

RETRO ARCADE ANIME: R-TYPE

CAST

P1, an 80s guy in an 80s arcade  
**Rice Pirate (Mick Lauer)**

P2, a mysterious second player with seriously dated fashion sense  
**Hayley Nelson**

1 EXT. A MANSION IN PICCADILLY CIRCUS, LONDON.

Establishing wide shot of the mansion/arcade.

CAPTION: *RETRO ARCADE ANIME: R-TYPE*

Fade into interior shots of the building, showing assorted videogame paraphernalia. The view zooms slowly in to P1, playing an R-Type cabinet. He quickly dies from a tail hit by the level one boss.

P1  
Bullshit. No-one dies on the first boss and I'll be buggered if the trend starts with me, you coin-munching sonofabitch.

He turns to leave, but has a few more choice words to say and turns back.

P1  
And you know, it's a crying shame. With modern controls and camera angles, you might just be fun instead of a side-scrolling lesson in frustration and ass pain.

Close up of P1's face.

P1 (in a refined tone)  
Your cavalier attitude with regard to my coinage irks me. A good day, sir.

As he finally turns to go, a purple light spills from the arcade cabinet.

P1  
Uh... uh-oh.

He is sucked into the screen in a highly clichéd manner.

## INT. COCKPIT, INSIDE THE GAME

P1 opens his eyes and looks around to find himself in the cockpit of the R-9 fighter from R-Type.

P1 (surprised)  
What the shit is thiiiiiiis????

The camera zooms out to show the fighter cruising along the first level of the game, complete with red enemy ships and blue P-staff missile launchers incoming.

P1 (with grim determination)  
Fair enough then.

He grabs the joystick and launches the ship forward, firing the main gun and taking out enemies ahead. A little POW armor jumps in and explodes, releasing a blue power up crystal.

P1 (heading in low to grab the power up)  
And... that's mine.

Upon grabbing the power up, a glowing orange Force pod comes flying in from above. P1 spots it and frantically mashes the button to summon it.

P1 (posing dramatically)  
Come to me..!

The pod attaches to the front of the ship, completely blocking his view.

P1  
I literally can't see shit!

Fortunately, the cockpit has external cameras and the view clears up.

P1  
Oh. Nice!

He barges through a bunch of red fighters using the Force pod as a battering ram, then dodges a huge amount of missiles and launches the Force into a green Gains mech, blowing it up before heading into the entrance to the main level.

## INT. LEVEL 1

Close up on the glowing red eye of a Cancer mech. Zoom out to reveal a horde of them all firing at P1, who is approaching through the entrance. The shots all rebound off the Force pod.

P1  
Okay. I see how it is.

He presses down the fire bottom on the joystick, charging up the wave cannon and incinerating the whole lot of them at once.

A bunch of pulsating insect creatures come flying down from an opening in the ceiling as gun emplacements begin taking pot shots and a P-staff prepares to fire a missile barrage. P1 sends the

Force pod smashing into the missile launcher whilst gunning down the insects and ceiling cannons. Lots of fancy rotating camera angles and explosions.

Next he flies into the center of the mid-level rotating Gondolan ring of guns and performs the classic "shoot the core" to destroy it all in one go.

Another wave of red fighters and cannons wait as he exits the wreckage. He shoots them all down and continues through some large metal claws and into a dark area ahead. The cockpit HUD shows an orange Tablock enemy ahead, which launches into the air and fires missiles. P1 avoids whilst firing, following up with a wave cannon shot which melts the Tablock's shield and sends it crashing to the ground. He flies through the cloud of smoke and flames.

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INT. END OF LEVEL ONE

P1 emerges into a dark corridor and narrowly avoids a big orange tail. Spotlights activate and light up the level boss, Dobkeratops. Low-angle camera to make the boss reveal nice and imposing. P1 recoils in horror.

P1

H.P. Lovecraft? Is that you?

He shoots the boss in the head a few times.

P1

Back to non-euclidean space with you!

A green creature bursts from the boss's abdomen and blows away P1's Force pod. Dobkeratops' tail then hits P1's ship just like at the start when he was playing the arcade cabinet, and he is knocked to the ground, totally out of action. As the boss rages around, a voice comes over the radio.

P2 (voice only)

Hey down there. Need a hand?

P1 looks up to see another R-9 fighter zoom overhead. Cut to see P2 in the cockpit, and she clearly knows what she's doing. The camera zooms out to show her firing an air-to-air ring laser and a barrage of missiles at the boss, finishing it off with a wave cannon blast.

P2

Goodnight, sweet phallus creature.

She hovers over the downed P1's ship as the boss explodes.

P2

You know nobody dies on the first boss, right?

P1 (despairingly)

Yeah, tell me about it...

Victory music plays as the caption STAGE 1 CLEARED appears.

5 INT. ARCADE

P1 and P2 emerge from the R-Type cabinet in flashy SFX fashion, dusting themselves off.

P1 (somewhat confused)  
So... do you know what just happened?

P2 (leaning in conspiratorially)  
Haven't got a clue, but...  
Maybe it works on other games in here...

They both look around suspiciously. The camera pulls out to show several floors packed with arcade cabinets and all manner of possibilities.

Cut to end credits.