

## FULL STORYBOARD — Relic Hamilton: Genie Hunter

(30–60 seconds total)

### SHOT 1 — Opening Atmosphere (2–3 seconds)

Visual: Slow pan across the River Thames mudflats at low tide. Boots stepping into frame.

Sound: Gentle water lapping, distant gulls.

Mood: Calm, curious, slightly eerie.

Text overlay: “Some treasures should stay buried...”

### SHOT 2 — Mudlarking With Grandad (3–4 seconds)

Visual: Close-up of hands brushing mud off an old coin or bottle.

Sound: Soft scrape of mud, a warm chuckle from Grandad.

Mood: Warm, grounded, relatable.

Text overlay: Relic Hamilton — ordinary boy.

### SHOT 3 — Descent Into the Basement (3 seconds)

Visual: Relic holding a torch, descending creaky wooden stairs into the antiques shop basement.

Sound: Creaking steps, low hum.

Text overlay: Until he found... the lamp.

Mood: Suspense rising.


### SHOT 4 — The Brass Lamp (3–4 seconds)

Visual: Close-up of the lamp under torchlight. Dust motes floating. A faint glow.

Sound: A soft metallic ring, then a low, unnatural rumble.

Mood: Magical, ominous.

Text overlay: A relic with a secret.


 SHOT 5 — The Awakening (4–5 seconds)

Visual: Quick cuts — lamp shaking, smoke curling, lights flickering. Never show the genie fully.

Sound: Whoosh of air, whispering voices, a rising musical sting.

Mood: High tension, supernatural.

Text overlay: Something ancient has awakened.

 SHOT 6 — The Threat (3–4 seconds)

Visual: Shadows stretching across walls, objects rattling, a crack forming in the lamp.

Sound: Deep bass pulse, heartbeat-like rhythm.

Mood: Dark, dangerous.

Text overlay: And it feeds on hope.

 SHOT 7 — The Secret Society (4–5 seconds)

Visual: Hidden door sliding open; glimpses of gadgets, glowing runes, maps of genie sightings.

Sound: Mechanical hiss, pages flipping, murmured voices.

Mood: Exciting, mysterious.

Text overlay: A world of genie hunters... revealed.


 SHOT 8 — Boarding The Aladdin (4–5 seconds)

Visual: Jet engines powering up; Relic stepping aboard; sky reflected in the cockpit glass.

Sound: Engine roar building, adventurous music swelling.

Mood: Epic, heroic.

Text overlay: Adventure begins.

 SHOT 9 — The Chase (5–6 seconds)

Visual: Fast montage — running footsteps, glowing symbols, lamp pulsing, maps flashing.

Sound: Fast percussion, rising tension.

Mood: Urgent, high stakes.

Text overlay: Before the Genie King rises...


 FINAL SHOT — Hook & Title (3–4 seconds)

Visual: The lamp slams shut; darkness; then the book cover fades in.

Sound: Final “boom” sting, then silence.

Text overlay: “Some genies grant wishes... Others take everything.”

Then: Relic Hamilton: Genie Hunter — Joseph Coelho

 Optional Ending (1–2 seconds)

Visual: Smoke drifting across the screen.

Text: “Dare you open the lamp?”

Sound: Whispered breath.

Suggested camera angles:

- Close-up: lamp, smoke, Relic’s expression
- Wide shot: mudflats, basement stairs
- Tracking shot: running, movement
- Low angle: to make the genie feel powerful
- High angle: to show Relic’s vulnerability

Tips:

- Keep clips short (1–3 seconds).
- Use fade-ins and fade-outs.
- Add text slides sparingly.
- Choose music that matches the mood.
- Avoid showing the genie fully — mystery is more powerful.