

EXT. BEANBEAN FIELDS - OUTSKIRTS OF CASTLE TOWN - DAY

Rolling grasslands. Dry mountains in the distance. The air smells different here -- sweeter, stranger. Beanish people go about their day in the fields around a small cluster of buildings at the edge of Castle Town.

BAM.

LUIGI, DAISY, and YOSHI crash-land in the middle of a field. They hit the ground and roll. A group of BEANISH FARMERS stop what they're doing and stare.

Luigi gets up first, coughing. He looks around at the rolling fields, the bean-shaped architecture, the green-skinned locals watching him.

LUIGI
(to himself)
Okay. Okay. We're alive. We're--

He takes one step forward and his foot goes straight into a beanhole. He pitches forward face-first into the grass with a spectacular crash.

The Beanish farmers all burst out laughing. Warm, genuine, full-bodied laughter -- the kind that wants you to join in.

Luigi lifts his face from the grass. He looks at the laughing farmers. He does not laugh.

LUIGI (CONT'D)
(quietly, with dignity)
I'm fine. Thank you.

The laughter stops.

All the Beanish go very still.

One farmer leans to another and whispers something. The other whispers back. A third farmer turns to a fourth with an expression that suggests a line has been crossed.

DAISY
(low, to Luigi)
What did you just do?

LUIGI
(low)
I fell down. It happens.

DAISY
They were laughing WITH you.

LUIGI

At me.

DAISY

With. It's a cultural thing. You were supposed to laugh back.

LUIGI

How was I supposed to know that?

Yoshi looks at the farmers. The farmers look at Luigi. The atmosphere has curdled.

LUIGI (CONT'D)

(to the farmers,
attempting recovery)

Ha ha. Very funny. I-- yes. Very amusing fall. I enjoyed it also.

This is somehow worse.

The lead farmer points at Luigi and says something sharp in Beanbean dialect. Another farmer nods vigorously. A third has already picked up a tool that was not previously a weapon but is now, through sheer intent, functioning as one.

DAISY

(already moving)

Run.

LUIGI

What--

DAISY

RUN.

They run.

