

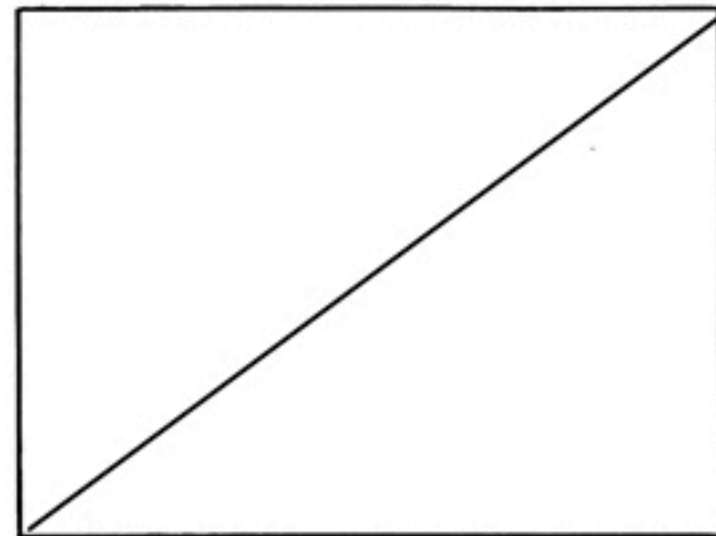
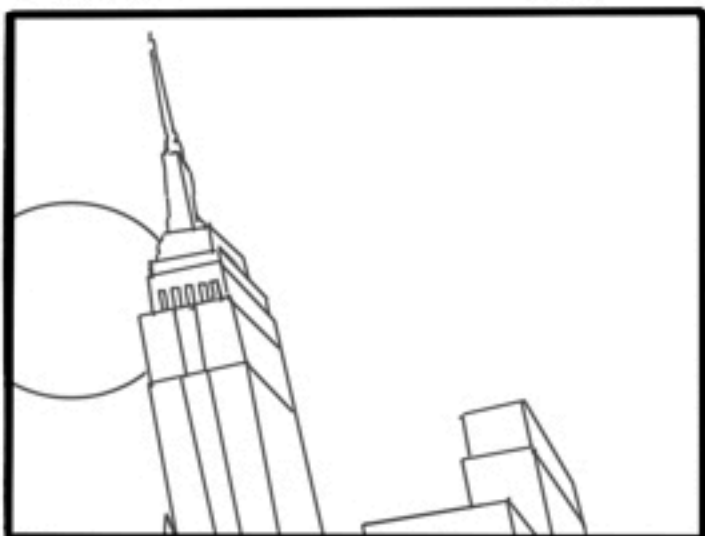


SCENE

B.G.

EXT. ESTAB. GOTHAM CITY / ALLEY - NIGHT

WIDE VIEW of GOTHAM'S SKYLINE. We slowly CRANE down between the SKYSCRAPERS to find a ...



ACTION

DIAL

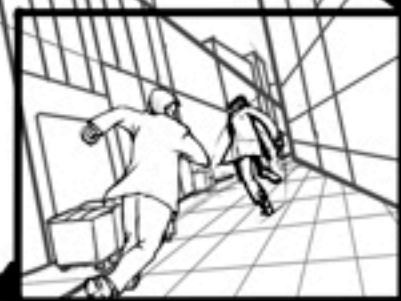
TRANS

PLUGS

START

CRANE
DOWN
+ ZOOM IN

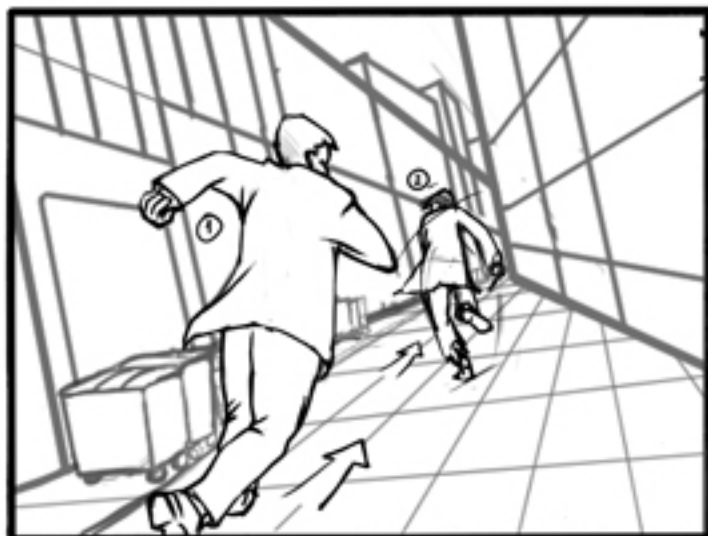
STOP





SCENE 1

B.G.



ACTION FRIGHTENED MAN, fleeing down an ALLEY as fast as he can.

Character runs up right of the screen.

DIAL _____

TRANS _____

PLUGS

SCENE 1b

B.G.



ACTION Camera follows man running.
Man turns his head picking over the left shoulder.
Character runs right of the screen.

DIAL Sorry ...

TRANS _____

PLUGS

SCENE 1c

B.G.



ACTION Man Stops.

DIAL <heavy breathing> ... it was a one time offense, man ...

TRANS _____

PLUGS



As he keeps peeking over his shoulder, a BLACK SHADOW quickly FLUTTERS past camera twice, <SWOOSH, SWOOSH>.

ACTION

Man is running up the stairs and jumps from one side to the other. Camera zooms out, pans right, up and right again following the action. Shadow crosses the screen from bottom to top and top to bottom.

DIAL

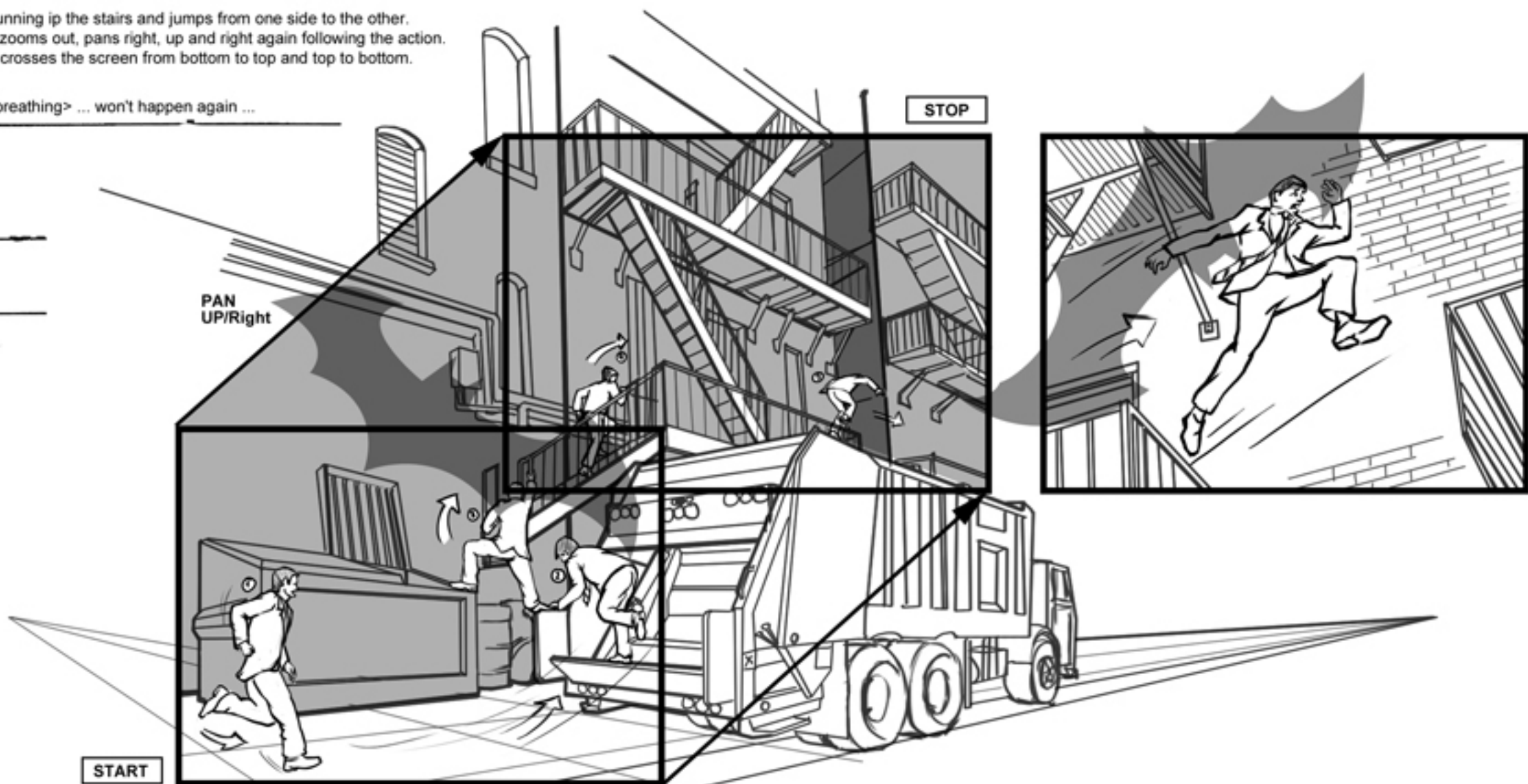
<heavy breathing> ... won't happen again ...

TRANS

PLUGS

SCENE 1 Cont

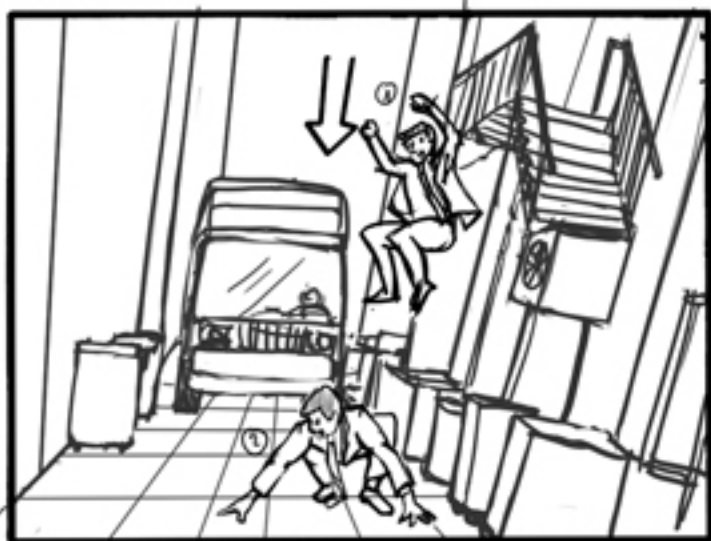
B.G.





SCENE 2

B.G.



ACTION Man jumps down from the stairs.

DIAL _____

TRANS _____

PLUGS

SCENE 3

B.G.



ACTION Man Crawls on the street and turns his head up.

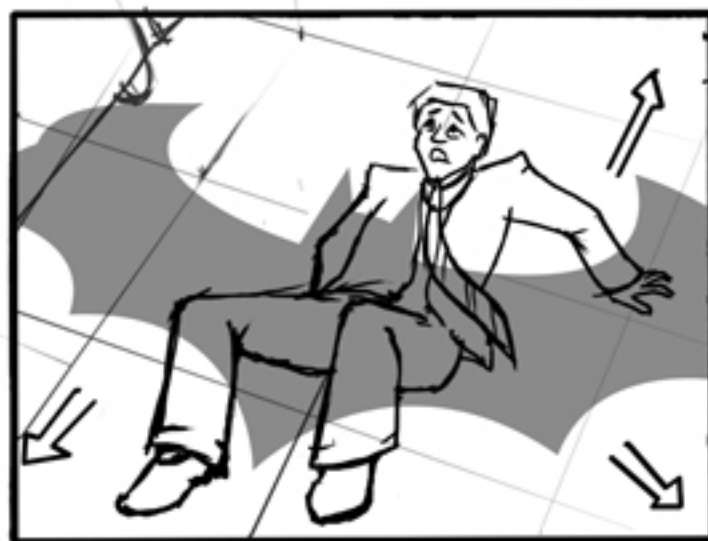
DIAL _____

TRANS _____

PLUGS

SCENE 4

B.G.



ACTION Shadow grows on the ground showing that the character casting it is approaching.

DIAL <huffing, into frightened shriek!> _____

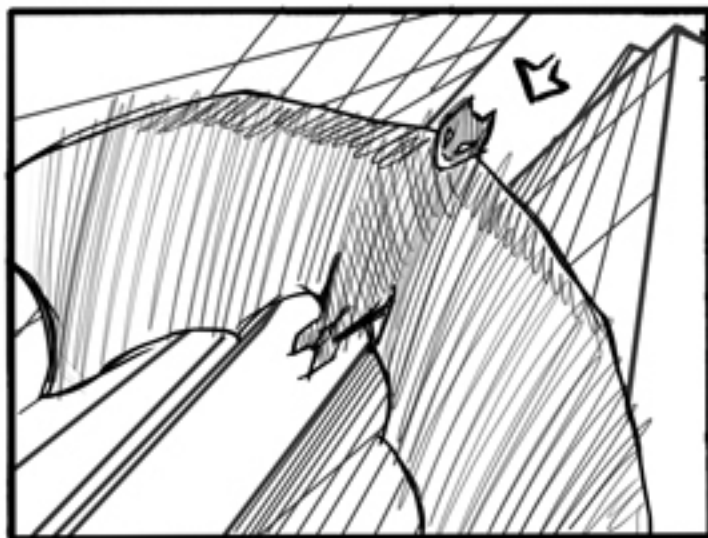
TRANS _____

PLUGS



SCENE 5

B.G.



ACTION Then, suddenly, from above, the familiar silhouetted form of THE BATMAN – with cape billowing - descends and envelops the man in darkness!

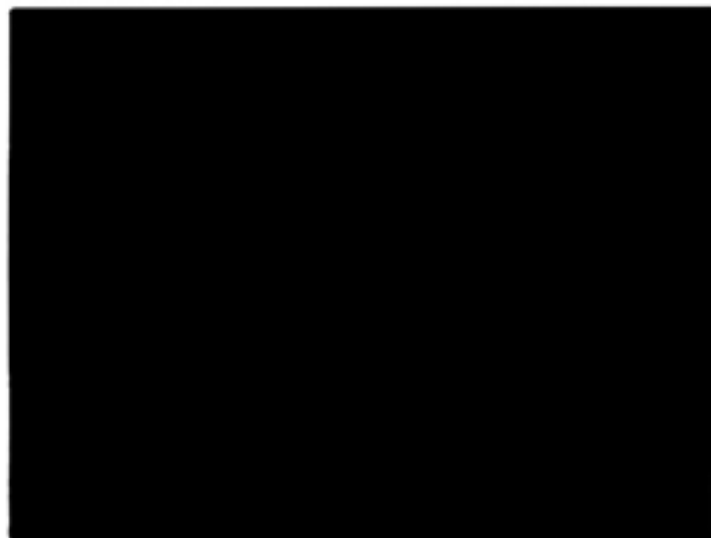
DIAL _____

TRANS _____

PLUGS

SCENE 5 b

B.G.



ACTION

DIAL _____

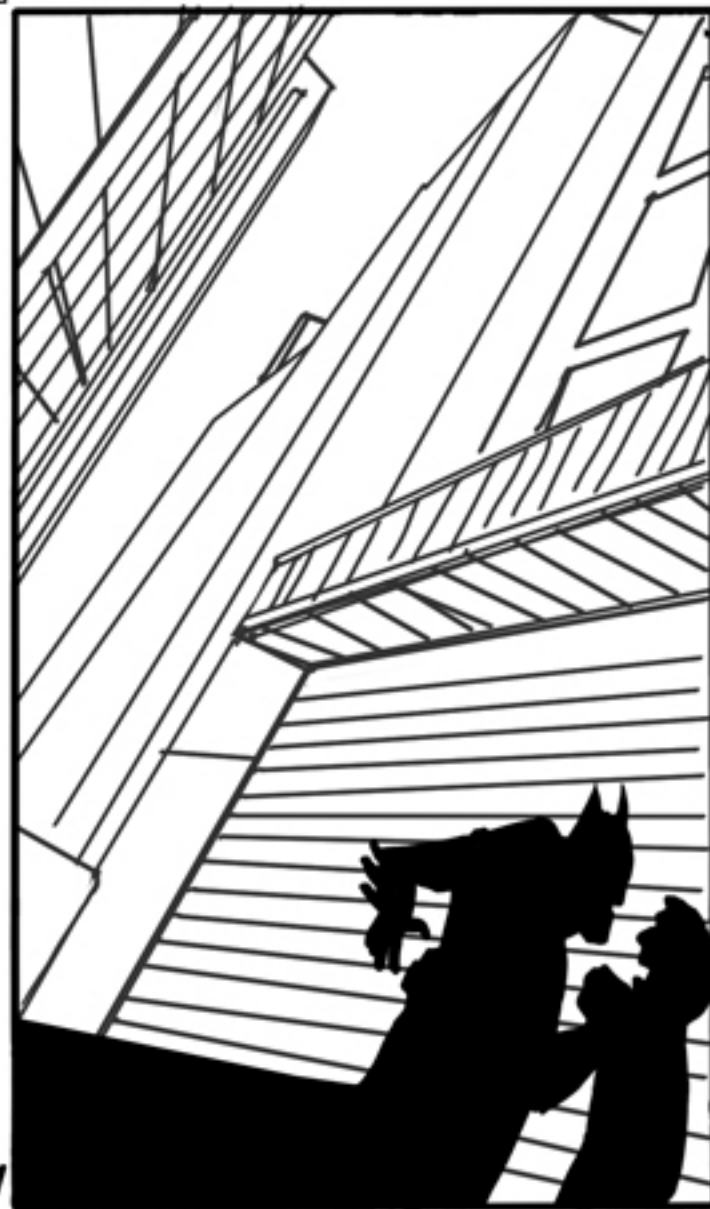
TRANS _____

PLUGS

START

SCENE 5 c,d

B.G.



PAN
DOWN

STOP



SCENE 5 cont

B.G.



ACTION As the shadows show "the Bat" pull something off his Utility Belt, CAMERA BOOMS UP AND AWAY ...

DIAL Stop ... no ...

TRANS _____

PLUGS

SCENE 5 cont

B.G.



ACTION

DIAL _____

TRANS _____

PLUGS

SCENE 5 cont

B.G.



ACTION

DIAL _____

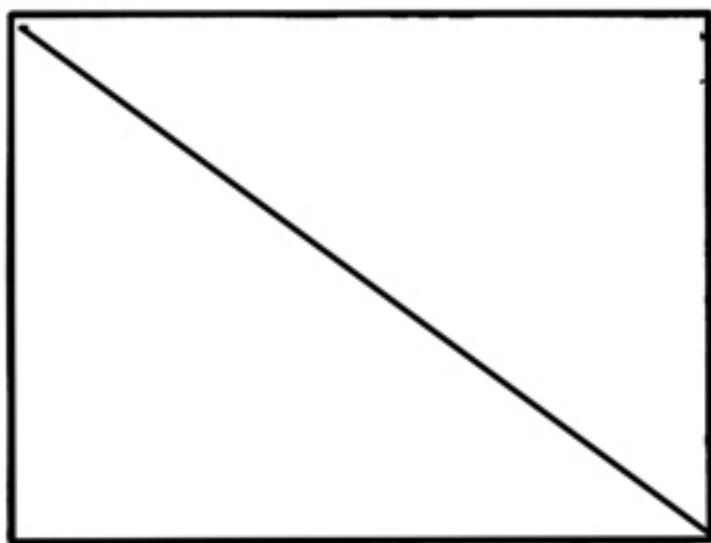
TRANS _____

PLUGS



SCENE

B.G.



ACTION BOOM UP until, at rooftop level, we see THE BATMOBILE (presumably driverless) racing headlong toward this scene.

DIAL please ... NO ... NO!!!

TRANS _____

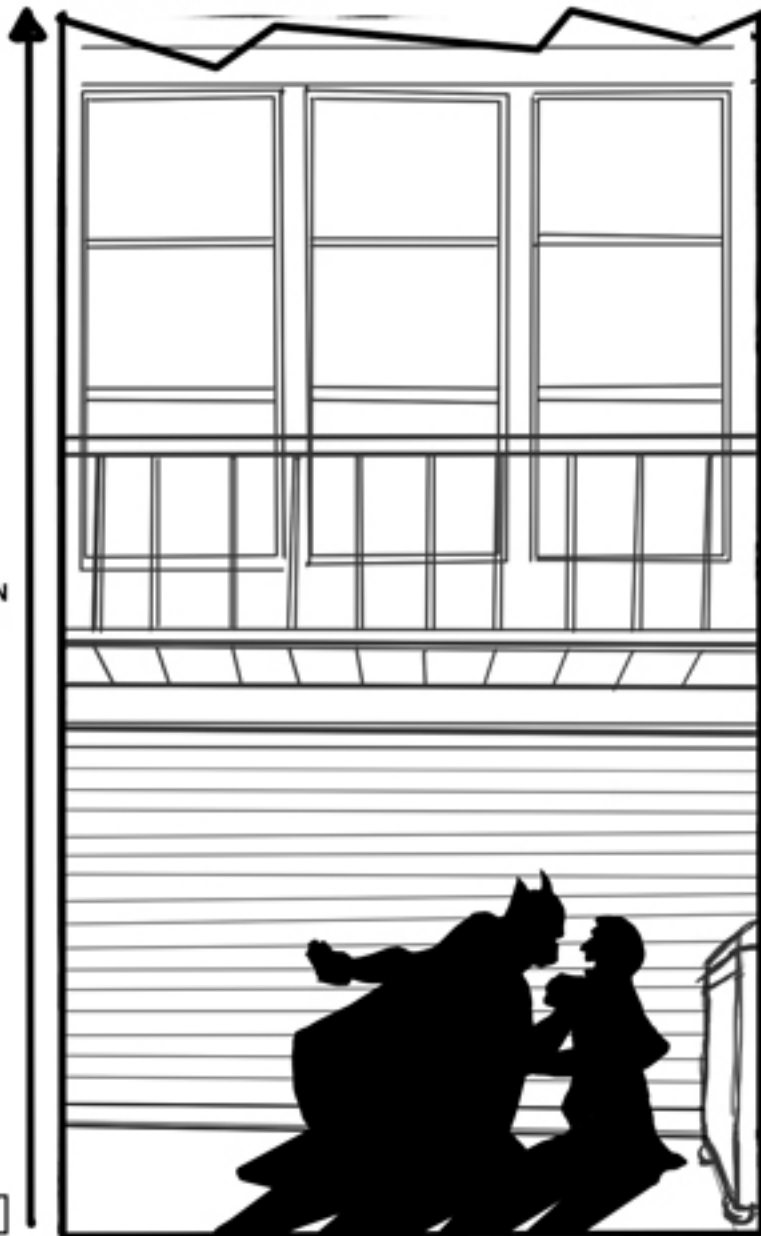
PLUGS _____

SCENE 6 CONT

B.G.

PAN UP

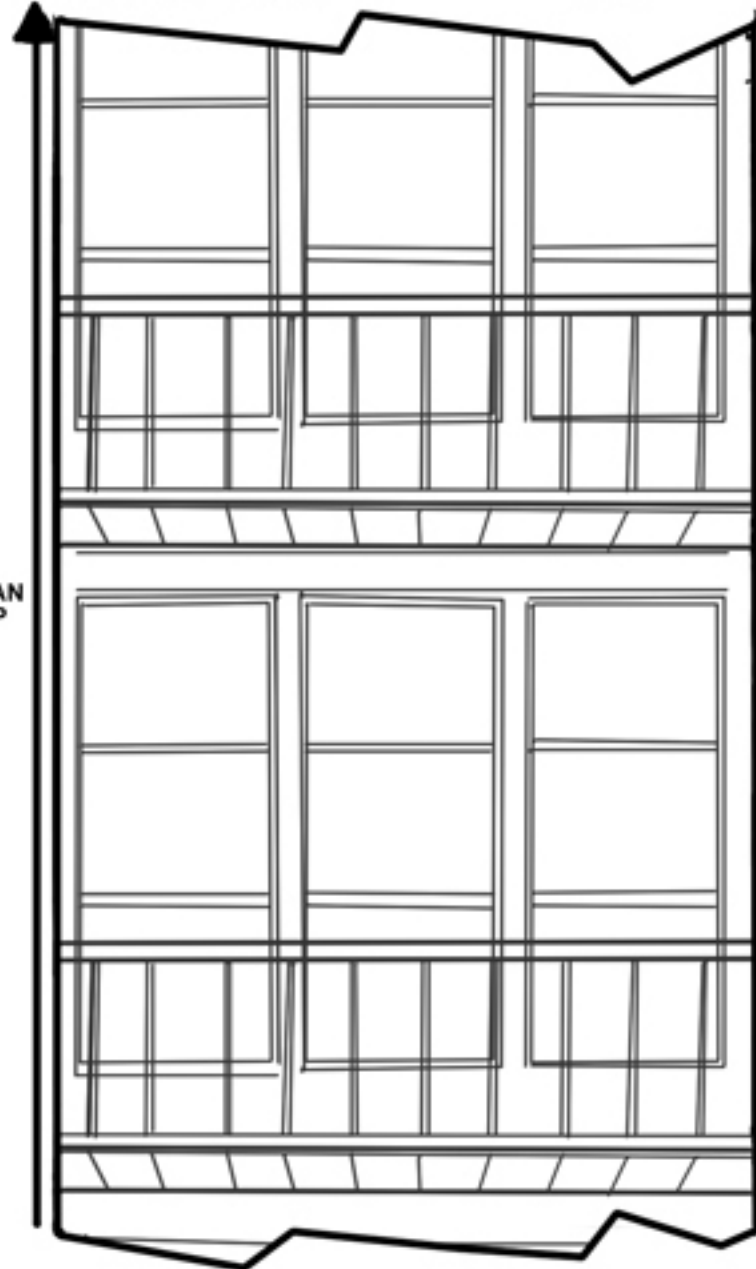
START



SCENE 6 CONT

B.G.

PAN UP





SCENE 6 CONT

B.G.

ACTION

Camera Booms up and then pans away to reveal the entire scene.

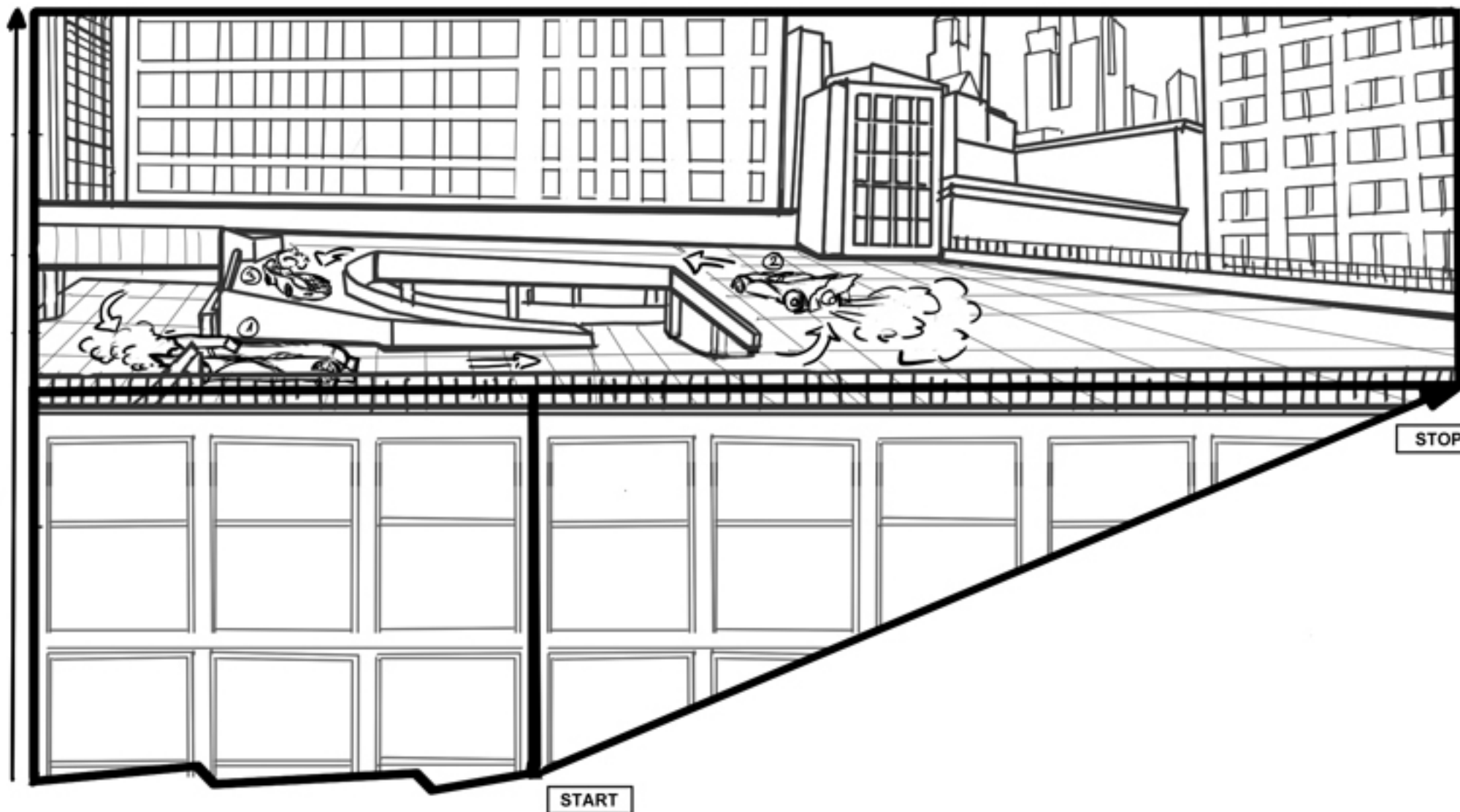
Car is rushing towards the bottom level of the building.

DIAL _____

TRANS _____

PLUGS _____

PAN
UP +
Zoom Out





SCENE 7

B.G.



ACTION BACK IN ALLEY - our silhouetted "hero," leaving the tied up man behind (his back to CAMERA)

Silhouette moves arm up.

DIAL _____

TRANS _____

PLUGS

SCENE 8

B.G.



ACTION Batmobile drifts in front of the camera rushing up the screen. Smoke covers the screen.

You can see the silhouettes in the distance.

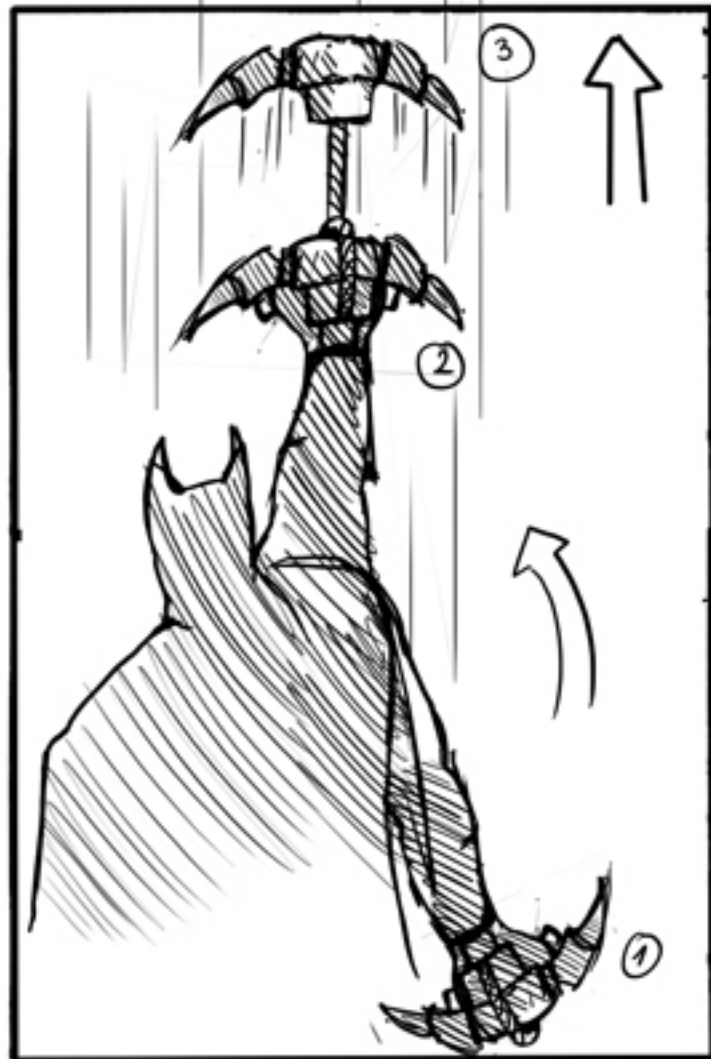
DIAL _____

TRANS _____

PLUGS

SCENE 9

B.G.

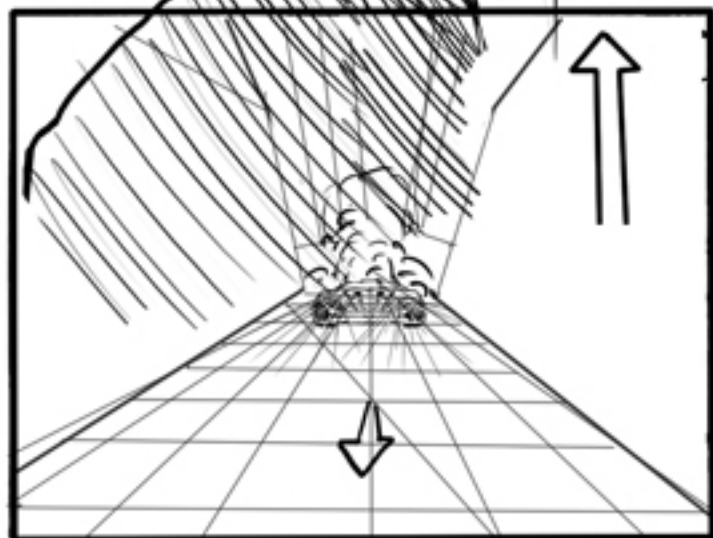


Camera pans up.
Arm goes up and hook is released



9b
SCENE

B.G.

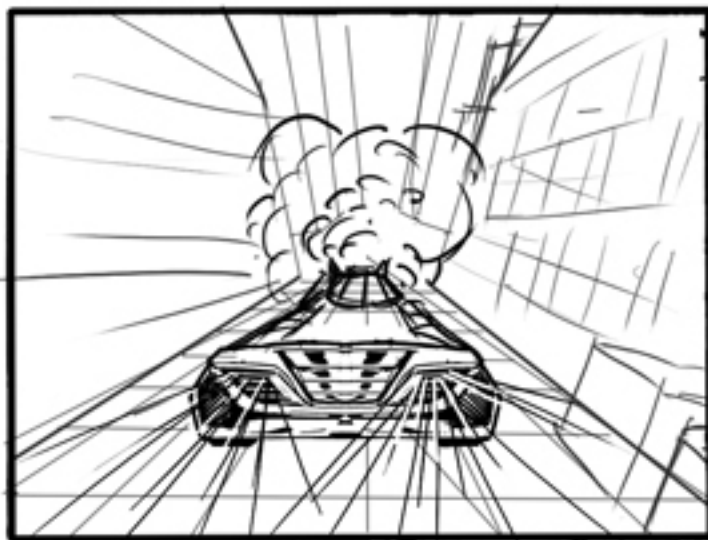


ACTION Silhouette goes up covering the screen really fast and revealing the incoming car. Batmobile comes towards the camera.

...GRAPNELS AWAY as the afore-seen BATMOBILE arrives on the scene!

SCENE 9c

B.G.



ACTION Batmobile comes towards the camera really fast leaving smoke behind.

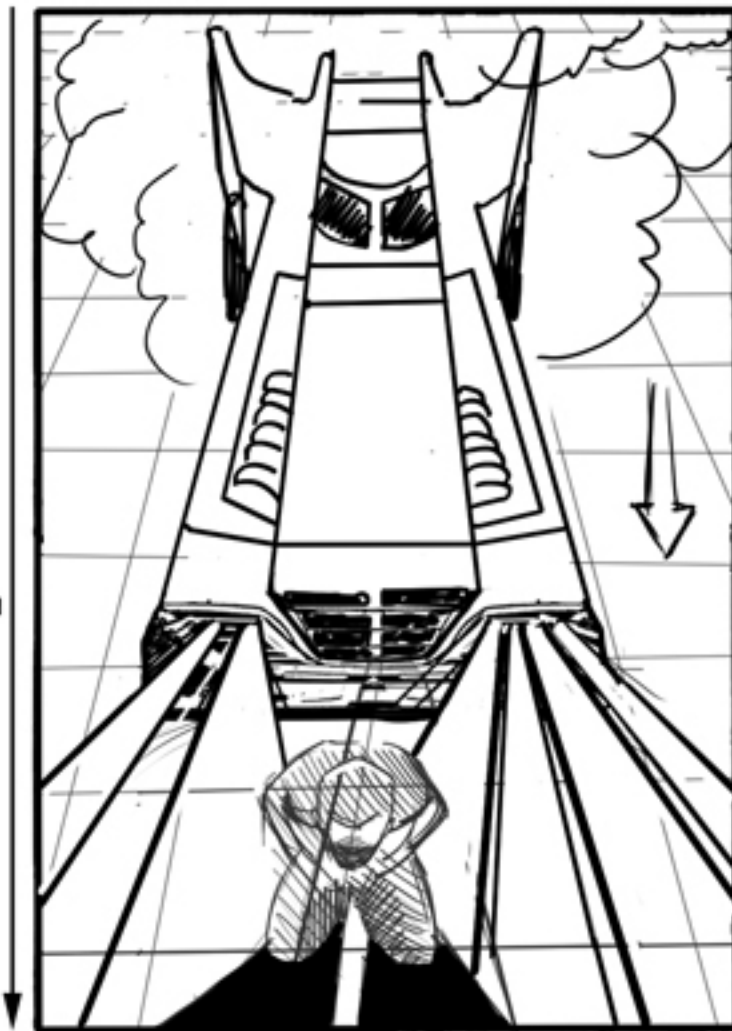
DIAL _____

TRANS _____

PLUGS

SCENE 9d

B.G.

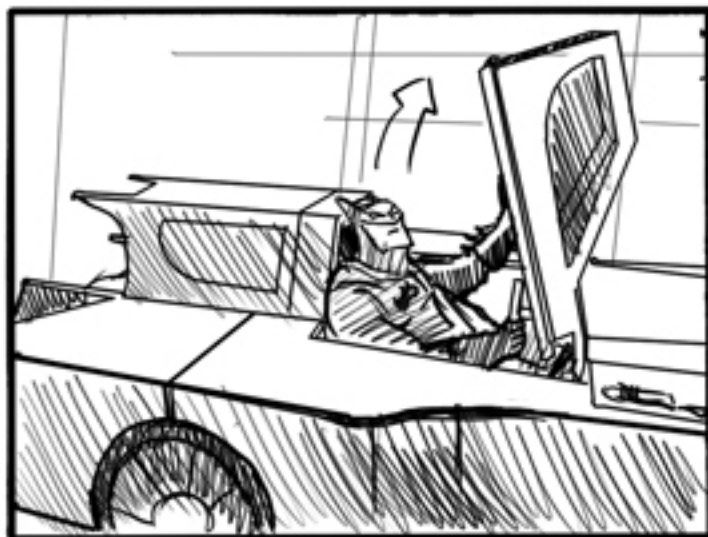


ACTION Camera pans down and cranes up revealing the tied up man. Car stops and the light beams are covering the character.



SCENE 10

B.G.



ACTION

Batman opens the hood of the car.

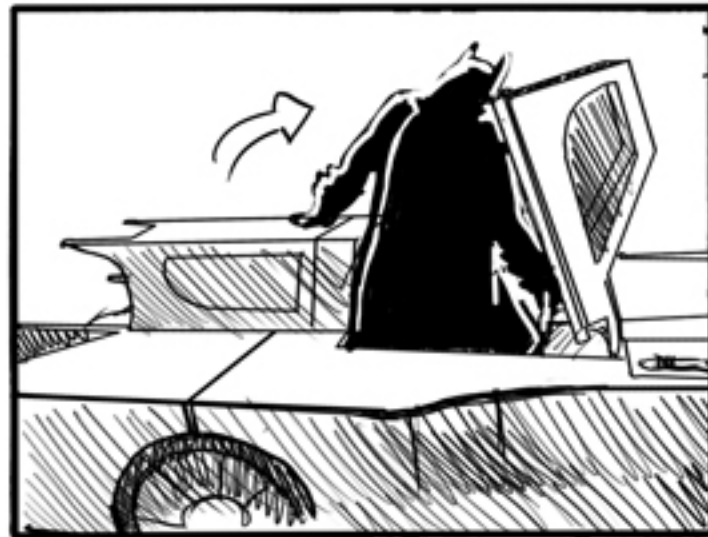
DIAL _____

TRANS _____

PLUGS

SCENE 10 b

B.G.



ACTION

Batman Comes out of the car slowly.

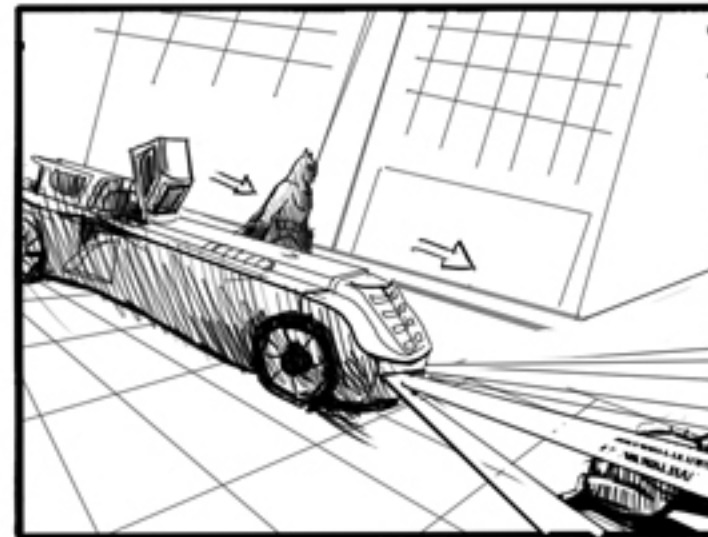
DIAL _____

TRANS _____

PLUGS

SCENE 10c

B.G.



ACTION Batman walks to the right .



BATMAN BEYOND

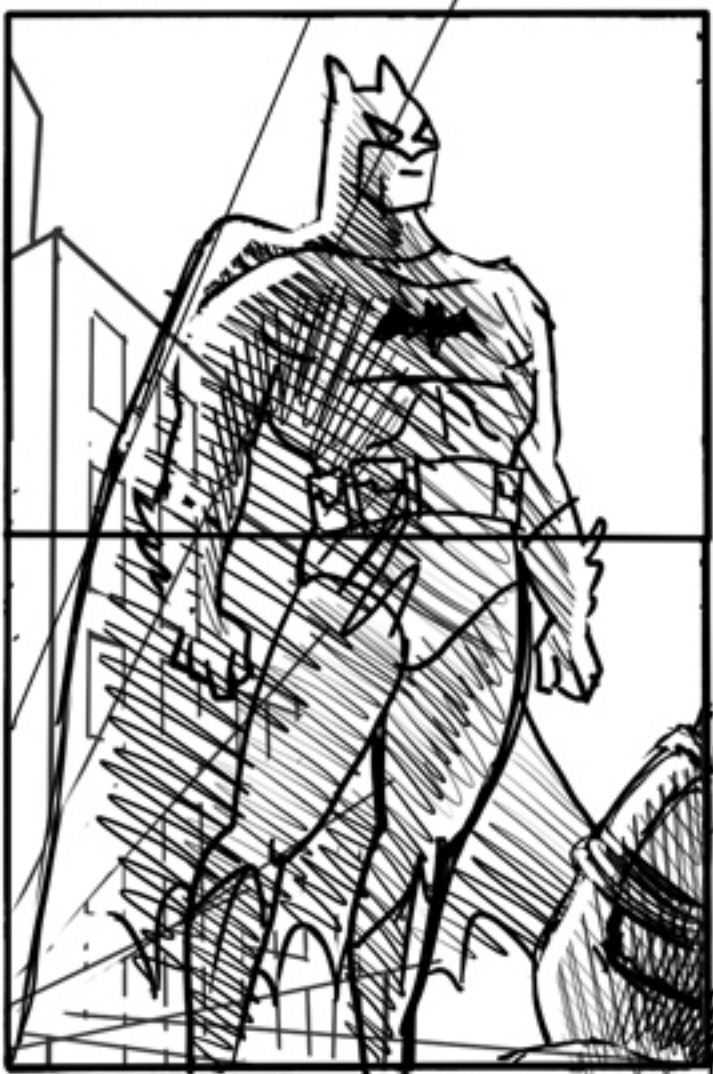
Academy of Art University test storyboards

STOP

SCENE 11

B.G.

PAN UP



START

as a second BATMAN exits from within!
Revealed in the proper light, this clearly is the
real Batman!

Pan from bottom to top to reveal the face of the
real Batman.

SCENE 12

B.G.



ACTION BATMAN - approaches the bound and seated
"criminal,"

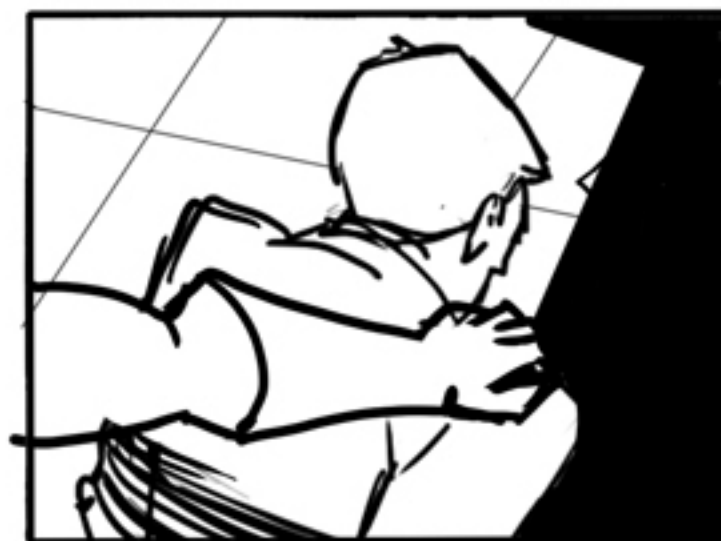
DIAL _____

TRANS _____

PLUGS

SCENE 12b

B.G.



ACTION Zoom In.
Right hand of Batman grabs Man's left
shoulder.

DIAL _____

TRANS _____

PLUGS



SCENE 12 c

B.G.



ACTION Batman swinging the man's face towards
CAMERA ...

DIAL _____

TRANS _____

PLUGS _____

SCENE 12 d

B.G.



ACTION ECU - ... and discovering a certain signature
RICTUS GRIN stretched across his face!
<HORROR STING!>

DIAL _____

TRANS _____

PLUGS _____

SCENE 13

B.G.



ACTION BATMAN - knowingly looks into the night ...

SCENE 13 b

B.G.

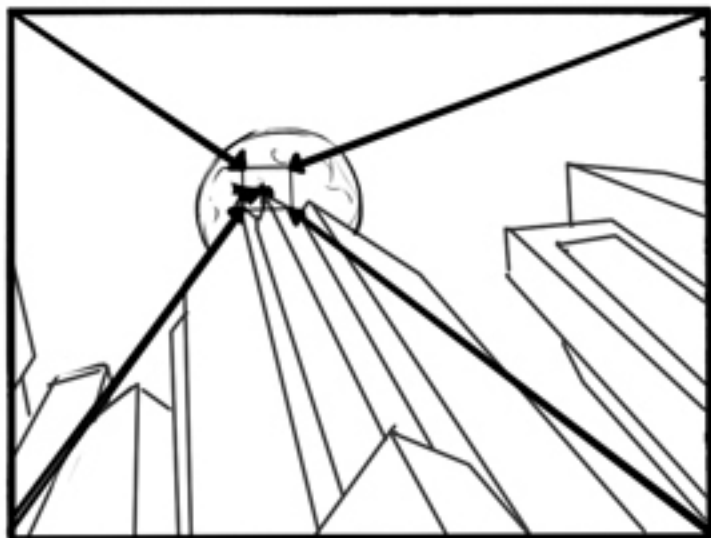


Batman Looks up to the buildings rooftops.



SCENE 14

B.G.



ACTION ON A ROOFTOP LEDGE - high above Gotham, our other SILHOUETTED figure sits perched like a gargoyle ...
Zoom In.

DIAL _____

TRANS _____

PLUGS

SCENE 14b

B.G.



ACTION we REVEAL our Batman doppelganger is none other than JOKER, who's wearing a BATSUIT he's clearly crafted himself (i.e., sleeves too long or uneven, a misshapen cowl, irregular seams, a garish version of Batman's UTILITY BELT, etc.). He begins to cackle into the night:

DIAL <crazed cackles> HA HA HA!

TRANS _____

PLUGS

SCENE 14 c

B.G.



ACTION SMASH INTO ECU - as Joker suddenly becomes dead serious:

DIAL I'm The Batman.

CUT TO BLACK. ROLL MAIN TITLE.

