Sound effects help you tell a story. (So do explosions.)

If you want to show a sound happening lots of times, just repeat it. Simple.

You can combine sound effects with movement lines or shapes.

(Also you can really annoy space experts by putting sound effects in space.)

You can make up your own words for sound effects.

NOOO! THE BAD MAN BLEW UP EARTH! WE MUST LEAVE!

NOOO! METEORITES! OR IS IT METEOROIDS? ANYWAY BAD SPACE ROCKS MAKE SPACESHIP RISK SMASHING!

BANG BANG BANG

WE NEED A NEW PLANET! SET THRUSTERS TO... SOMETHING. I DONT KNOW HOW THIS SHIP WORKS!

FWOOP!

AHHHHH! THIS PLANET LOOKS NICE!
There are some classic sound effects such as BAM! POW! and ZAP!

For some reason, it's traditional for alien laser blasters to sound like this:

Pew! Pew! Pew!

You can have panels that just have sound effects and no speech.

Also, you can never have too many explosions.

Nooo! I'm allergic to the saliva of these strange alien hairy things!

Str-teech

Eww... alien goo!

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