

The villain was finally cornered, and the final blow was about to be given.

“Now it’s time to take out the tr- wait this episode had only run on for 15 minutes, what are we gonna do with the next 7?”

“Uh, I guess I got so carried away with writing that I forgot about pacing”

“Ok, so how do we stretch it out?”

“I can’t come up with anything! Ya know what, I need inspiration! I’m gonna go out into the world and go on my own adventure for a perfect idea! See you in a bit!”

Yes, this is a story about going out and getting ideas for a story. Just live with it, it may or may not get better further into the plot.

So our main character goes out into the world to look around because the people inside his apartment building are boring as shit, or in other words (totally not using “big” words to make me look smarter) *uninspirational*. He walks across the roads heading to the city, even though he has a car, we’re just going to ignore it to *conveniently* stretch out the story. Remind me to cut that last part out later. As he continues to walk the streets, he *engages* with his very special friend, who can’t ignore why he’s just staring up into the sky.

“Hey shouldn’t you be working on that cartoon of yours?”

“I am”

“Are you stoned?”

“I’m on a nature walk”

“No yeah, you definitely are. Why don’t I just take my plot *convenience* car to the city, before you either get there 5 hours from now and realize the *horrendously* (yes I’m going to *italicize* every time I use a big word) long walk back to your house. It’s like the uber, but instead of a drunk driver, it’s a drunk passenger”

“I’m not drunk ya dope, it’s called *wisecrack* (Author’s note it’s a literature joke if ya don’t get the joke search it up in a dictionary)”

“The park! A wonderful place for inspiration!”

PWOO

“Dude, your show is like fantasy cop stuff right? Well there’s a crime scene going on right outside the park, just walk back past this very *uncomfortable* stone pathway and get your ass over there for some inspiration! Oh, wait, he’s already gone somewhere else.”

“That’s it! Look at those old animal bones in the tar pit! Maybe I could do something like a tar trap or maybe something with skeletons and bones! I better write that down!

Our special friend starts walking up to him when a car starts *dashing* into the park at accelerating speeds and is about to run over the special friend, when someone leaps in to save the special friend from the car, and our main character notices it in time to slowly pace himself out of collision to watch the car sink into the tar, but it stops after ten seconds of OOHs because it’s only like five feet deep.

“And that’s how the villain gets stopped!”

“Wha- wha- HOW?!?! A car was about to run you over, only having its speed decreased by the collision of that metal bench in the ground, and you watch it sink and you’re not just, well, not freaked out, but smiling?!”

“That’s it! I’ll write a really optimistic character, who is so happy about anything that happens it even comes off as creepy, and can go through the worst with a smile! Everyone else finds him a bit creepy and ask why a car almost ran him over and he’s just fine!”

“Why not name him Matthew for god’s sake?”

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“So how was your nature walk? Any finishing filler ideas?”

“Wait, I got an idea for next week’s episode, but nothing for this one! Just a bunch of stuff about like tar and cars, wait,”

Our main character hears a blurred out shout coming from his neighbor’s apartment, sounding like a very *enthusiastic* child.

“I just caught another magic car!”

“Cars; That’s it! A magic car!”

“So how does he access a car from this place, cornered with a gun to his head?”

“What about, maybe he has like a, a cube that he throws and a car comes out!”

“Wait, that sounds almost exactly like-”

VROOOM

“Good luck catching him, you have *only* 7 minutes!”

So the journey goes on for our cartoon, with a, questionable experience behind our main character, and, oh who am I kidding, this is basically dog city but without the dogs. It’s just really really city.