

1:3 Synopsis:

What happens to superheroes when they retire? “Flexman and Flash” is about the relationship between two buddies: An old retired superhero, Flexman and his sidekick dog, Flash.

Flexman lives with Flash in a suburban town while sitting around in his costume with memories of the days of his past surrounding him, hoping for that phone to ring once again. However Flexman is not indestructible and has now aged. Flexman and Flash are both bored with their days of sitting around playing checkers. On this particular day, the two are sitting around using their powers to play checkers and the light in the room goes out due to Flexman’s powers malfunction, which interrupts their game. They both team up to be able to change the light bulb turning it into a superhero adventure. The only problem is that Flexman being old is slow moving, while Flash is a burst of energy. This causes miscommunication, which winds up with Flexman getting electrocuted. When Flash comes to help the powers between the two are switched.