again

PAGE 74-75 (DOUBLE-PAGE SPREAD)

Whisper Creek

PANEL 1 (Borderless spread):

- New town in distance
- Similar to Mireholm (buildings slightly tilted, mist, wetlands)
- Festival preparations visible
- And in town square: small figure with blonde braids
- Teaching children
- Making dolls
- All watching her with rapt attention

Caption box: "Whisper Creek. Population: 1,000."

Caption box: "For now."

NO DIALOGUE

PAGE 76

Rosie continues

PANEL 1 (Close-up: Blonde braids):

- Could be any child
- From behind

PANEL 2 (Turning):

- ROSIE
- Older? Or same?
- Hard to tell
- Different body? Or same?

PANEL 3 (Rosie's face):

- That cold smile
- She knows Jack is coming
- Doesn't care
- She learned from Silas's mistakes

PANEL 4 (Rosie holding doll):

- Showing children how to make them
- Perfect craftsmanship

ROSIE: The secret is in the hair, children.

PANEL 5 (Children watching, fascinated):

ROSIE: You must weave it into the scalp. So the doll can hold what matters.

PANEL 6 (Close-up: Rosie's eyes):

- Glowing faint green
 - She's already started here
 - Time's running out
-

PAGE 77

The cycle

PANEL 1 (Jack on ridge, looking down at town):

- Can see festival preparations
- Can see Rosie in square
- Too far to act yet

PANEL 2 (Jack's face):

- Weary
- But determined
- This is his mission now

JACK (thought): Some evils don't die easy.

PANEL 3 (Jack riding down toward town):

JACK (thought): Some evils don't die at all.

PANEL 4 (Wide shot):

- Jack approaching town
- Rosie in square, aware
- Game beginning again

PANEL 5 (Split panel):

- Left: Jack's determined face
- Right: Rosie's cold smile

PANEL 6 (Silence panel):

- Town square
 - Festival banners
 - Dolls watching
-

PAGE 78

The warning

PANEL 1 (Text overlay, official document style):

TEXT: "The events depicted are based on classified reports from the New Sonora Railroad Company's Paranormal Investigation Division."

PANEL 2 (Image: Sealed mine entrance):

TEXT: "Hollowgrave Mine remains sealed by government order."

PANEL 3 (Image: Missing person poster):

- Rosie's face
- "WANTED"
- "EXTREMELY DANGEROUS"

TEXT: "Rosie Dalton's current whereabouts remain unknown."

PANEL 4 (Image: Porcelain doll with glowing eyes):

TEXT: "If you encounter porcelain dolls with glowing green eyes..."

PANEL 5 (Same doll, closer):

TEXT: "...do not bring them into your home."

PANEL 6 (Doll's eyes filling panel):

TEXT: "Report all sightings to your local Railroad Authority office immediately."

PAGE 79

Final warning

PANEL 1 (Black panel with text):

TEXT: "Stay vigilant, citizen."

PANEL 2 (Image: Frontier landscape):

- Beautiful but dangerous
- X-ranum veins glowing in rocks

TEXT: "The frontier is full of wonders."

PANEL 3 (Image: Doll in window, watching):

TEXT: "Not all of them are safe."

PANEL 4 (Image: Multiple towns on map):

- Each with doll icon
- Spreading

TEXT: "Recent sightings reported in: Whisper Creek, Dust Haven, New Sonora, Bitter Springs..."

PANEL 5 (Black panel):

TEXT: "She's still out there."

PANEL 6 (Doll's face, smiling):

TEXT: "Always watching. Always waiting."

PAGE 80 (FINAL PAGE)

The end?

PANEL 1 (Full page, single image):

- Porcelain doll on windowsill
- Night outside
- Town visible in distance
- Doll facing outward
- Eyes glowing faint green
- That painted smile
- Never wavering
- Never changing
- Eternal

Caption box (bottom):

"THE END...?"

BACK COVER TEXT:

"In the wetlands of New Sonora, towns sink into the marsh and dolls watch from every window. Jack Reeves thought he could save Mireholm from the horror lurking in Hollowgrave Mine. He thought he could rescue twelve-year-old Rosie Dalton from the monster who'd kidnapped her.

He was wrong.

Some children are born broken. And some evils don't die at all.

A tale of atomic horror and betrayal in the weird western frontier."

MANGA ADAPTATION NOTES

Visual Style Recommendations

Art Style:

- Seinen horror aesthetic (detailed, gritty, realistic)
- Heavy use of blacks and shadows (atmospheric dread)
- Intricate backgrounds (every panel shows Mireholm's wrongness)
- Expressive character faces (emotion drives horror)

Panel Layouts:

- **Ki:** Regular, stable panels (establish normalcy)
- **Shō:** Panels start tilting slightly (mirror Mireholm's tilt)
- **Ten:** Panel borders break, bleed, warp (reality breaking)
- **Ketsu:** Return to stability but with trauma visible

Key Visual Motifs:

- Dolls as recurring element (every page has at least one)
- Green glow (X-ranum contamination everywhere)
- Spanish moss (dripping, reaching, grasping)
- Tilted architecture (wrong geometry)
- Mist (obscures, reveals, transforms)

Silent Sequences: Several pages should have NO dialogue, relying entirely on visuals:

- Jack's arrival (Pages 1-4)
- Ritual chamber reveal (Pages 43-44)
- Explosion (Pages 62-63)
- Rosie in Whisper Creek (Pages 74-75)

Double-Page Spreads: Use for maximum impact at key moments:

- Mireholm introduction (Pages 2-3)
- Rosie's room (Pages 10-11)
- Festival grounds (Pages 32-33)
- Ritual chamber (Pages 43-44)
- The explosion (Pages 62-63)

- Rosie's survival (Pages 74-75)

Reading Flow (Right-to-Left)

For proper manga format, all panels should be read:

- Right to left
- Top to bottom
- Speech bubbles right to left

This script would need mirror-flipping if drawn for Western (left-to-right) markets.

Page Count Flexibility

This 80-page structure can be adjusted:

- **Serialization:** Release in 20-page chapters (4 chapters total, matching Kishōtenketsu)
- **One-shot:** Compress to 60 pages (tighten each act)
- **Extended:** Expand to 120 pages (add investigation sequences)

Sound Effects (Manga-Specific)

Japanese manga uses visual sound effects integrated into art. Recommended SFX:

- ゴゴゴゴ (GOGOGO): Ominous dread
- カチ (KACHI): Doll clicking
- ズズズ (ZUZUZU): Psychic pressure
- ドカーン (DOKAAN): Explosion
- シーン (SHIIN): Silence (paradoxically written)

Emotional Beats Per Act

Ki (Pages 1-20):

- Curiosity → Unease → Dread

Shō (Pages 21-40):

- Investigation → Discovery → Horror

Ten (Pages 41-55):

- Confrontation → Revelation → Despair

Ketsu (Pages 56-80):

- Sacrifice → Resolution → Lingering Fear

END OF MANGA ADAPTATION

This structure demonstrates how Kishōtenketsu emphasizes revelation and understanding over conflict, making it ideal for horror where dread and realization create fear more effectively than action.