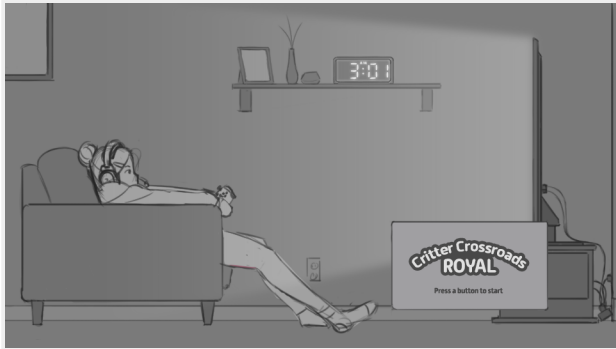


PANDAMMIT - GAMING CONCEPT

Written by Chad Briggs



SCRIPT

1

ACTION

Hero gamer is slumped against the chair, headphones on, about ready to start up the newest hot game, Critter Crossroads Royale. The game has just finished installing and a clock on the wall reads 3am.



SCRIPT

2

ACTION

The lobby loading screen loads, the game starts trying to find an open lobby.

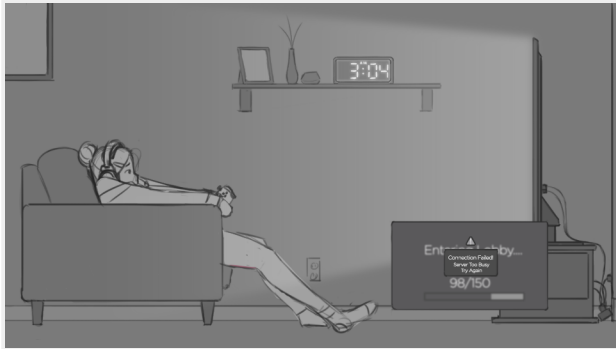


SCRIPT

3

ACTION

There are so many people hammering the game, the server disconnects our player.

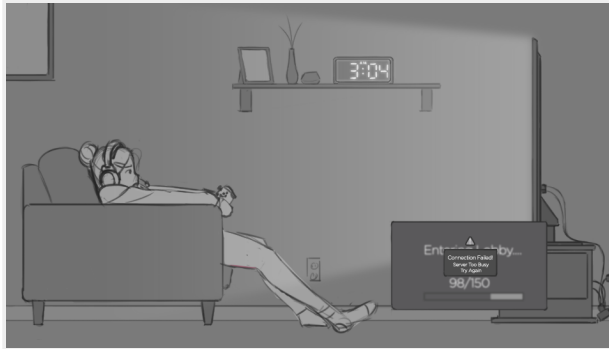


SCRIPT

4

ACTION

The player sighs...



SCRIPT

5

ACTION

... used the ordeal of trying to get onto busy servers. It look this long to install, they are not going to stop now until they play.

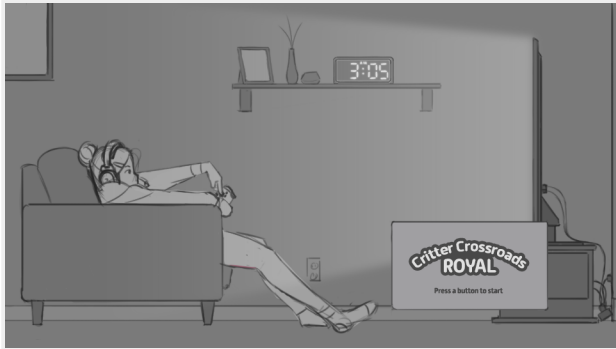


SCRIPT

6

ACTION

They dramatically raise their arm up...



SCRIPT

7

ACTION

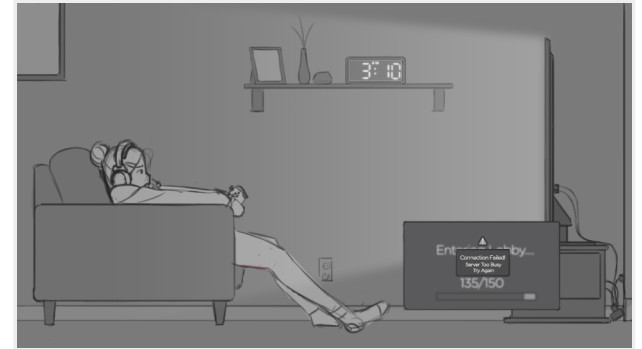
...to push the button and try again.



SCRIPT

8

ACTION



SCRIPT

9

ACTION

Denied again, the server kicks them out.



SCRIPT

10

ACTION

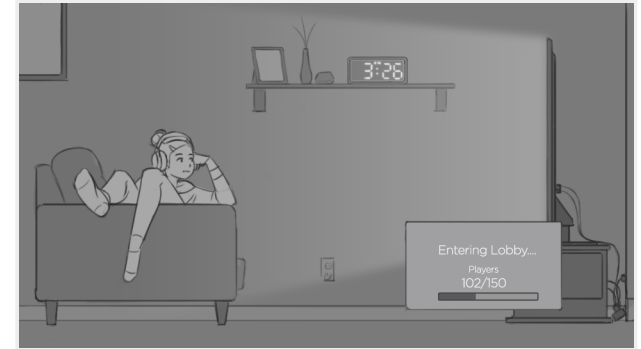
A montage of shots play out over the course of an hour, the player trying to get on again and again.



SCRIPT

11

ACTION



SCRIPT

12

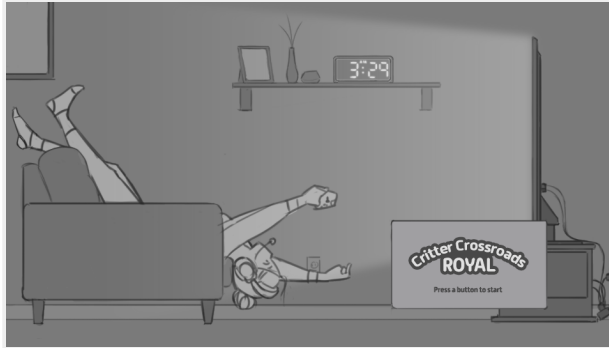
ACTION



SCRIPT

13

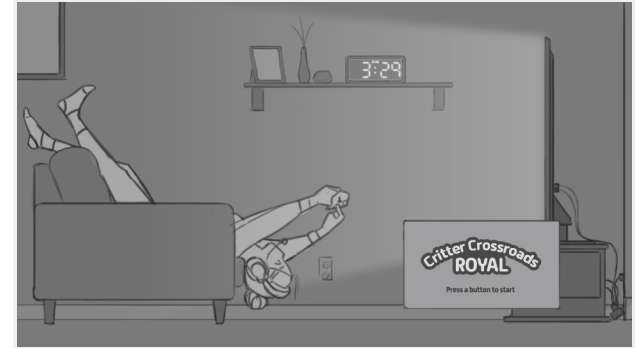
ACTION



SCRIPT

14

ACTION



SCRIPT

15

ACTION



SCRIPT

16

ACTION



SCRIPT

17

ACTION



SCRIPT

18

ACTION



SCRIPT

19

ACTION

Success! They have finally made into the game lobby!

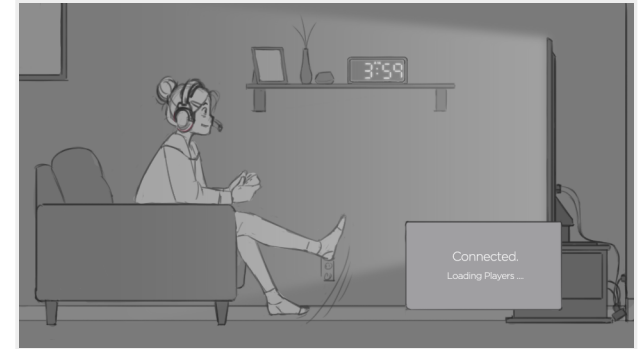


SCRIPT

20

ACTION

They plop down in the chair...

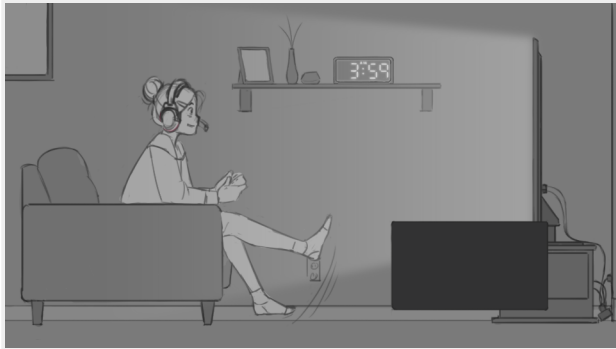


SCRIPT

21

ACTION

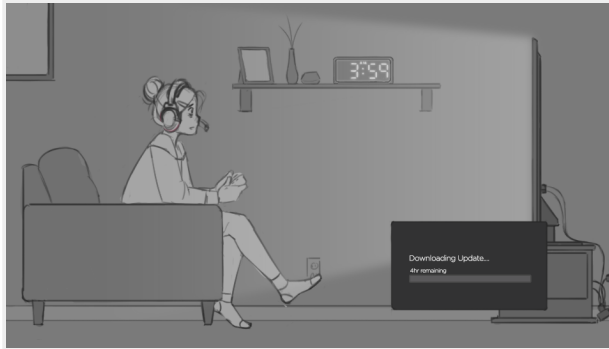
...giddy with anticipation.



SCRIPT

22

ACTION

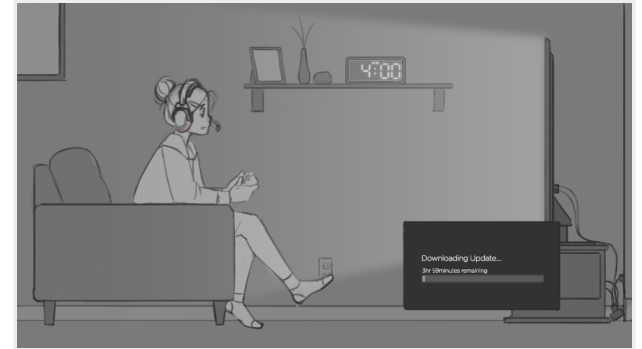


SCRIPT

23

ACTION

The game is interrupted by a screen saying it will need to download several gigs of updates in order to play...



SCRIPT

24

ACTION

...with an ETA of several hours.

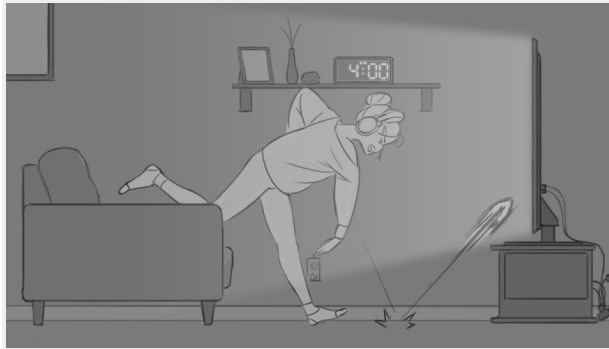


SCRIPT

25

ACTION

Frustration boiling over, the player hurls the controller at the ground in anger.

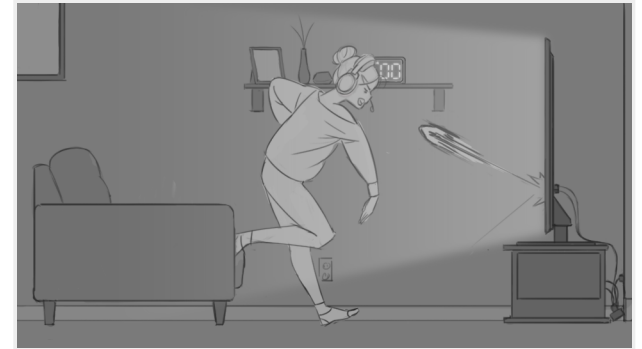


SCRIPT

26

ACTION

It bounces off the floor...



SCRIPT

27

ACTION

...into the TV, shattering the screen...



SCRIPT

28

ACTION

...and then dings the player square
in the forehead.



SCRIPT

29

ACTION

The force knocks over the player
into the chair...

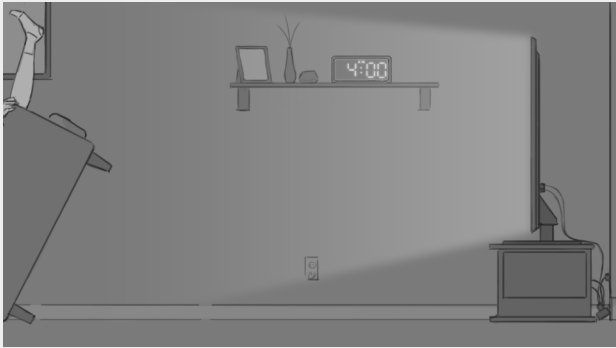


SCRIPT

30

ACTION

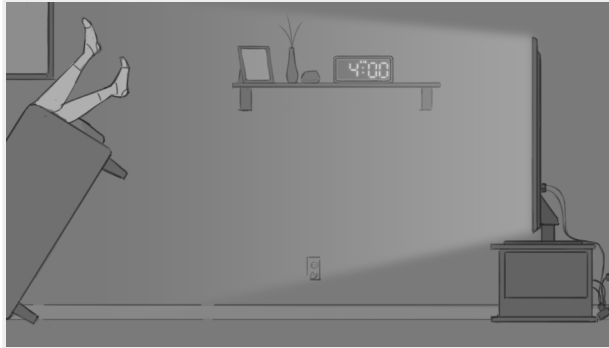
...the momentum flipping the chair
over onto its back.



SCRIPT

31

ACTION



SCRIPT

32

ACTION

We hear the player yell
"Pandammit!" offscreen.