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 board with their days of sitting around playing checkers and miss the superhero days of their past. In this particular short I'll show a typical day for Flexman and Flash. The two are sitting around using their powers to play checkers. On this particular day the light in the room goes out and interrupt their game, so 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 can't hear that well in addition to being slow moving, while Flash is a burst of energy and moves fast. This causes miscommunication, which winds up with Flexman getting electrocuted.