

Strange World
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EXT. JUNGLE - DAY

BARRY (40) in camouflage and carrying a machine gun is with HANK (30), similarly dressed and immediately behind the former. Both are highly pixelated and are walking slowly forwards across their 2D world. On their left, is a jungle setting, but the scenery looks like it's drawn on computer. There are no trees in their path, but there is a weapon and a barrel on the floor, just ahead. A timer above and on the right counts down from 120. Dramatic MIDI music plays.

HANK

Here we go, again. Let's see if we can fulfill our mission, this time...

BARRY

About that... Hank, why do our guns only shoot bullets that go about 5 miles an hour? Doesn't that seem strange to you?

HANK

Errr...

BARRY

I mean... surely they defy the laws of physics? And why are there guns everywhere for us to pick up? Why can't the enemy keep hold of them?

HANK

I know what you mean...

BARRY

When we get attacked it's usually one on one, or at most five people against us. Why are the enemy making things so easy for us? Why not gang up on us?

The two SOLDIERS jump over the barrel and keep walking, to reveal more of their environment. Now they see an ENEMY SOLDIER ducking behind another barrel, then popping up to fire. He does so, every two seconds. The bullets also travel at five mph. Another gun is on the ground. The timer is in the same place as before.

BARRY

Get down!

BARRY and HANK duck down.

BARRY

That was a close one. I'll shoot him, I know his routine.

(MORE)

BARRY (cont'd)
All these soldiers think the same.

BARRY shoots the ENEMY SOLDIER, making him flash quickly, then disappear. HANK then fires.

HANK
Sorry. Just wanted to look like I'm doing something.

BARRY
How's your ammo?

HANK
Not good. I only ever have enough for a minute or so.

HANK picks up the weapon. The two stand absolutely still.

HANK
That should do for now.

BARRY
Hank, why is our whole environment so pixelated? Why are WE so pixelated??

HANK
We look a lot better than people would have done 10 years ago!

BARRY
Yes, but we don't look normal, do we? And everything looks so tacky, but everything works perfectly! Have you actually looked at the bullets we fire? Every one of them goes PERFECTLY straight...

HANK
We just have good guns. That's all.

BARRY
Oh come on. And why are we actually here? Do you know?

HANK
We're here to fight the common enemy.

BARRY
Which is who, exactly?

HANK
Well... I skipped the writing that precedes our deployment. No one reads that stuff.

BARRY

Ex-actly. You really have no idea, do you?

HANK

Barry, you're scaring me. And we need to be alert, so we don't get attacked again...

BARRY

Ha! You and I both know we won't get attacked until we keep on walking!

HANK

You're mad. Anyway, let's keep going before our timer gets to zero.

BARRY

And why is there a timer above us, Hank?

BARRY turns to face HANK and shoots him. The bullet passes through him.

HANK

Hey!

BARRY

Hank, I didn't want to do that. Don't you think... maybe someone else is controlling us? A couple of very bored people, maybe?

BARRY shoots at HANK again.

BARRY

Well, as we clearly can't focus on our mission, whatever that is, our time is up. This is the end. Bye, Hank.

Everything goes black. Then BARRY and HANK return to their original positions. The timer says 120 seconds, again.

BARRY

What the HELL is going on???

HANK

My ammo has come back!

BARRY

Please turn that crap music off!

The music gets louder.