1. Fade up on: MLS
   VOICE 1: Hey, honey. Let's go for a walk.
   VOICE 2: Okay. (excited)
   (We see the legs of two people as they walk away.) (:04)

2. CU
   MUSIC: (The music, without words, of "Can't Touch This" and nature sounds)
   (Skunk sticks his head out from behind a tree and looks around.) (:02)

3. MLS
   SFX: (Sound of tiptoeing, foot tapping and whistling)
   (Skunk tiptoes up to the cooler, looks in, gets excited, waves his hands towards the woods, and whistles.) (:05)

3A. MLS
   SFX: (Sounds of animals walking quickly and owls wings flapping)
   (A deer, owl, rabbit, and raccoon appear and walk over to the cooler) (:04)
4. MS  
**SFX:** (Animals walking, wings flapping, and cooler being drug on the ground.)  
**MUSIC:** (fadeout)  
(Animals push and pull cooler into forest.)  
(04)

5. MLS  
**VOICE 2:** Hey, where's the cooler?  
(We see the legs of two people return and move as if looking around.)  
(03)

6. MLS  
**MUSIC:** ("Can't Touch This" begins again without words)  
**SFX:** (Sipping sounds.)  
(Owl and deer are drinking a Coke through a straw.)  
(02)

7. MLS  
**SFX:** (Sounds of bottles clinking and then gulping sounds.)  
(Rabbit and raccoon are leaning against trees. They toast and then drink Cokes.)  
(02.5)
8. MS
MUSIC: (The words to “Can't Touch This” are now played.)
SFX: (giggle)
(Skunk moves his eyebrows up and down while holding a Coke.)