



Dialog

Action Notes
EXT. GOTHAM CITY (NIGHT)
GIANT BATS AND —

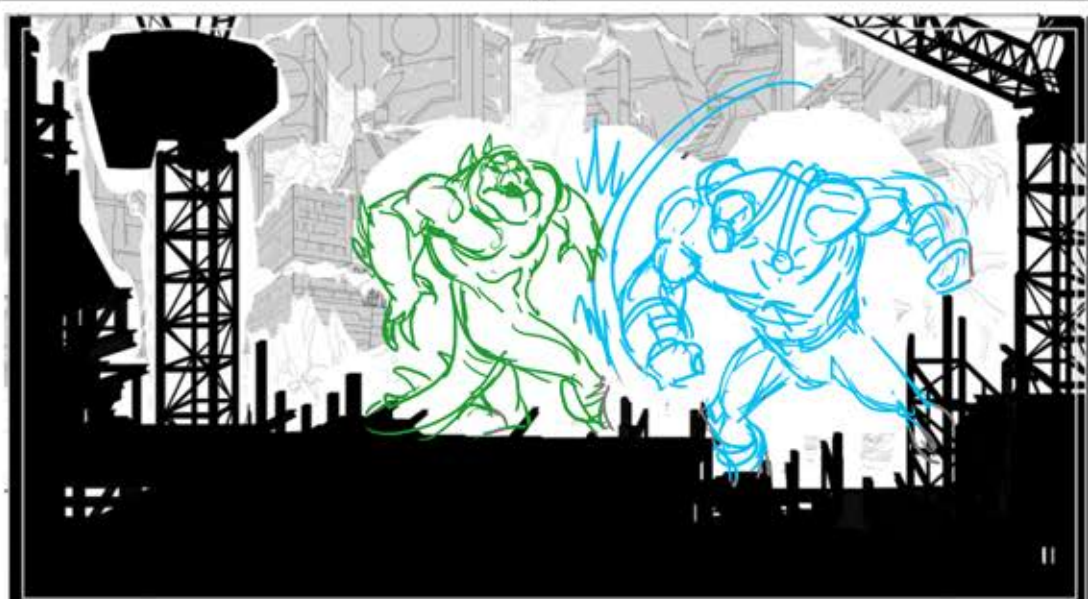
Scene	Panel
1	1



Dialog

Action Notes
BAT HITS CRANE ...

Scene	Panel
1	2



Dialog

Action Notes
CRANE STRENGTH TOWARDS
CONSTRUCTION —

Scene	Panel
1	3





Dialog

Scene

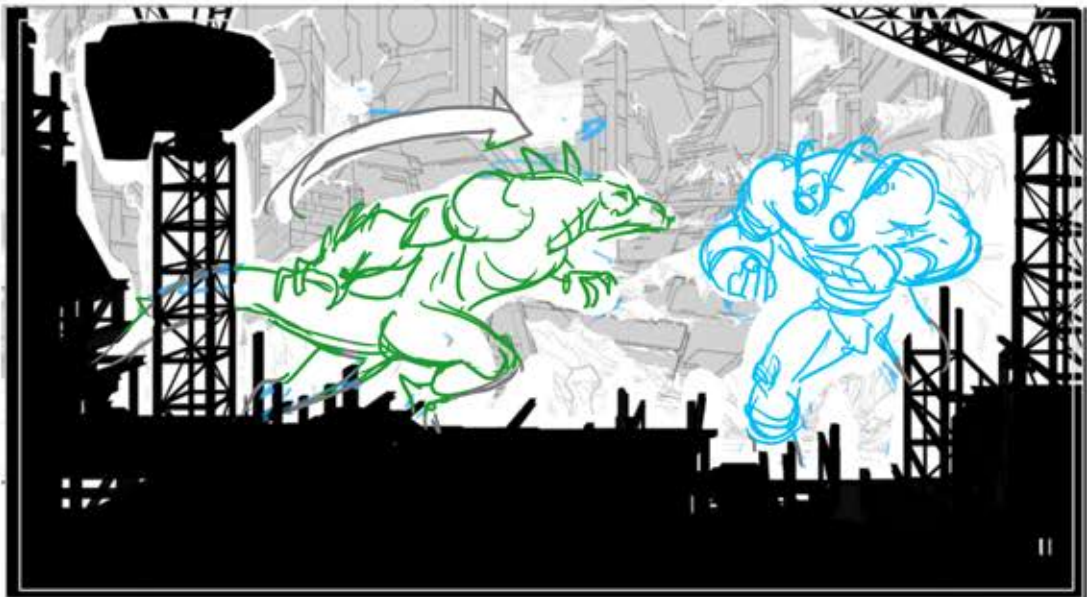
Panel

1

4

Action Notes

CROC KICKS
& CHARGES BANE -



Dialog

Scene

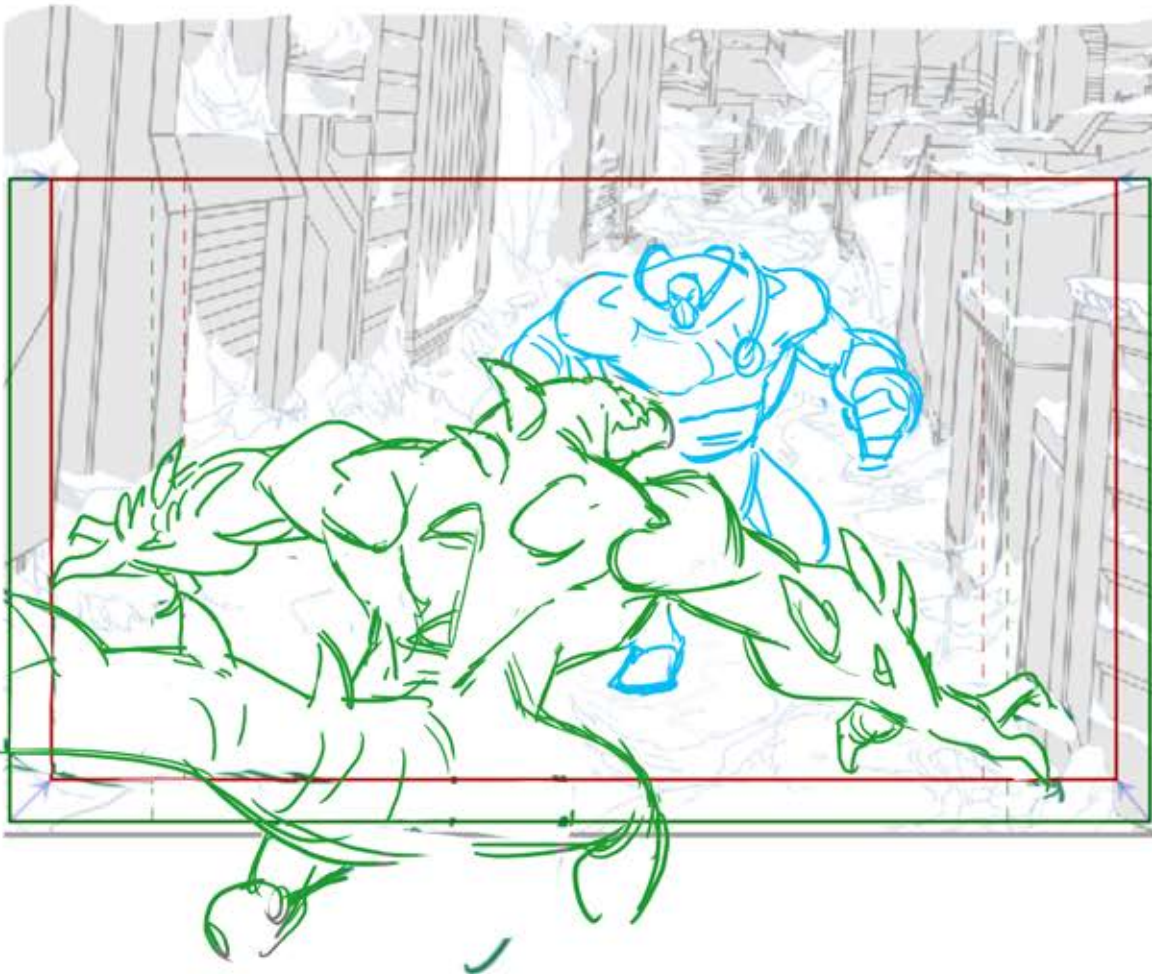
Panel

6_J

1

Action Notes

CROC CHARGES
BANE -





Dialog

Scene

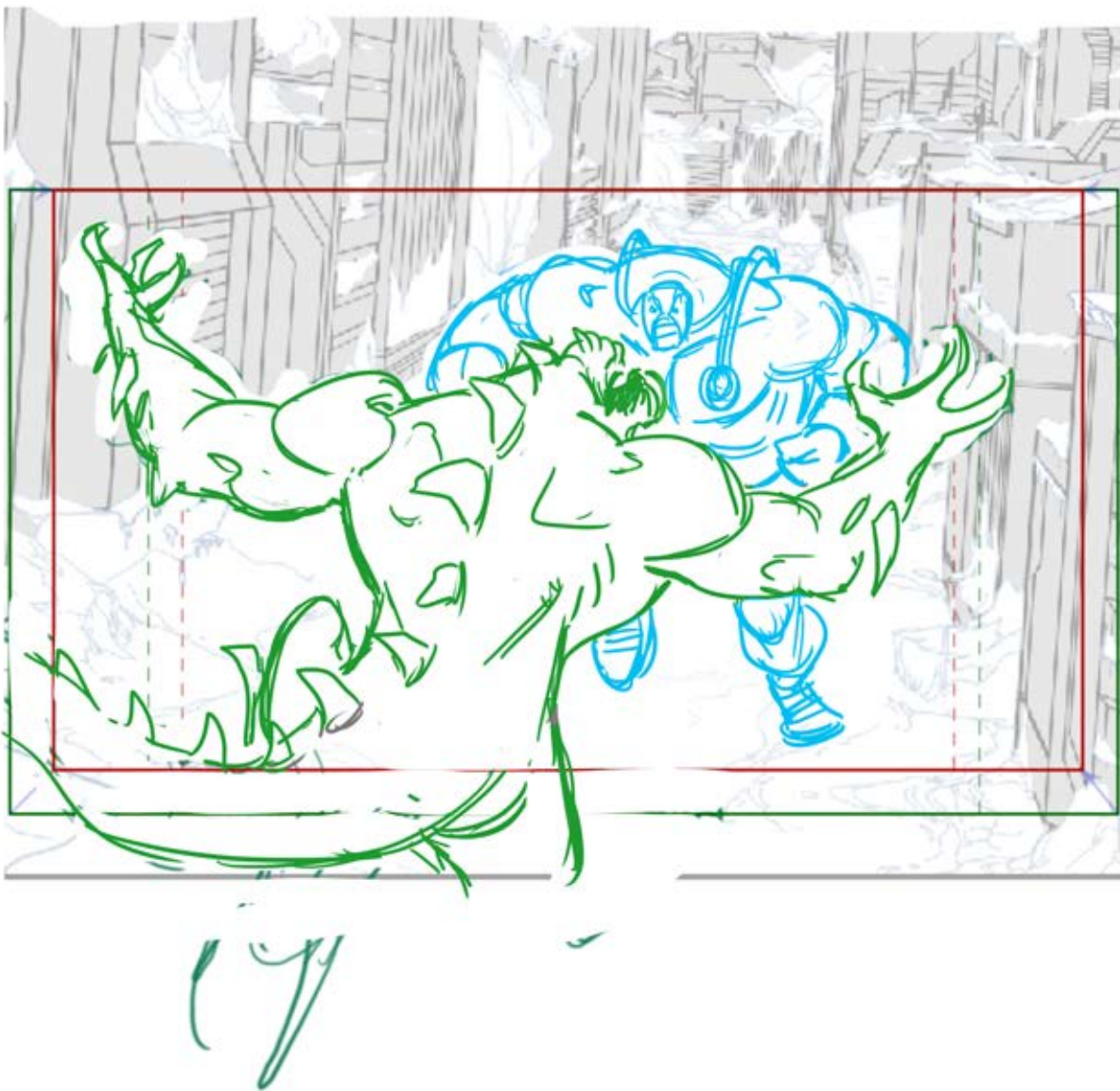
6_J

Panel

2

Action Notes

BOTH CHARACTERS





Dialog

Scene

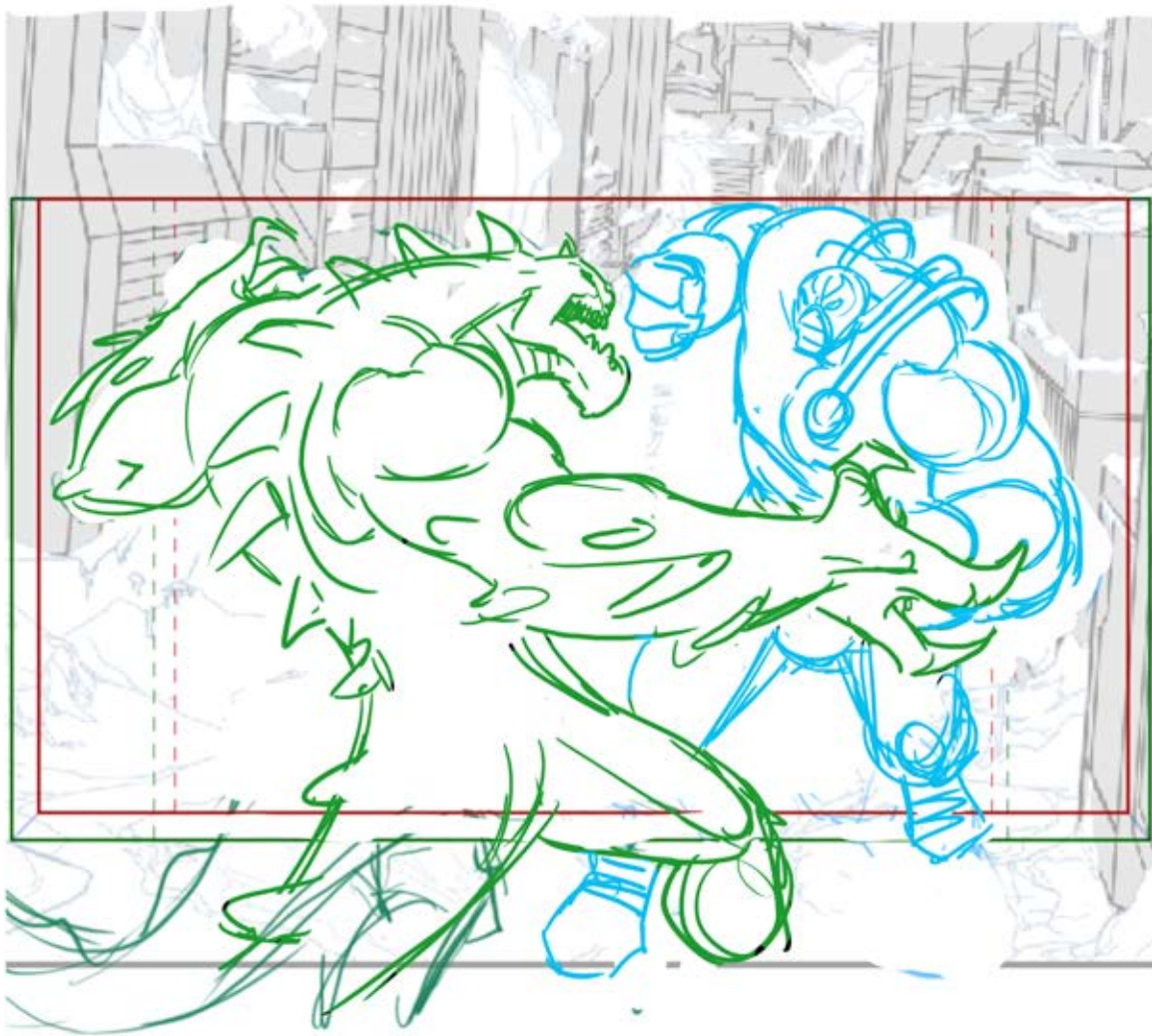
6_J

Panel

3

Action Notes

BRUE AMV.





Dialog

Scene

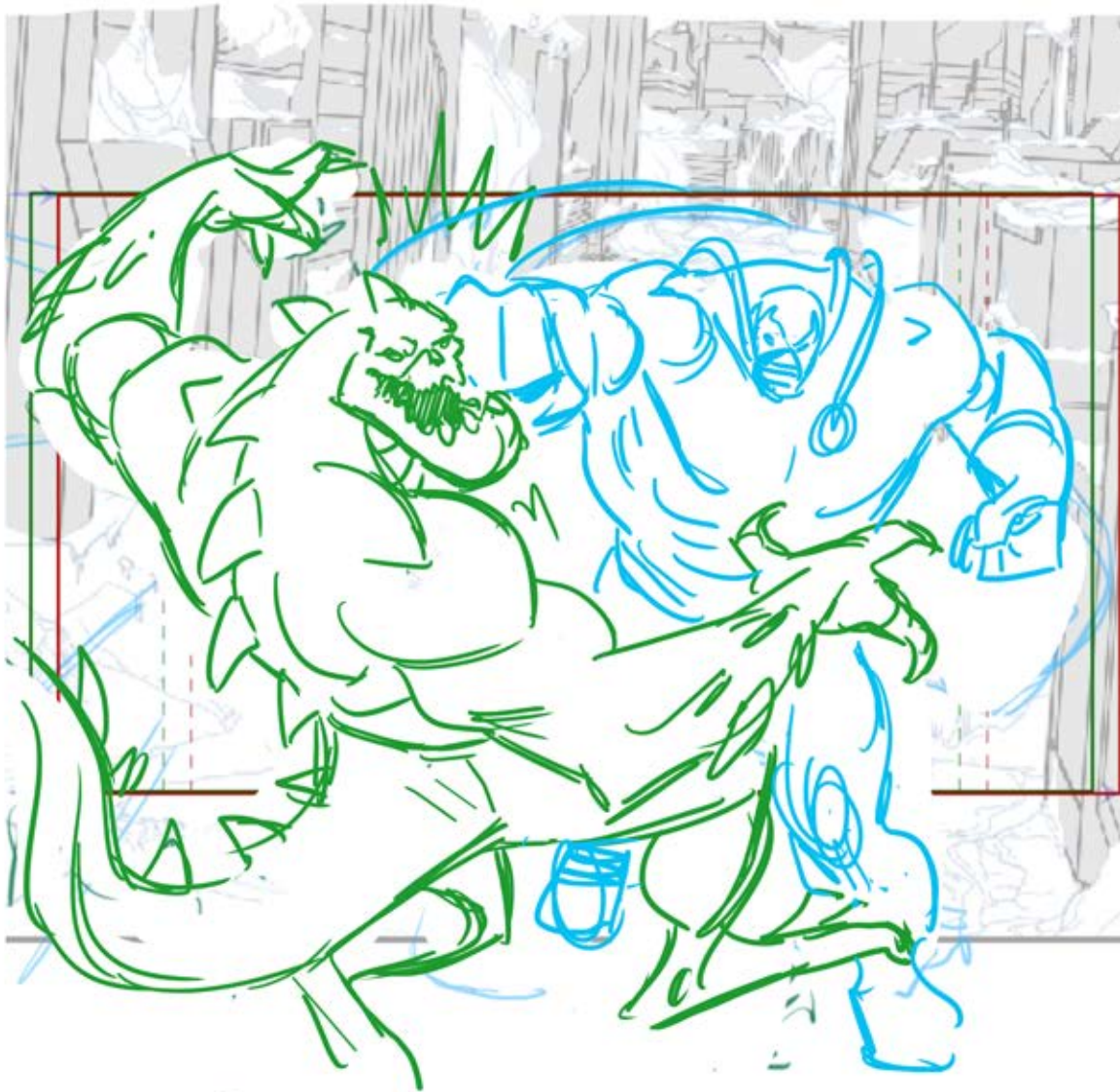
6_J

Panel

4

Action Notes

BRUE HTB CAC





Dialog

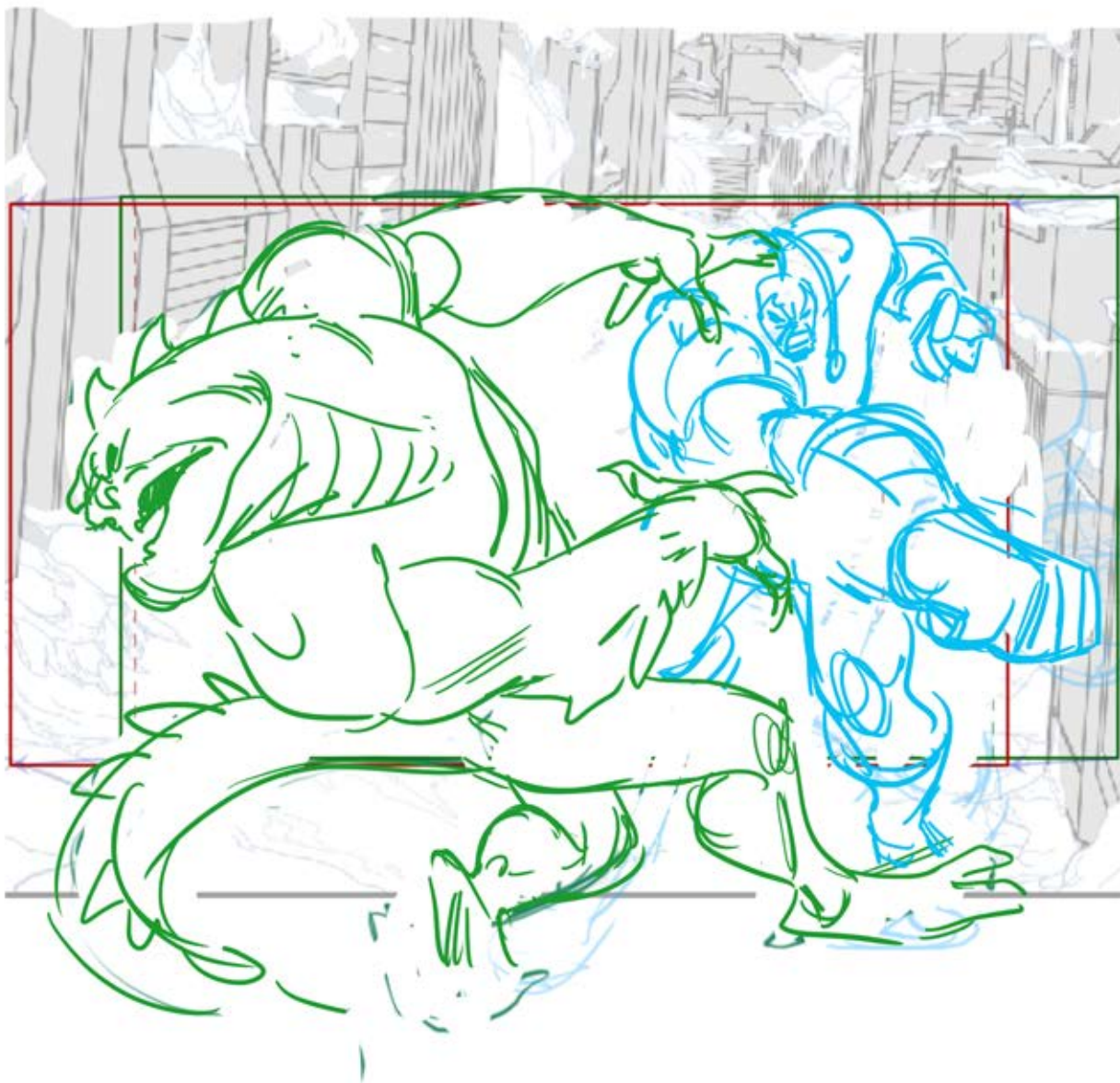
Scene

6_J

Panel

5

Action Notes





Dialog

Scene

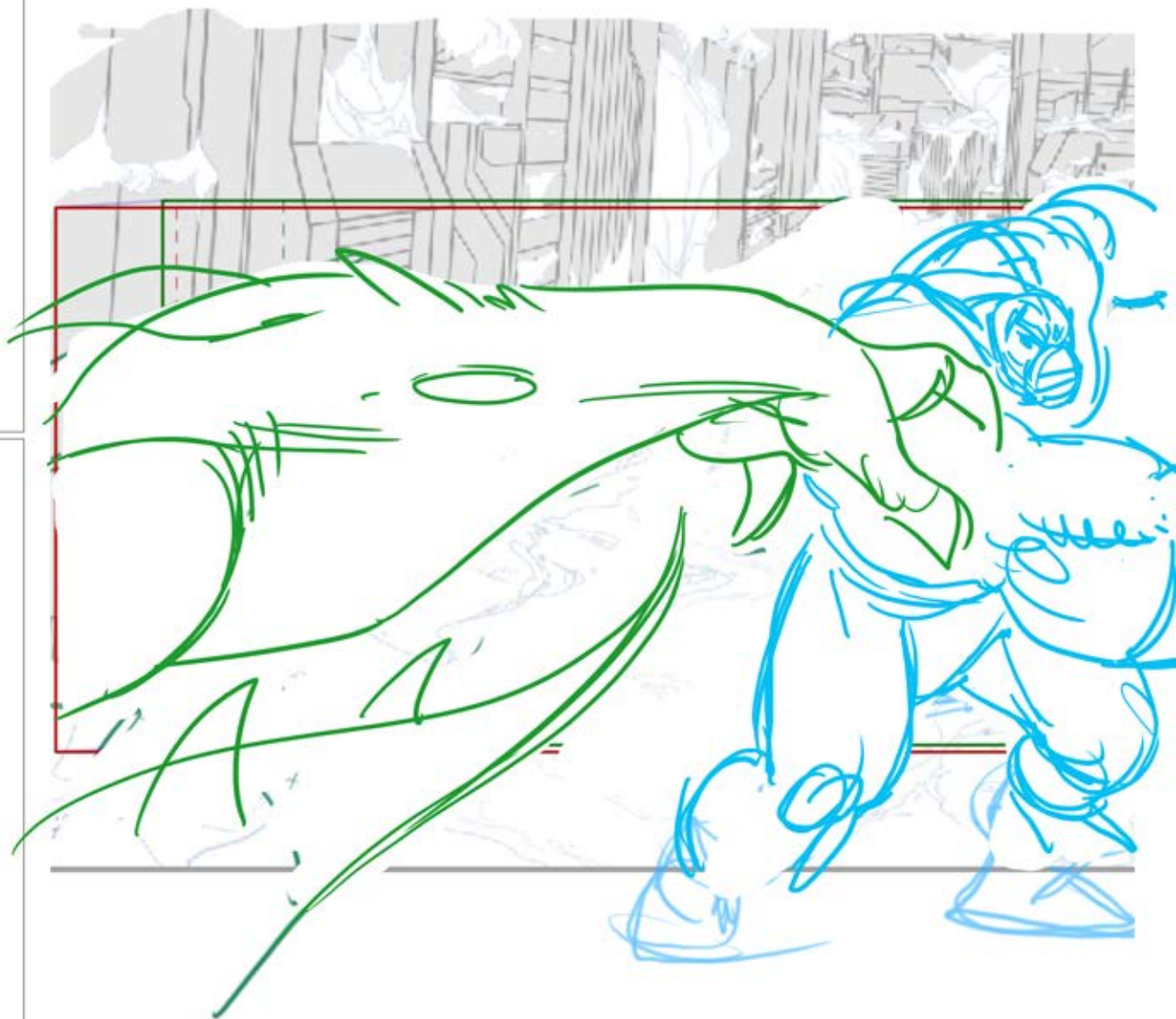
6_J

Panel

6

Action Notes

CROC FLIES
OS -





Dialog

Scene

2

Panel

1

Action Notes





Dialog

Scene

Panel

2

2

Action Notes



Dialog

Scene

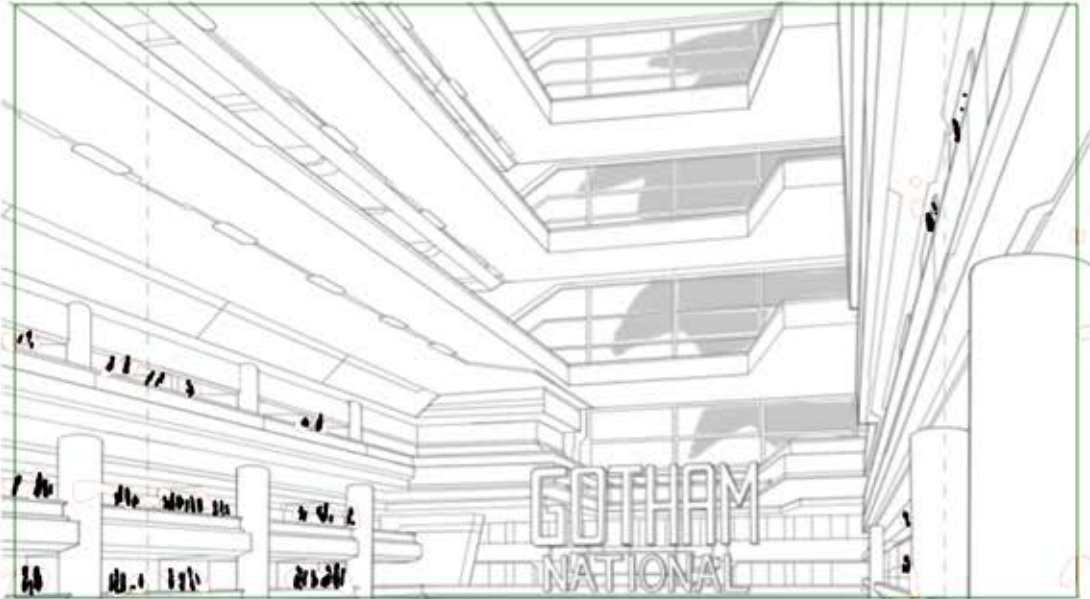
Panel

3

1

Action Notes

INT. BANK





Dialog

Scene

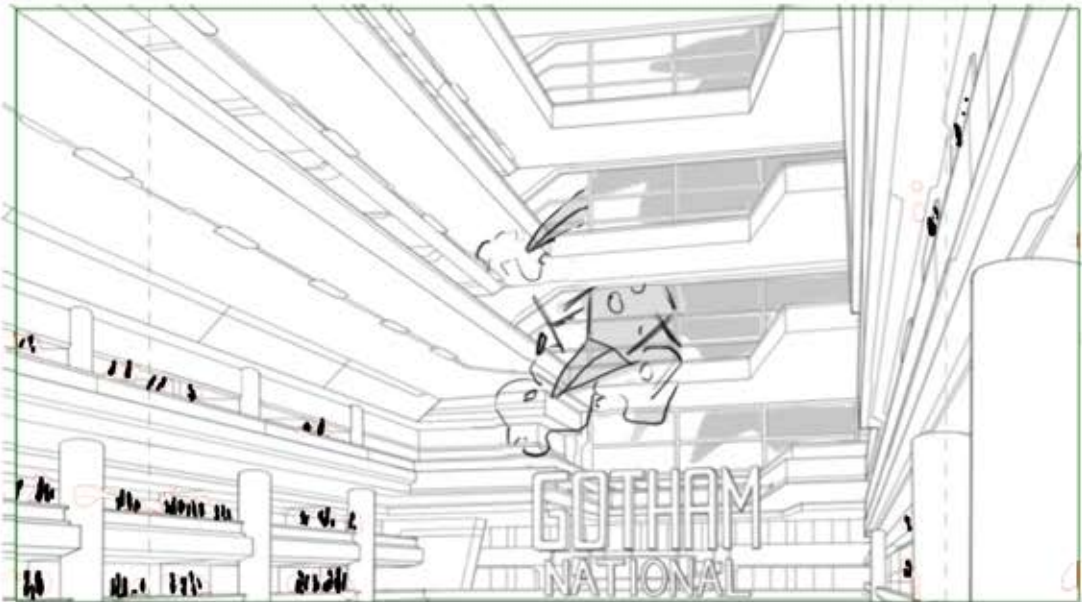
Panel

3

2

Action Notes

CROC
CRASHES THRU
WALL—



Dialog

Scene

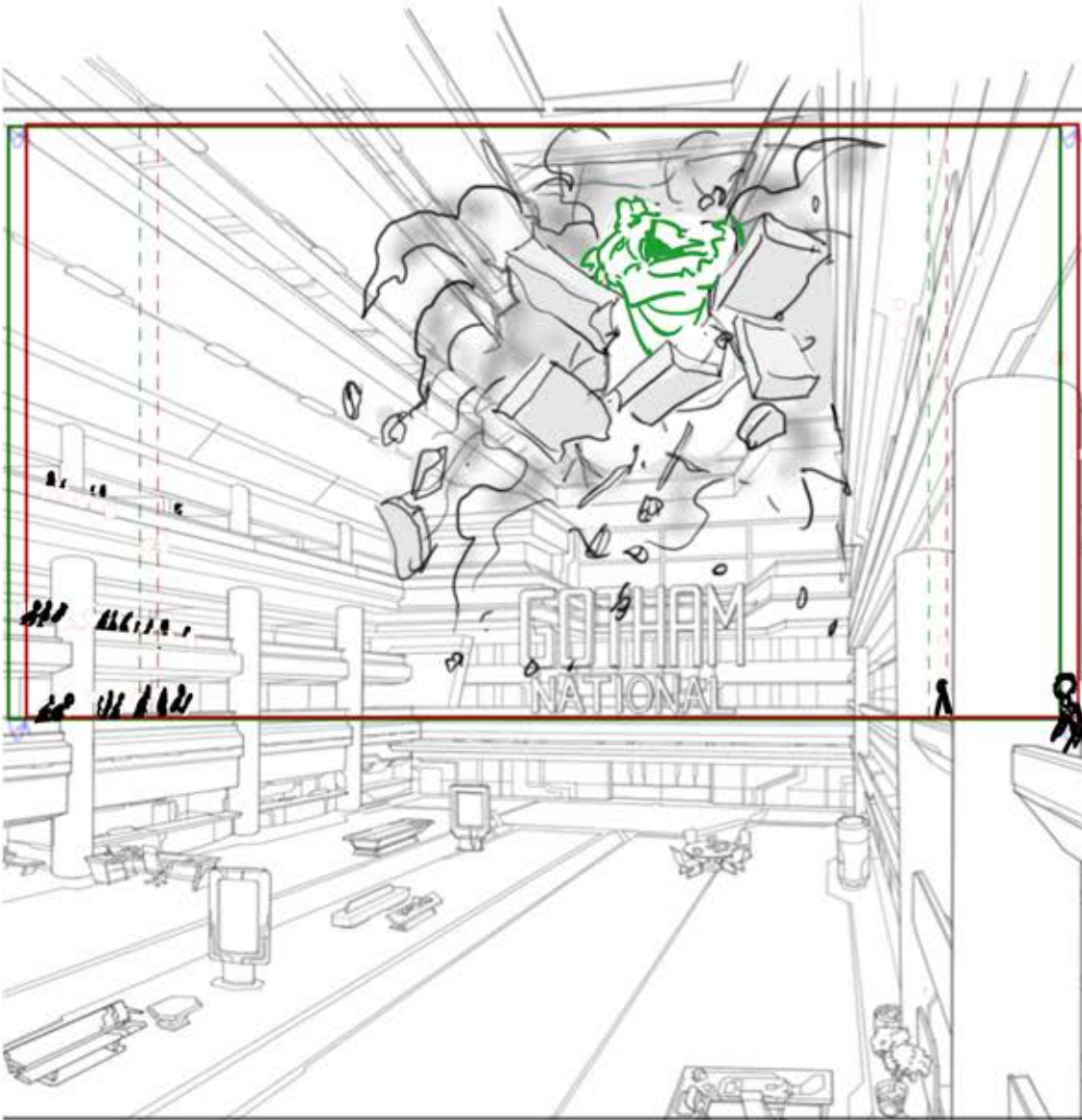
Panel

3

3

is B. of r 1	INT. GOTHAM NATIONAL BANK – REVERSE – NIGHT	# 195–4
		ACT: A
Notes: SHIPPED – 06/09/14.		

Action Notes





Dialog

Scene

Panel

3

4

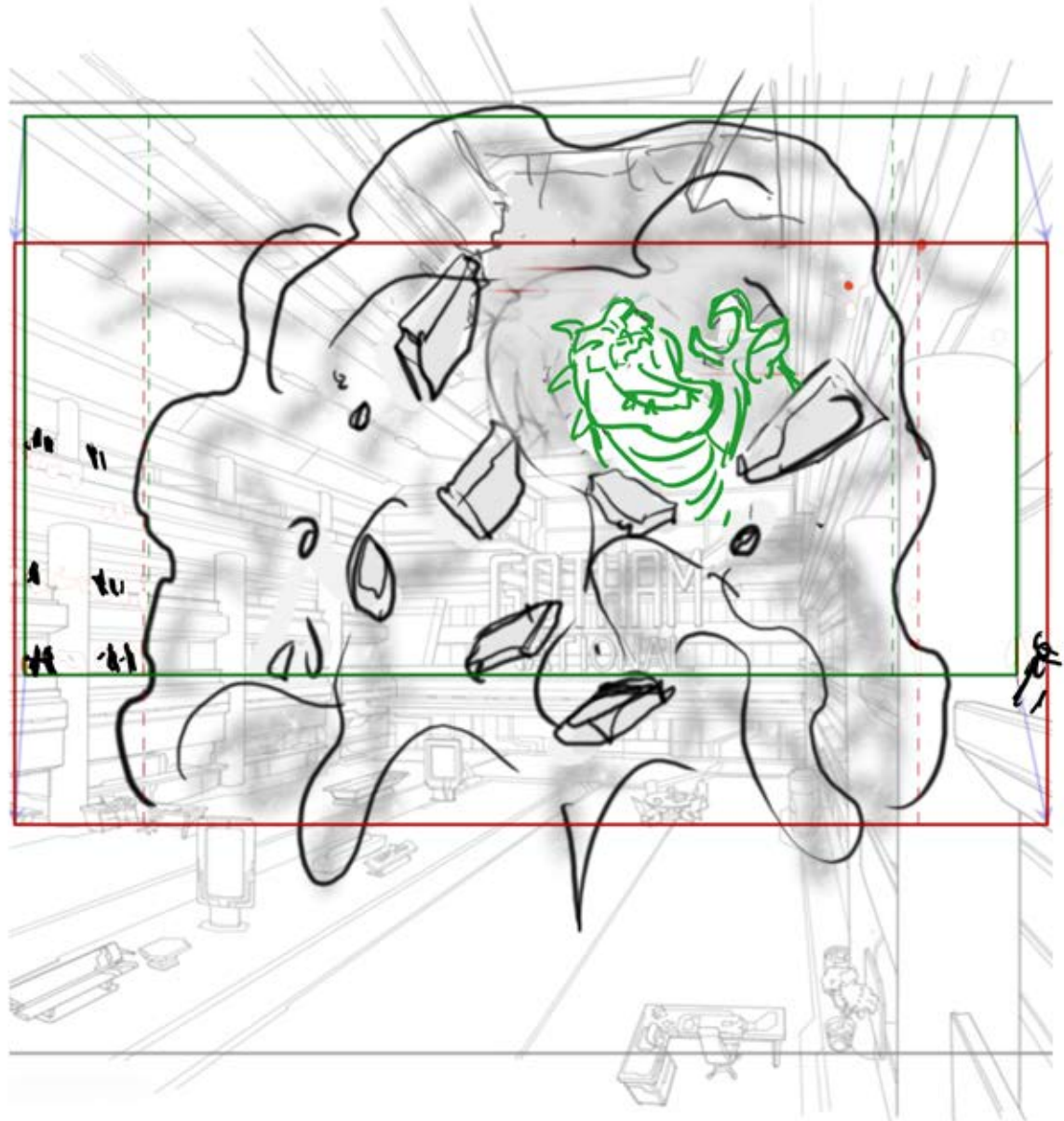
INT. GOTHAM NATIONAL BANK - REVERSE
- NIGHT

195-43

ACT: A S

Notes: SHIPPED - 06/09/14.

Action Notes





Dialog

Scene

Panel

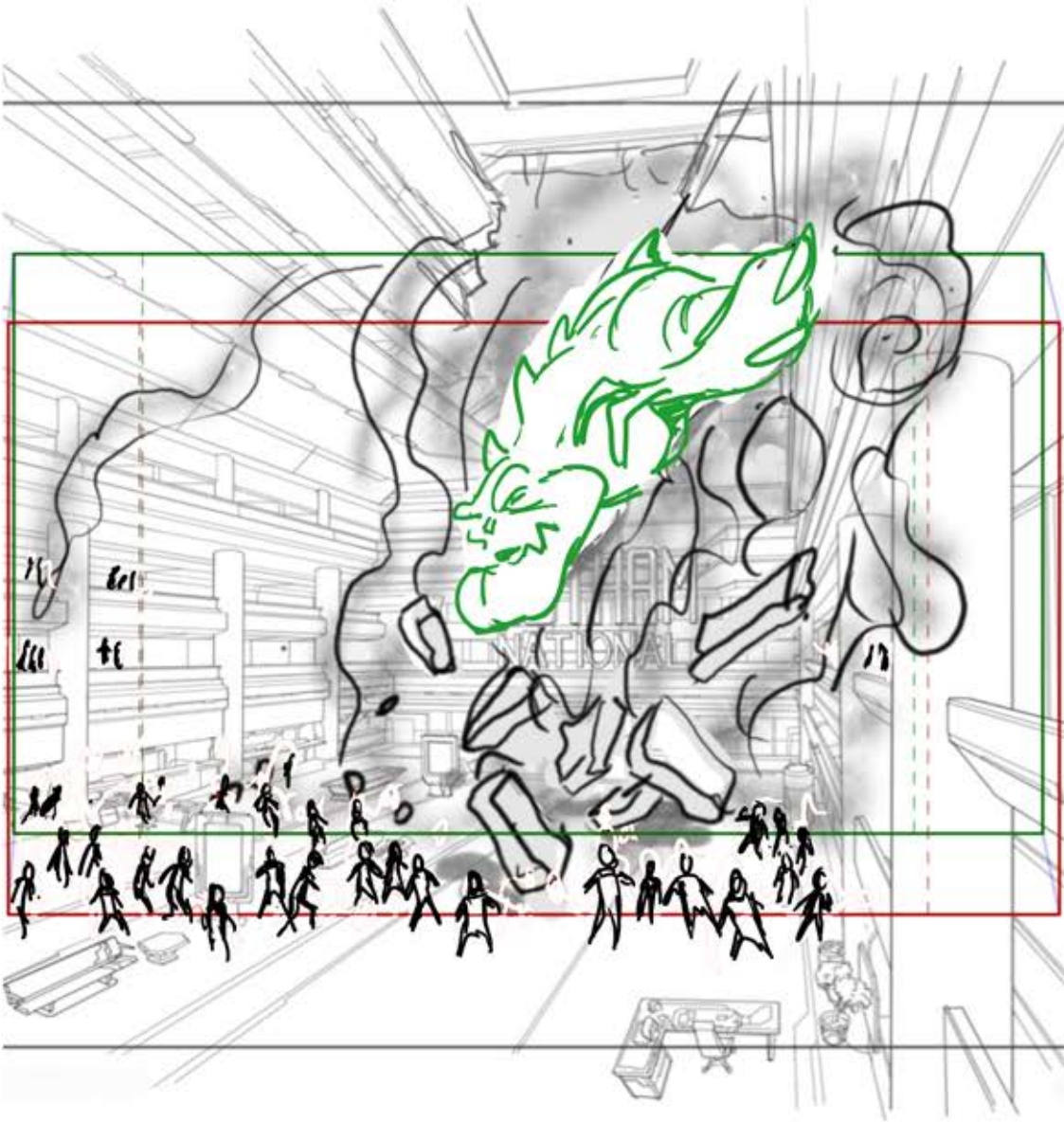
3

5

Notes: SHIPPED - 06/09/14.

Action Notes

CAM ADJUSTS
DOWN -
PEOPLE IN BANK
REACT -



Dialog

Scene

Panel

3

6

Action Notes





Dialog

Scene

18_1G_1F_2

Panel

1

Action Notes

PEOPLE IN
BANK RUN
TO CAM



Dialog

Scene

18_1G_1F_2

Panel

2

Action Notes



Dialog

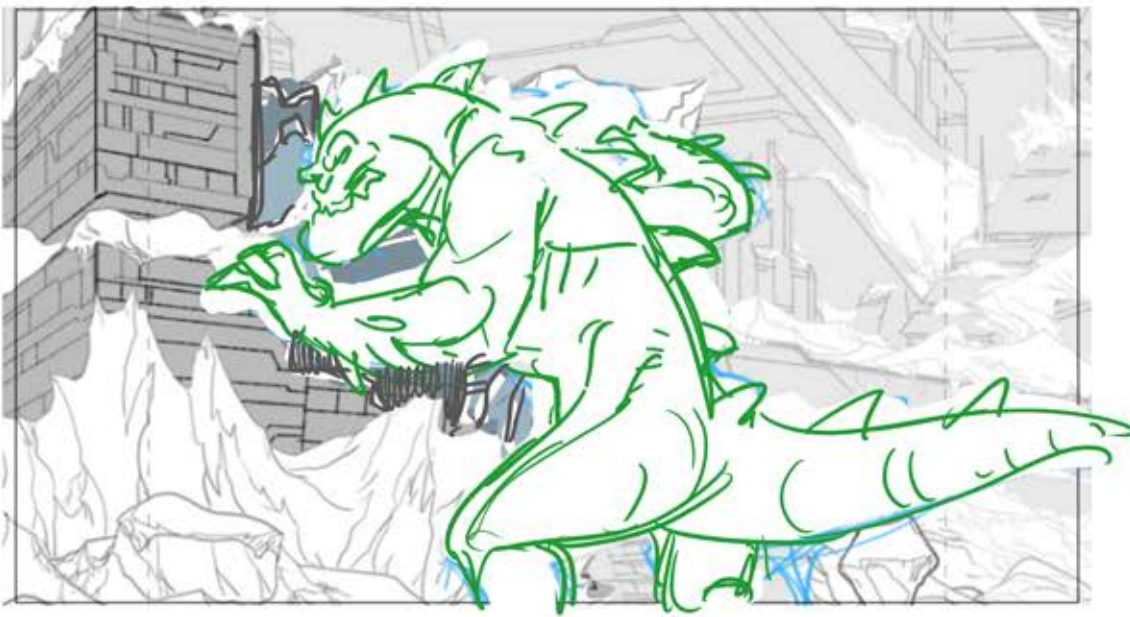
Scene

4

Panel

1

Action Notes

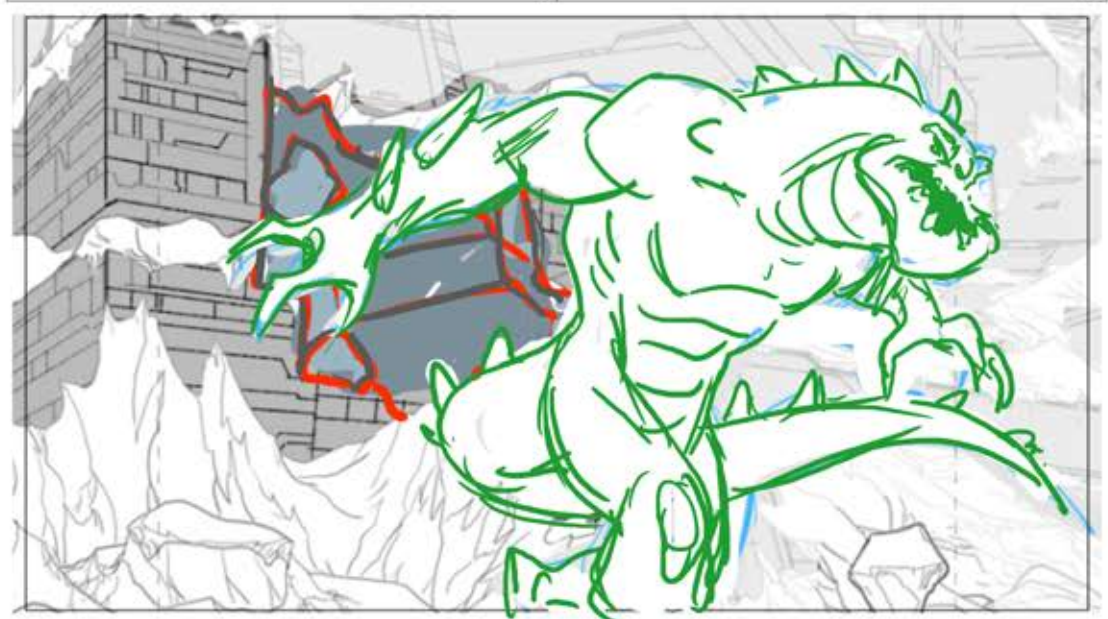




Dialog

Action Notes
CROC TURNS
& STOMPS OS.

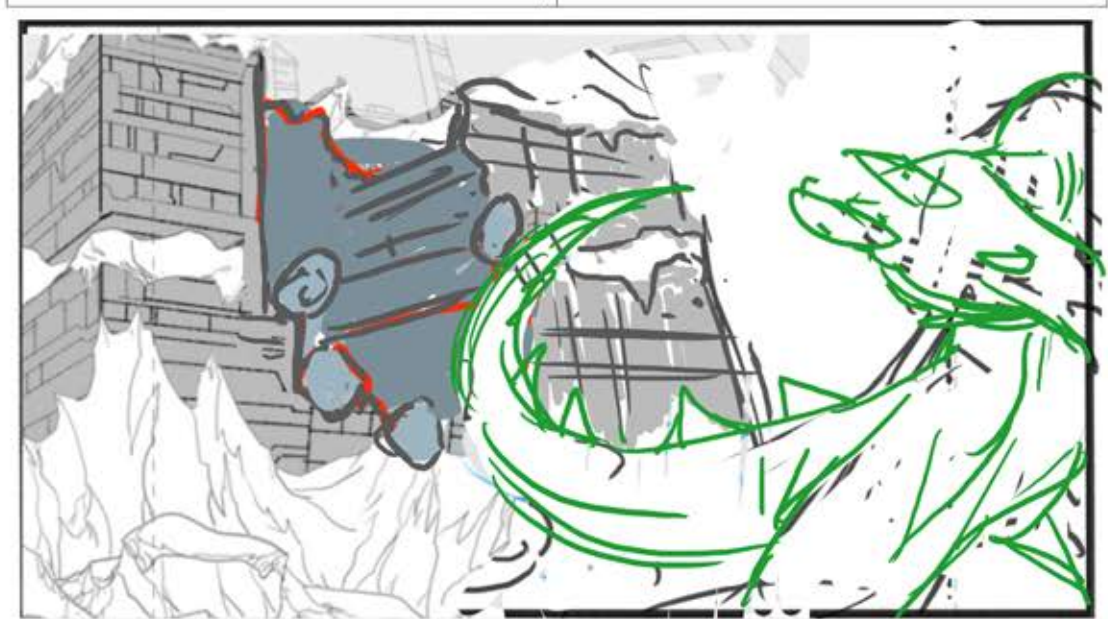
Scene	Panel
4	2



Dialog

Action Notes
TAIL HITS BLDG
KNOCKING DOWN
DEBRIS —

Scene	Panel
4	3



Dialog

Action Notes
GORDON REACTS —

Scene	Panel
5	1





Dialog
416 GORDON
Nightwing! Watch out!

Action Notes
CAM FOLLOWS ACTION -

Scene	Panel
5	2



Dialog

Action Notes
CU NIGHTWING

Scene	Panel
6	1



Dialog

Action Notes
HE REACTS -

Scene	Panel
6	2

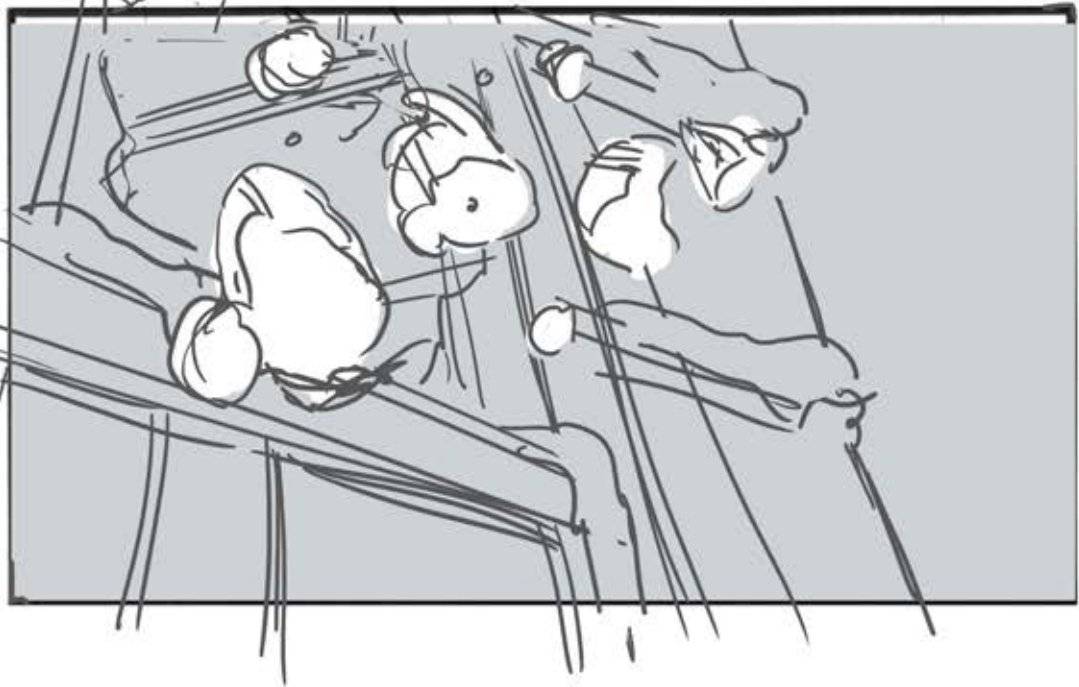




Dialog

Action Notes
NW'S POV-
DEBRIS FALLS
TO CAM.

Scene 7 Panel 1



Dialog

Action Notes

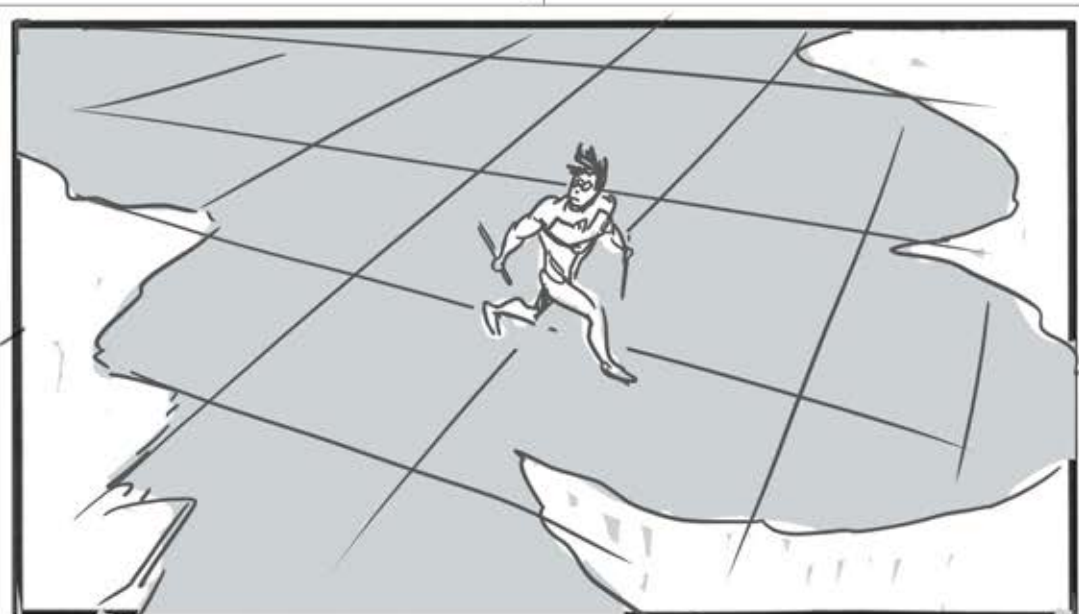
Scene 7 Panel 2



Dialog

Action Notes
DOWN SHOT-NW

Scene 8 Panel 1





Dialog

Action Notes

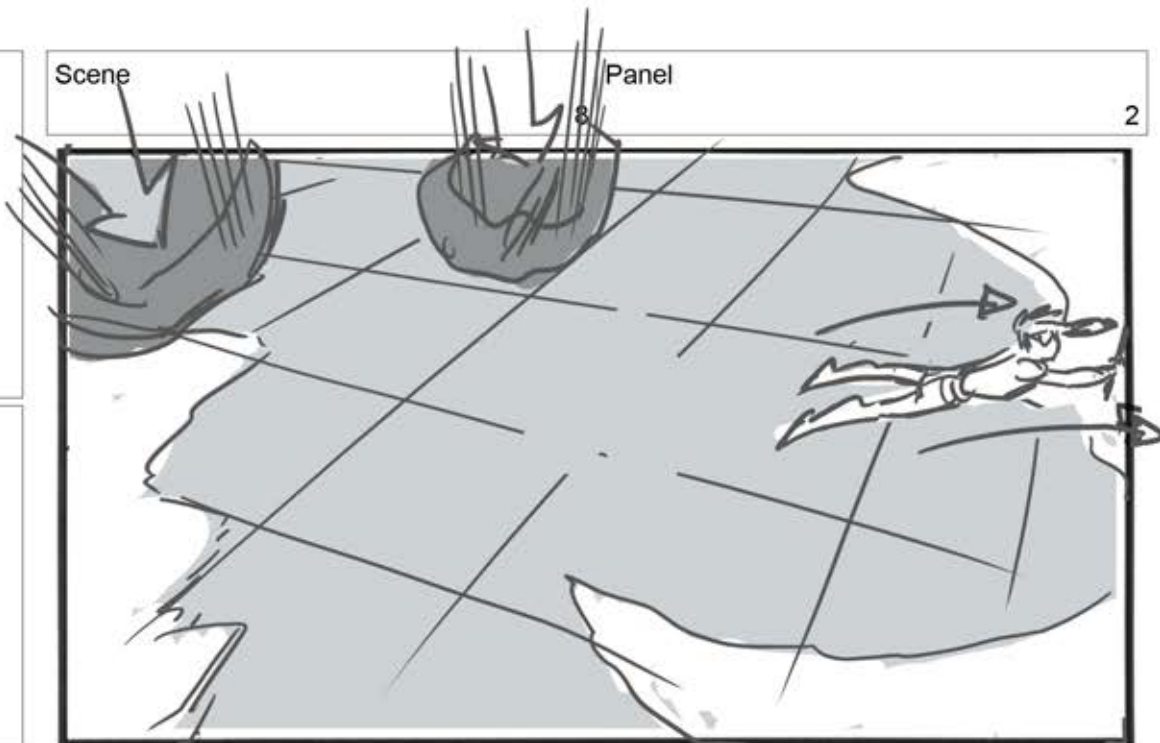
NW DIVERS OS

Scene

Panel

8

2



Dialog

Action Notes

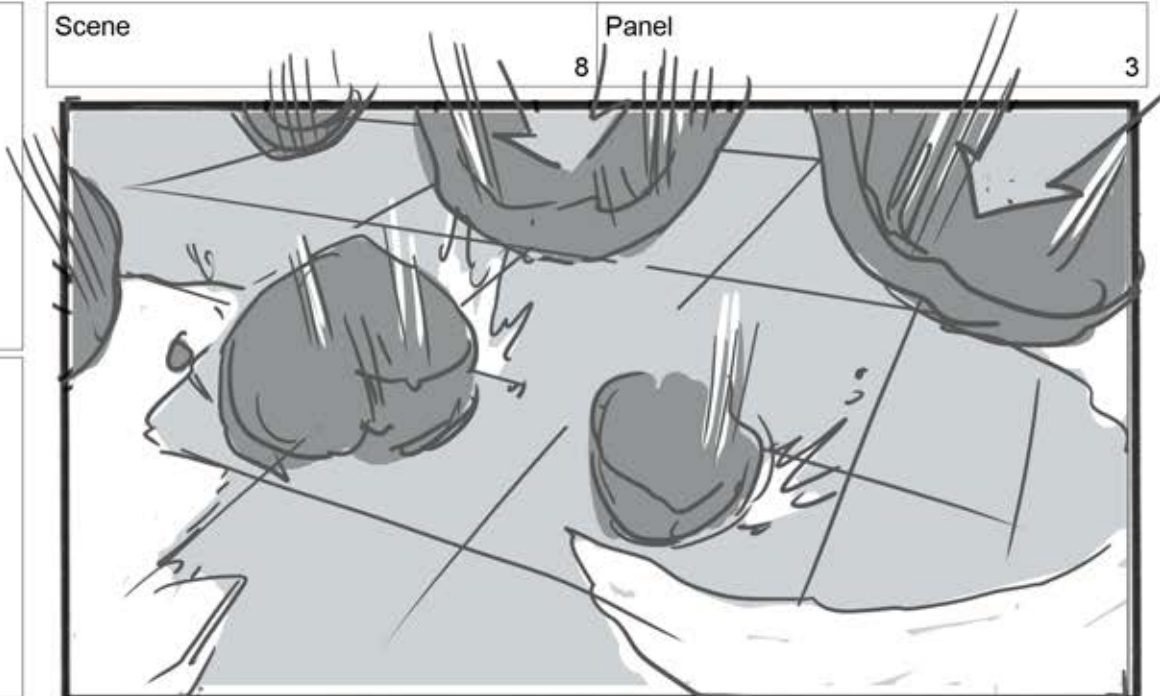
DEBNS CONTS TO
FALL INTO SC

Scene

Panel

8

3



Dialog

Action Notes

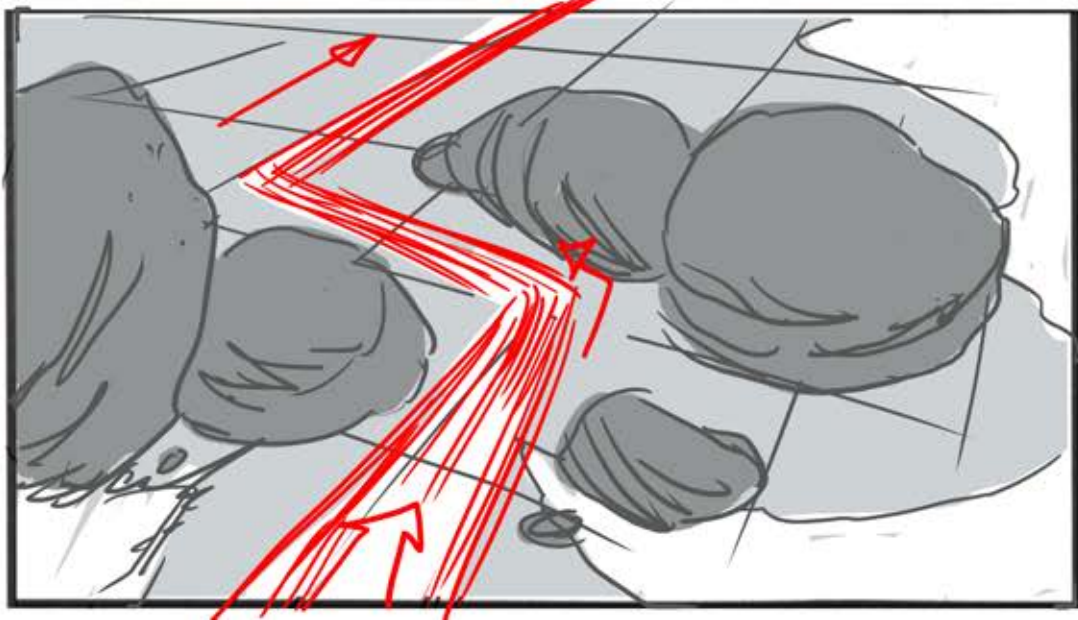
FLASH ZIPS INTO SC
DODGING DEBNS—

Scene

Panel

8

4



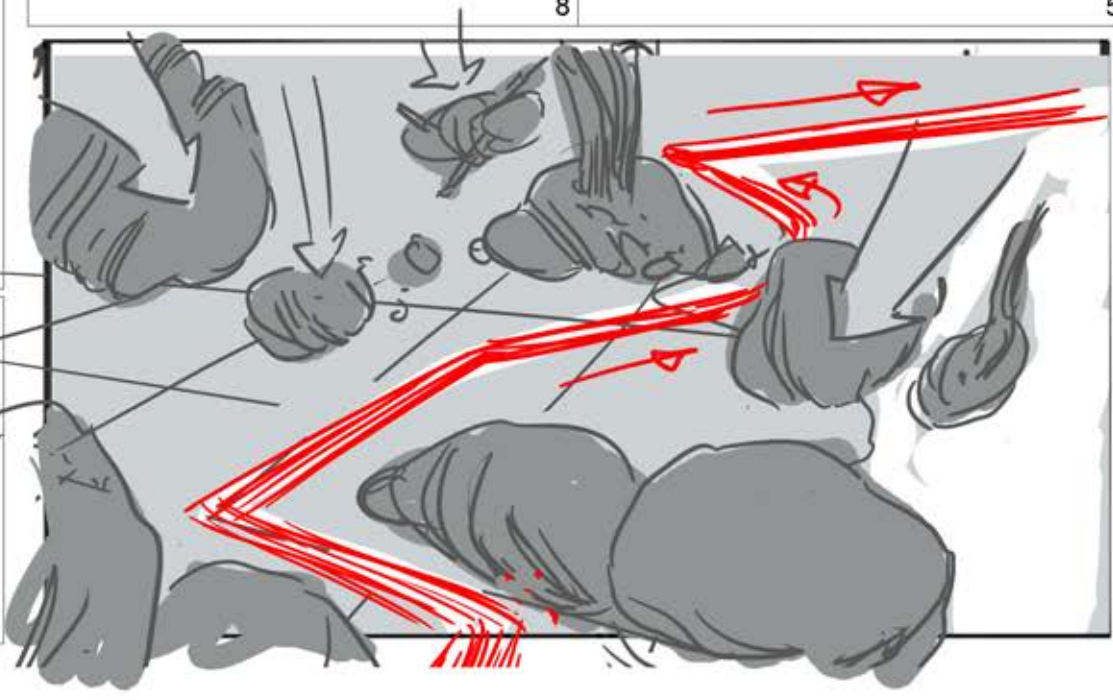


Dialog

Action Notes
CAM FOLLOWS
FLASH DODGING
DEBYS

Scene 8

Panel 5



Dialog

Action Notes
PAN w/FLASH
RUNNING

Scene 9

Panel 1



Dialog

Action Notes

Scene 9

Panel 2





Dialog

Action Notes

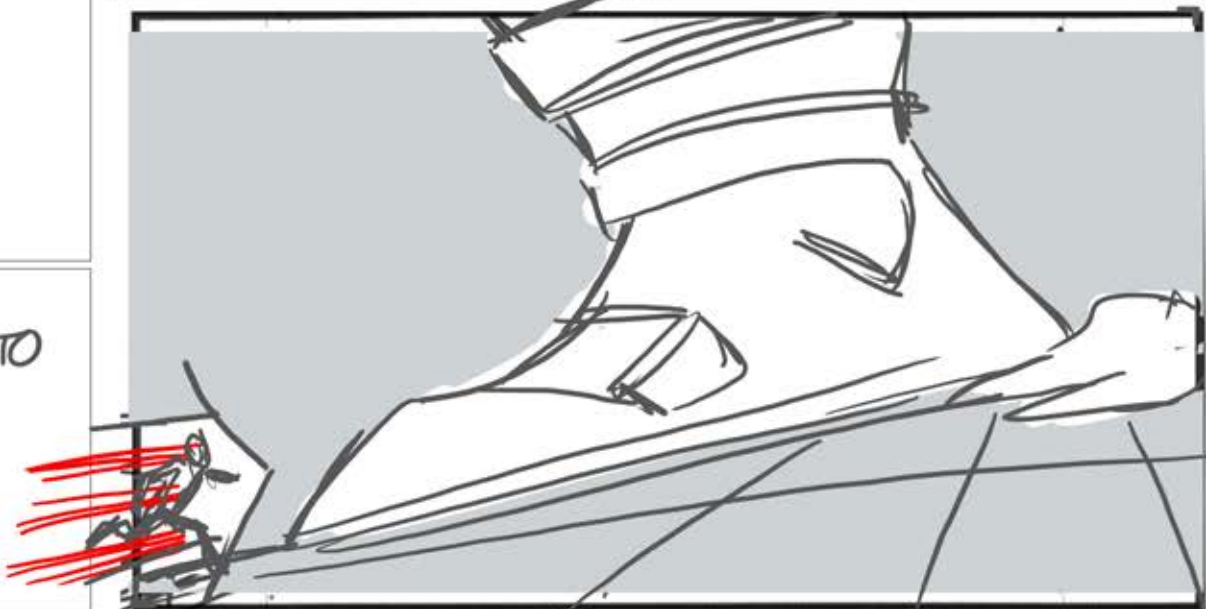
FLASH ZIPS INTO
SL

Scene

10

Panel

1



Dialog

Action Notes

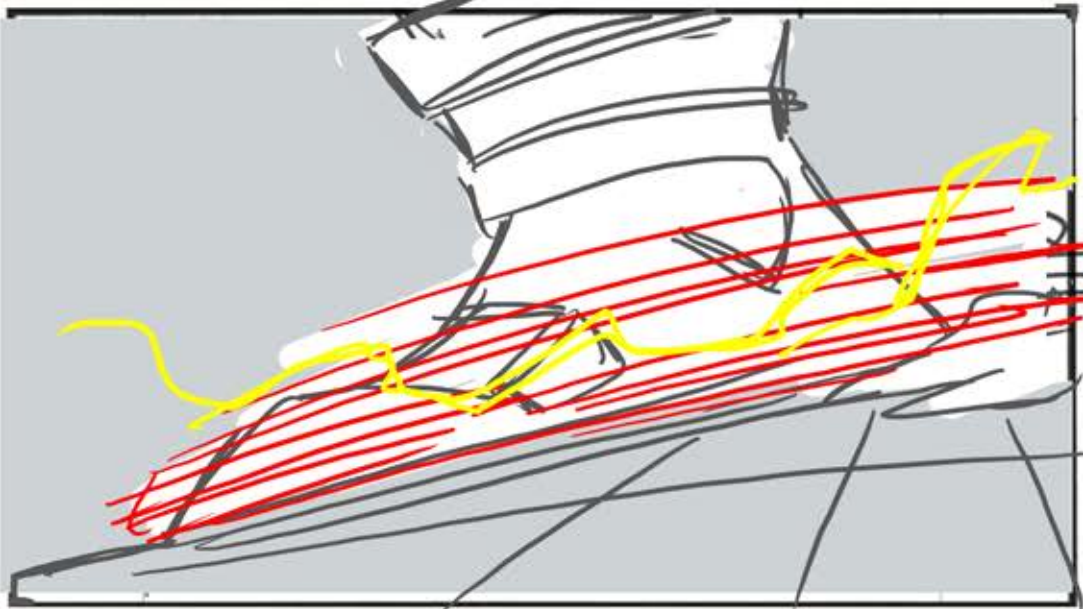
- AND RUNS
AROUND BANE'S
FOOT -

Scene

10

Panel

2



Dialog

Action Notes

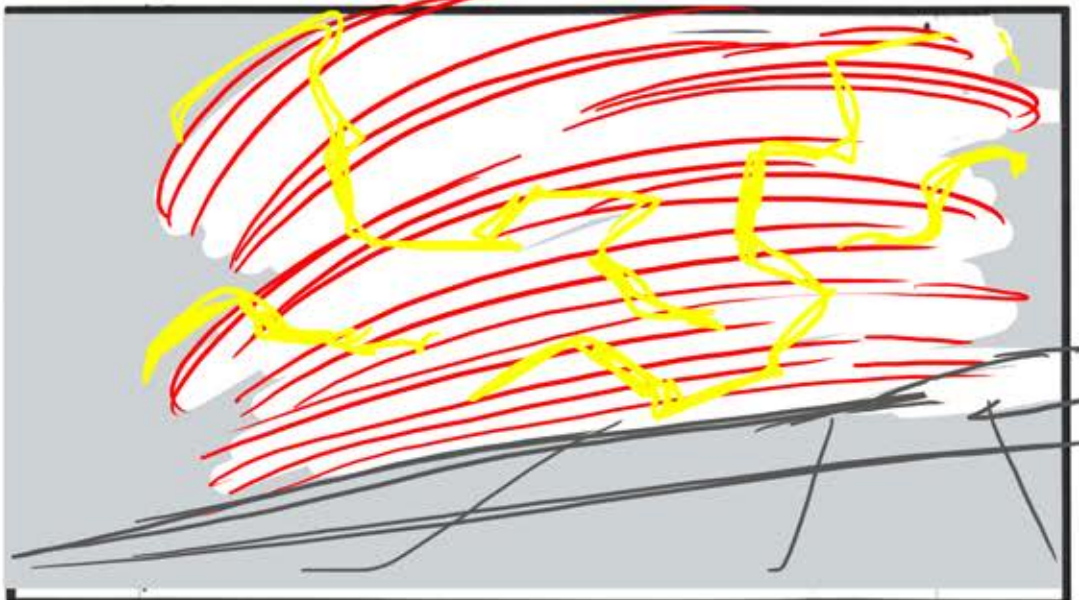
A FUNNEL CLOUD
STARTS TO FORM -

Scene

10

Panel

3



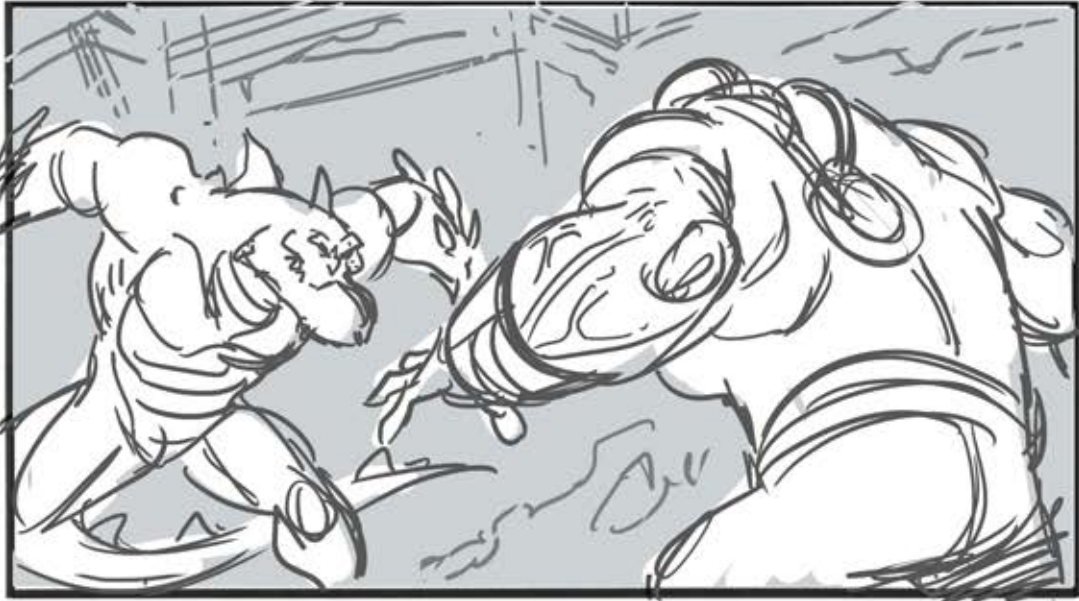


Dialog

Action Notes
CROC ATTACKS
BANE!!

Scene 11

Panel 1

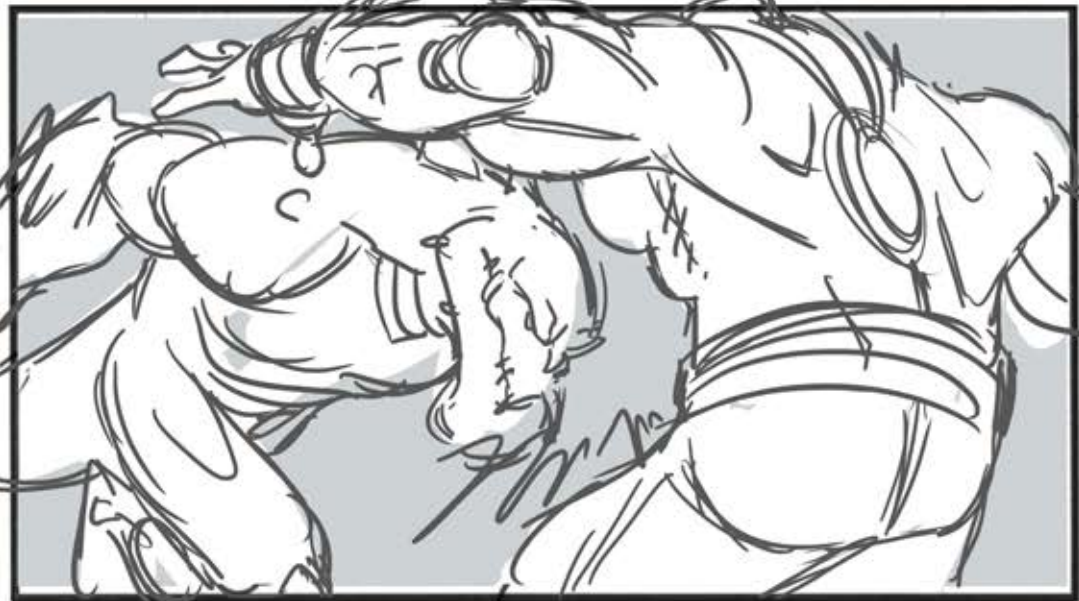


Dialog

Action Notes
HIS HEAD BUTTS HIM -

Scene 11

Panel 2

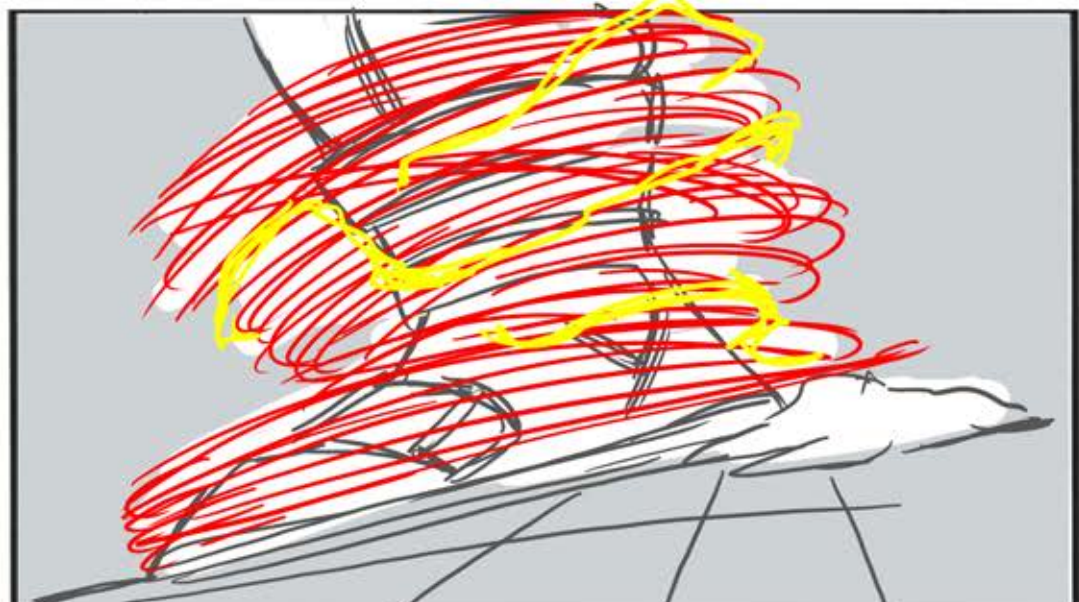


Dialog
417 FLASH
Let's see how you like a tornado,
Mr. Tough Guy....

Action Notes
FLASH CREATES FUNNEL
CLOUD AROUND CROC'S
FOOT -

Scene 12

Panel 1





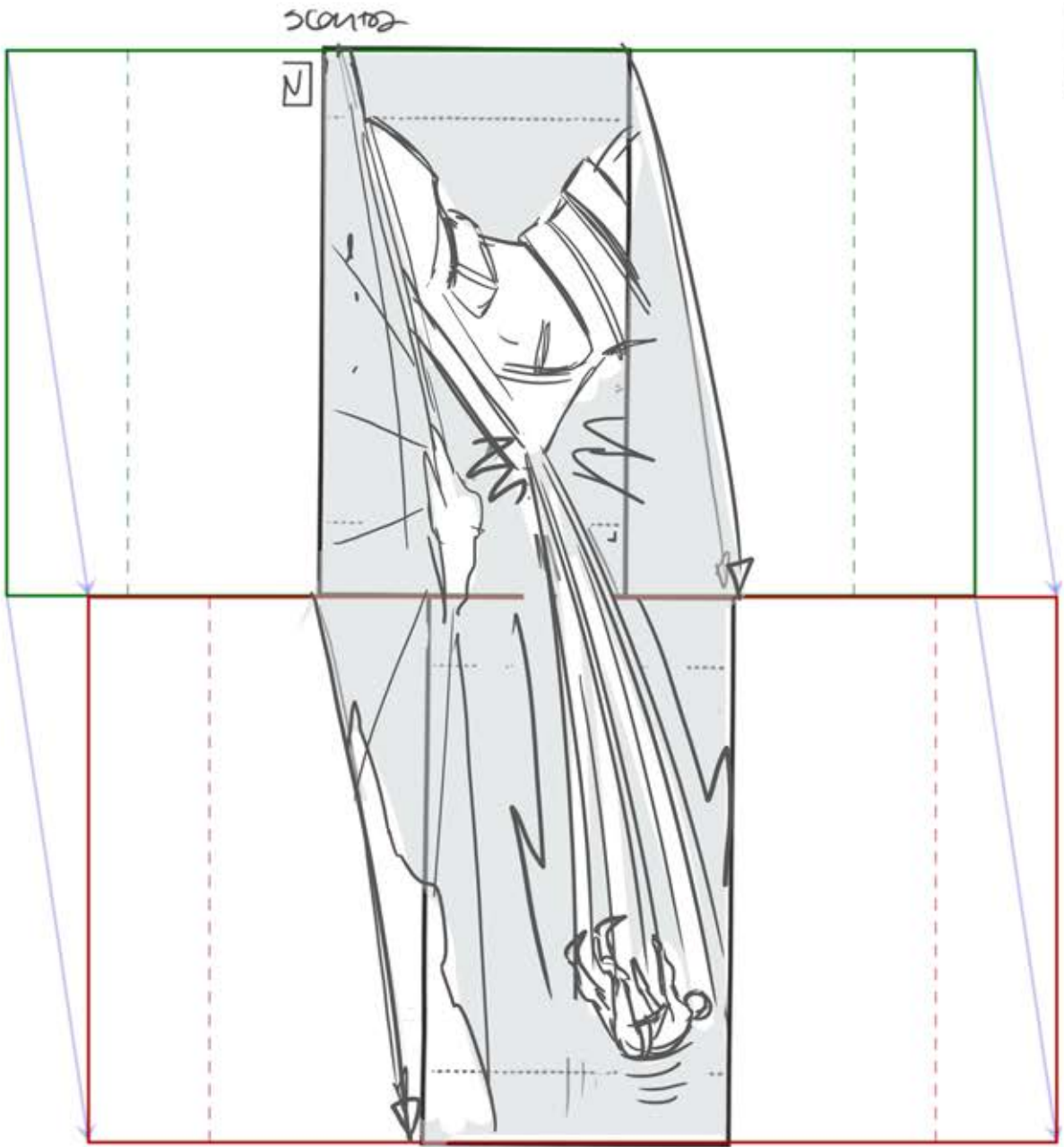
Dialog
417 FLASH:
<OFT>!

Scene

12

Panel

2



Action Notes

BATMAN STEPS
BACK BUMPING
FLASH—
—CAM FOLLOWS
FLASH

Dialog

Scene

13

Panel

1

Action Notes

FLASH FLIES
INTO SC—





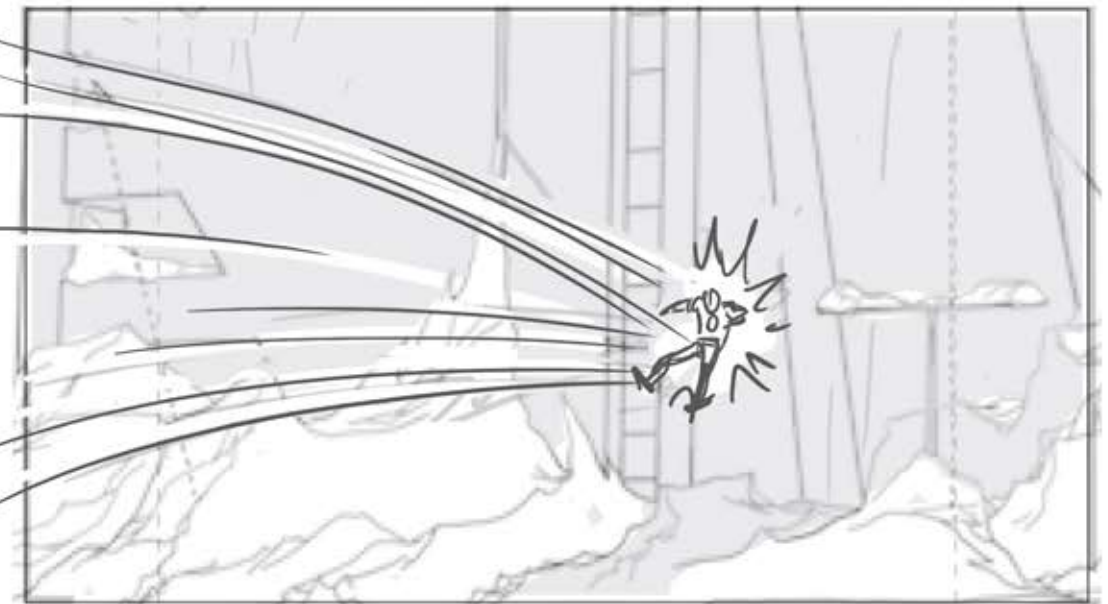
Dialog

Action Notes

HE HITS BLOG -

Scene 13

Panel 2



Dialog

Action Notes

AND IS EMBEDDED INTO WALL

Scene 13

Panel 3

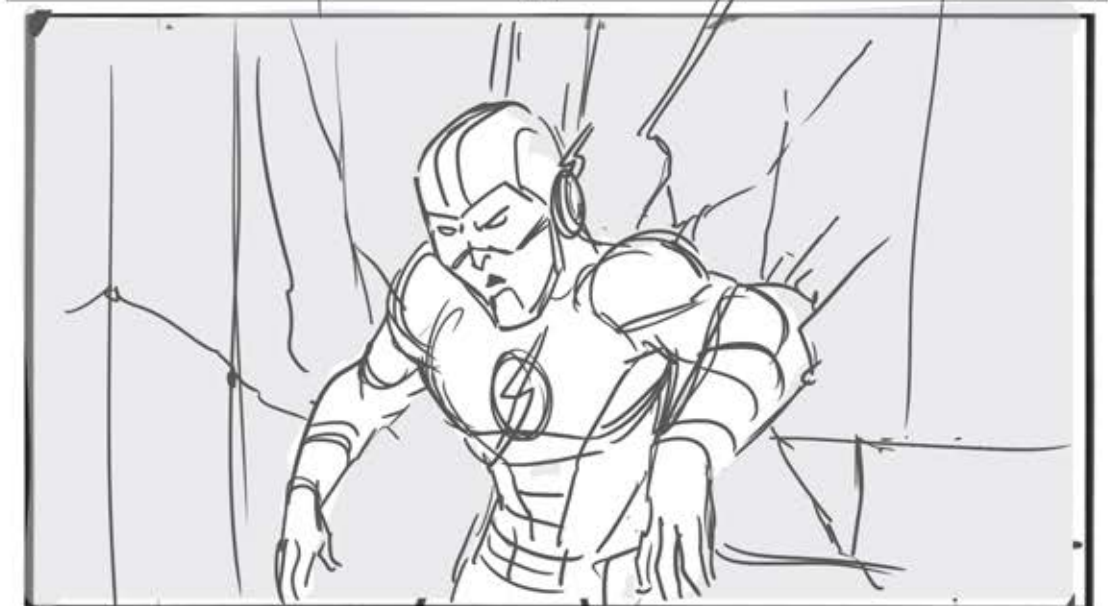


Dialog

Action Notes

Scene 14

Panel 1





Dialog

Action Notes
NW REACHES
INTO SL

Scene	Panel
14	2



Dialog
418 FLASH:
Man...

Action Notes
FLASH GRABS HIS
HAND -

Scene	Panel
14	3



Dialog
418 FLASH:
The tornado move is one of my
best moves.

Action Notes
HE JUMPS DOWN
FROM WALL -

Scene	Panel
14	4





Dialog
418 FLASH:
What do we do now?

Action Notes
BOTH look os

Scene	Panel
14	5



Dialog
419 NIGHTWING:
Don't look at me.

Action Notes

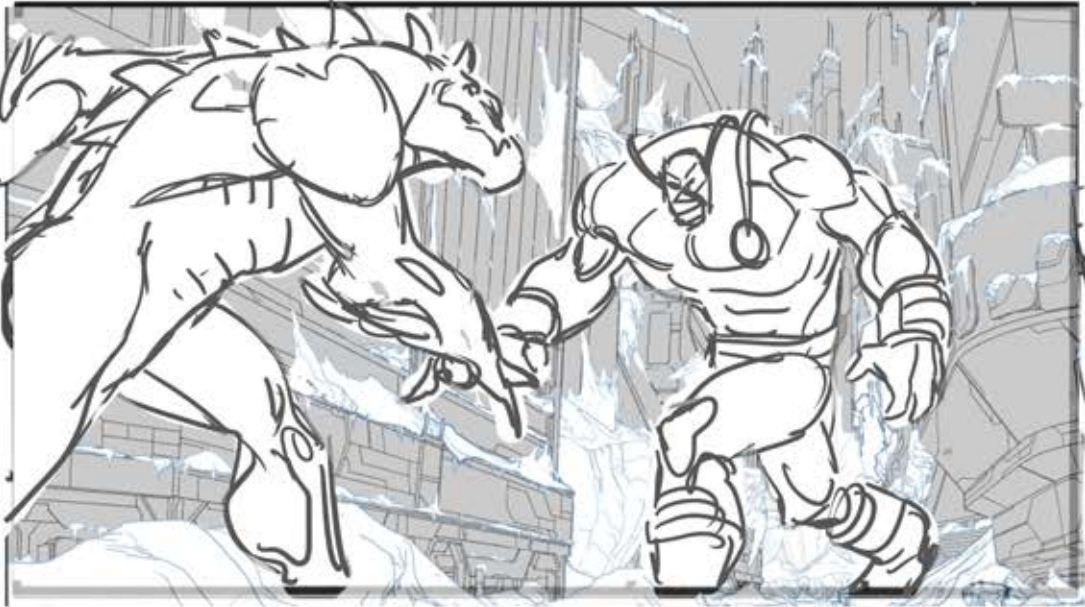
Scene	Panel
15	1



Dialog

Action Notes
BANE & ORAC
FACE off—

Scene	Panel
16	1

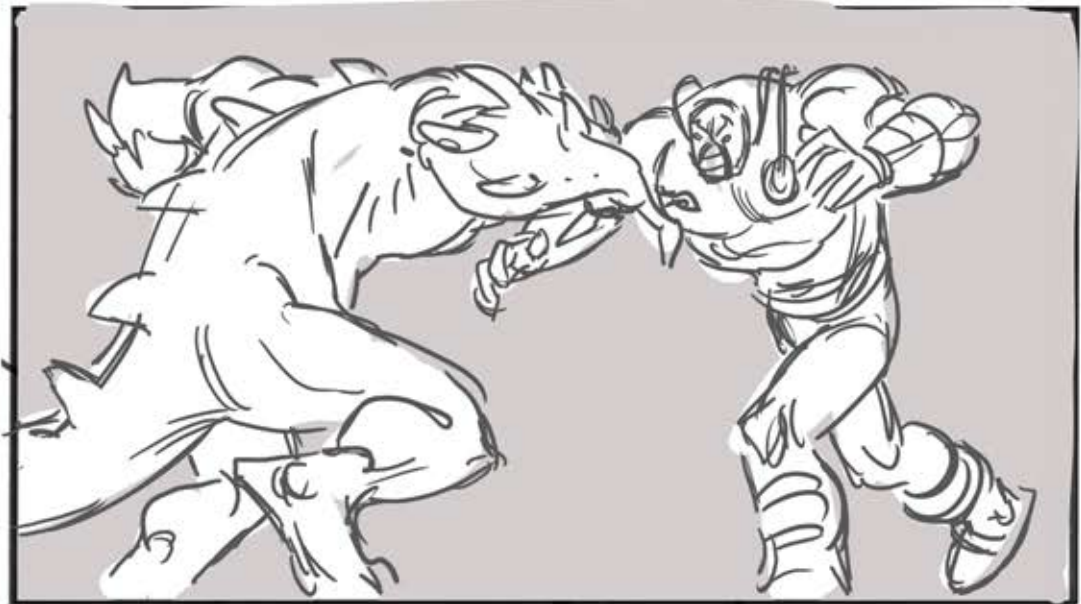




Dialog

Action Notes
CROC STARTS
TO SWING HIS
TAIL AROUND—

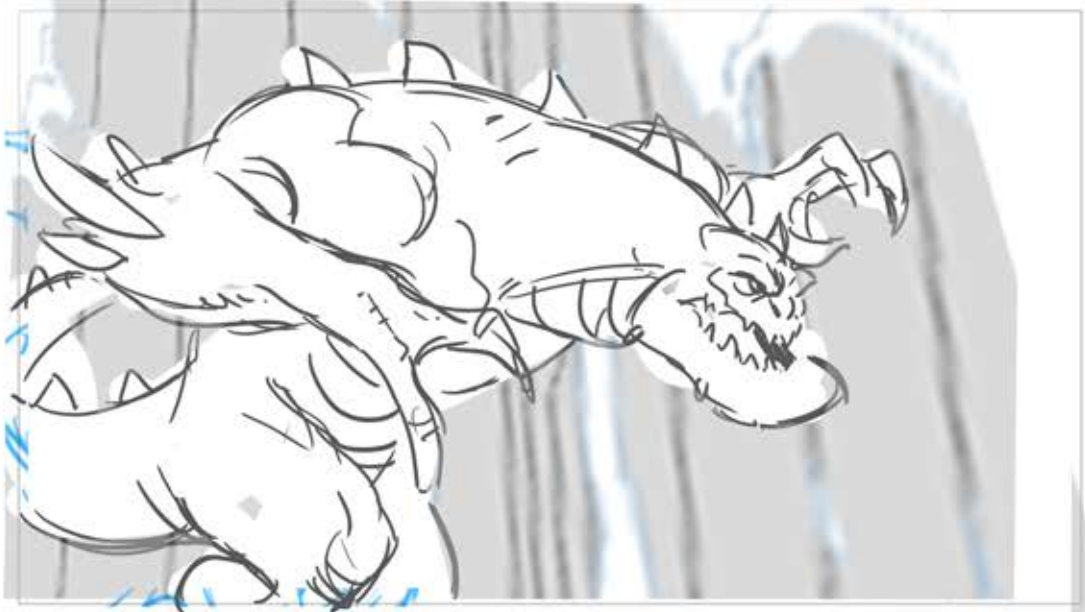
Scene	Panel
16	2



Dialog

Action Notes
REVERSES ANGLE
—CROC SWINGS TAIL
AROUND

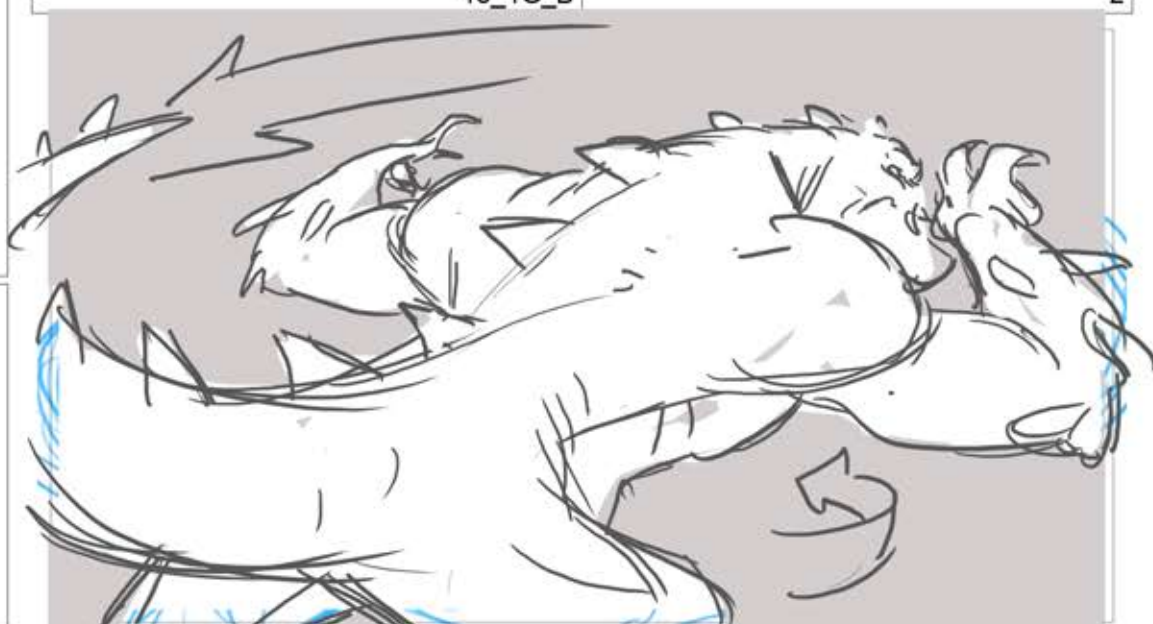
Scene	Panel
18_1G_B	1



Dialog

Action Notes

Scene	Panel
18_1G_B	2





Dialog

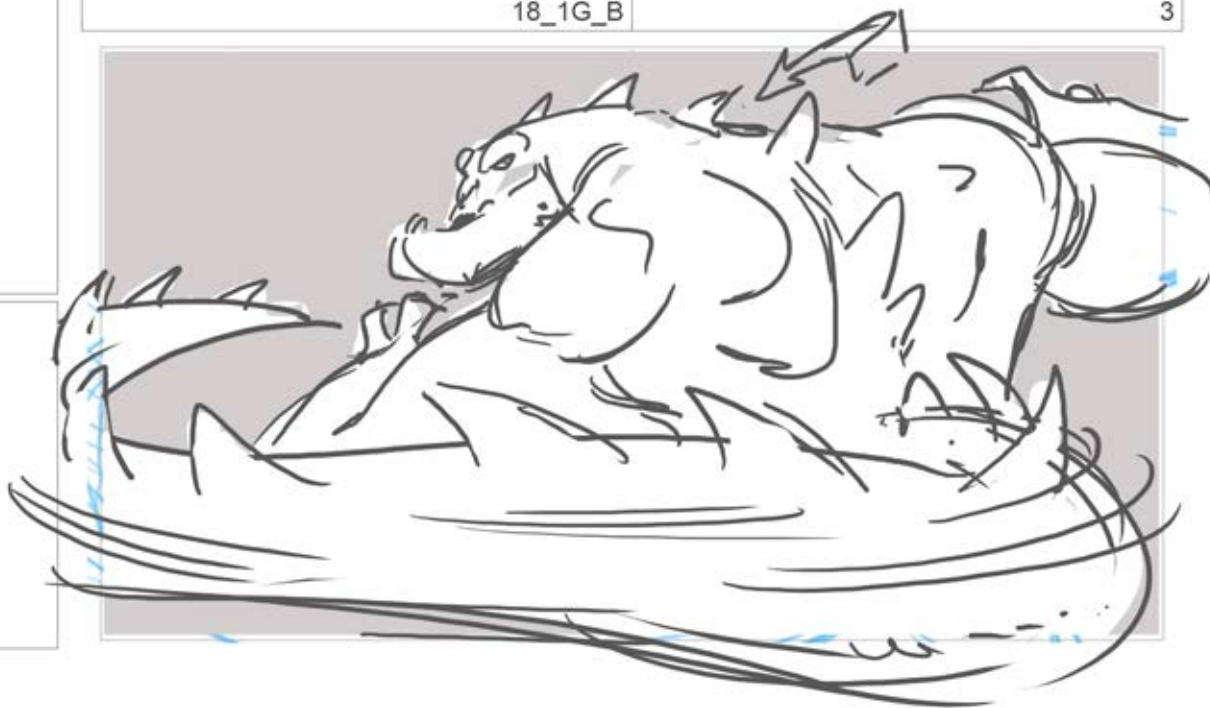
Scene

18_1G_B

Panel

3

Action Notes



Dialog

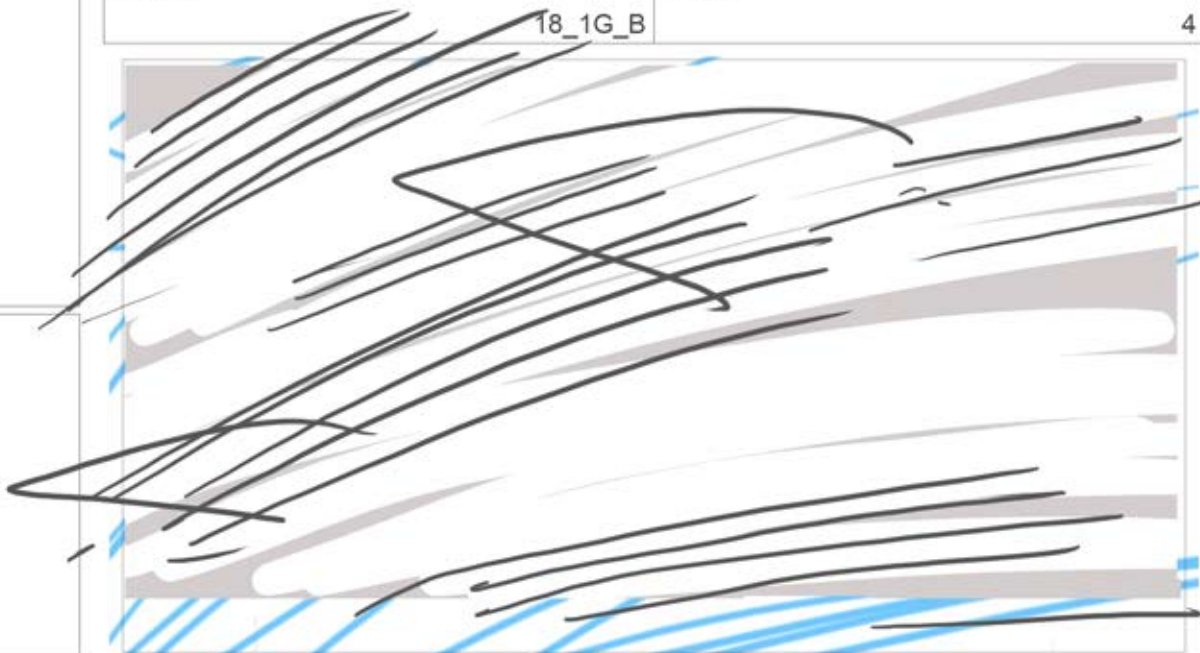
Scene

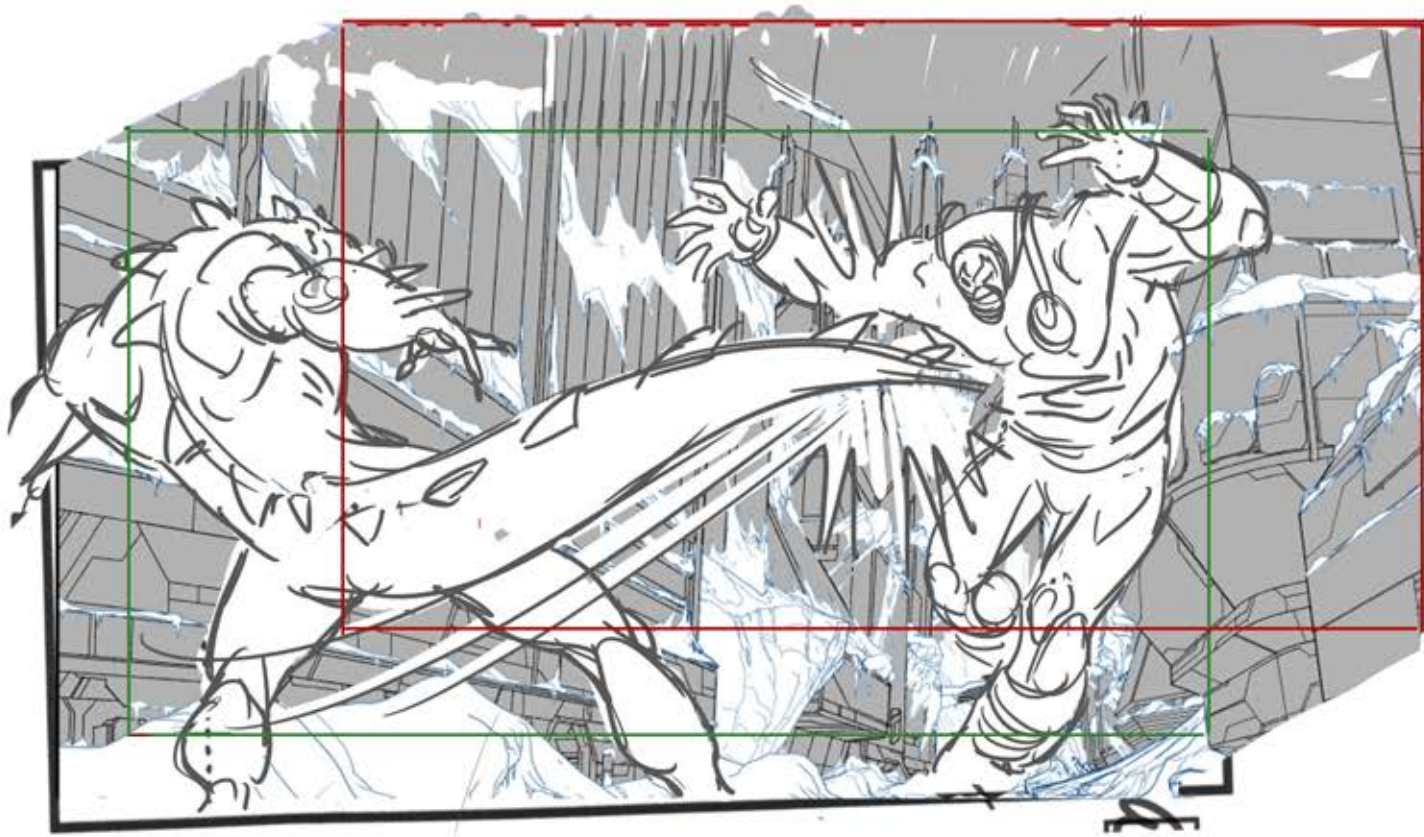
18_1G_B

Panel

4

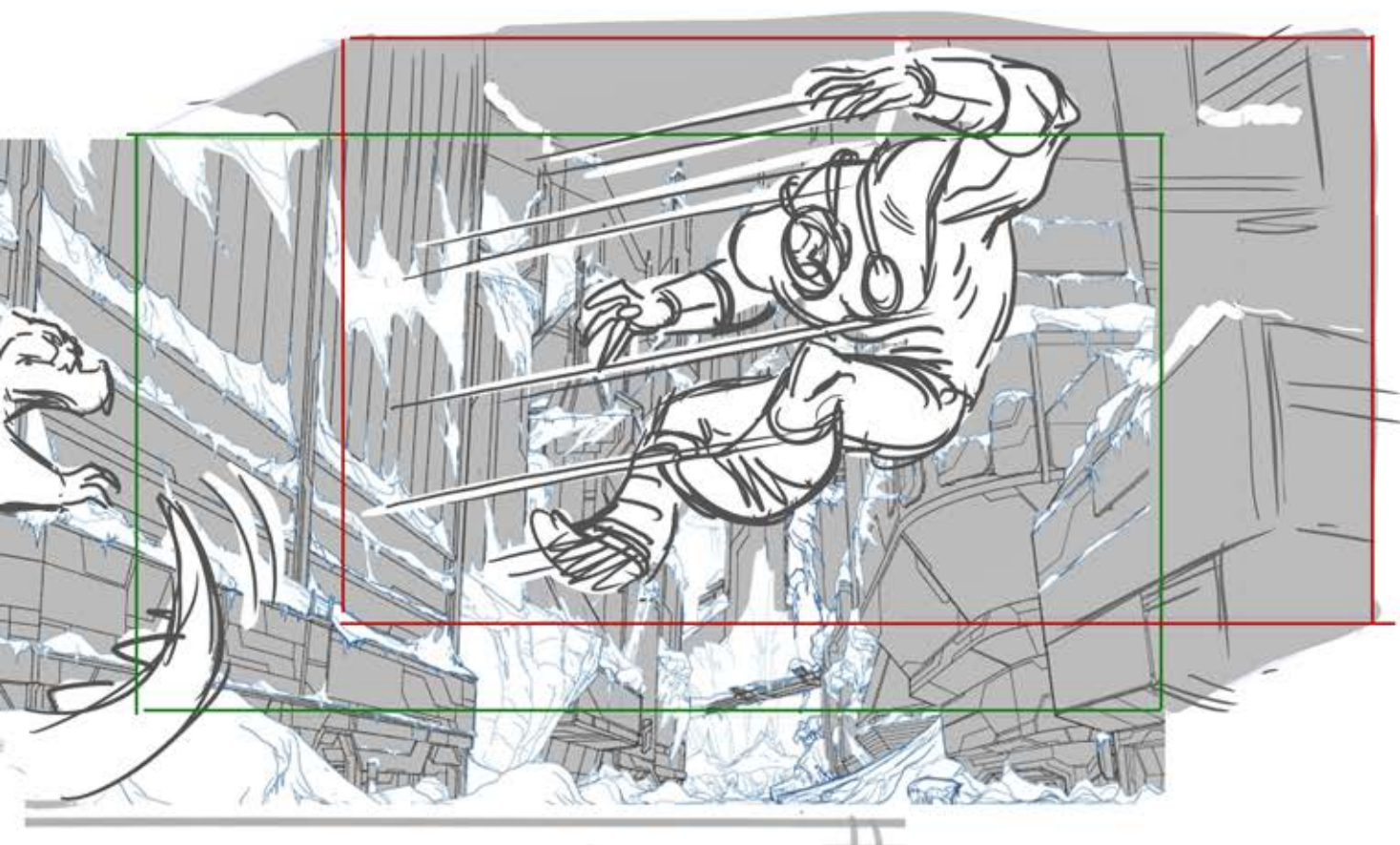
Action Notes





Dialog

Action Notes



Dialog

Action Notes



Dialog

Action Notes

Scene	Panel
17	1



Dialog

Action Notes

Scene	Panel
17	2



Dialog

Action Notes

Scene	Panel
17	3





Dialog

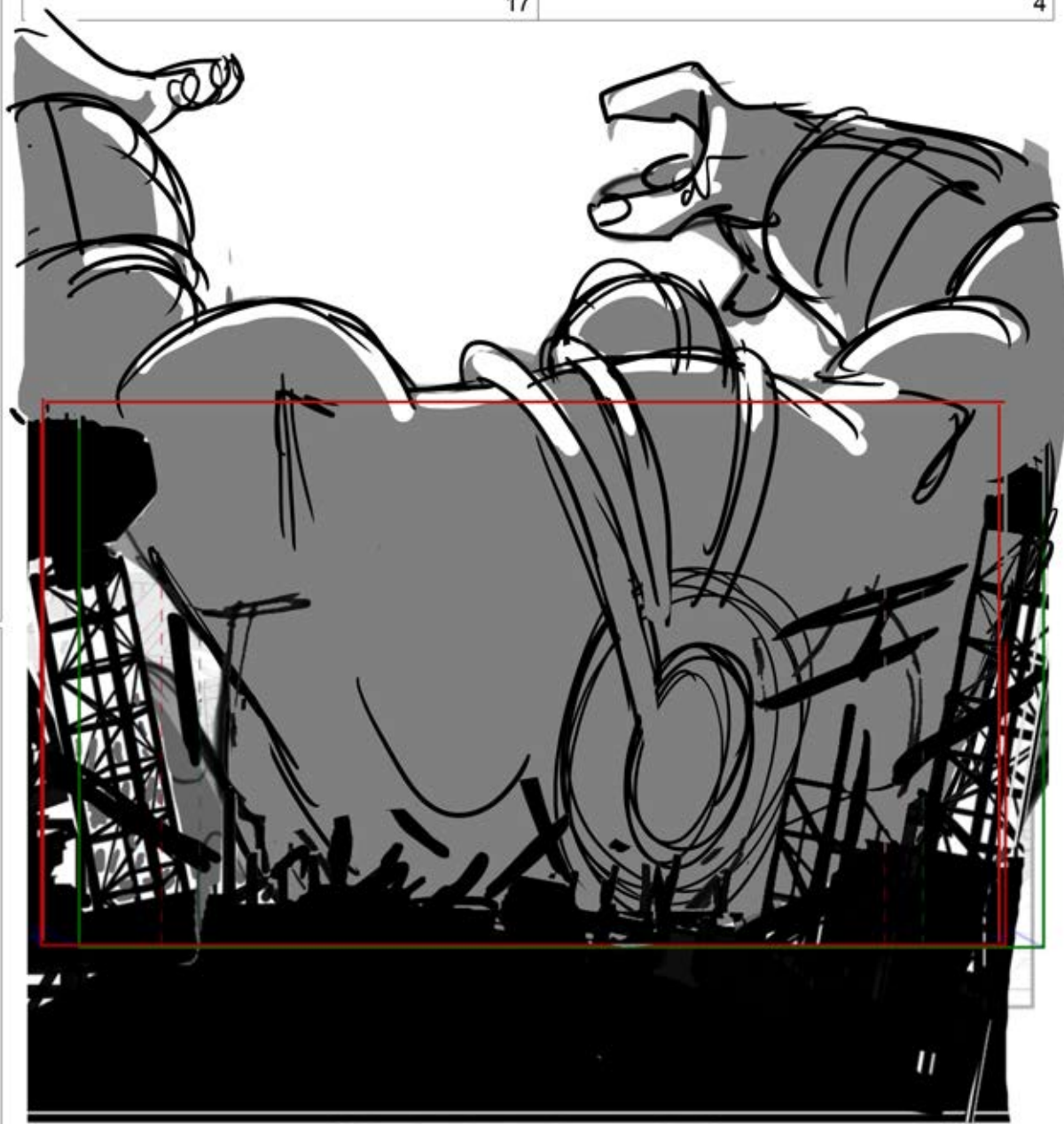
Scene

17

Panel

4

Action Notes





Dialog

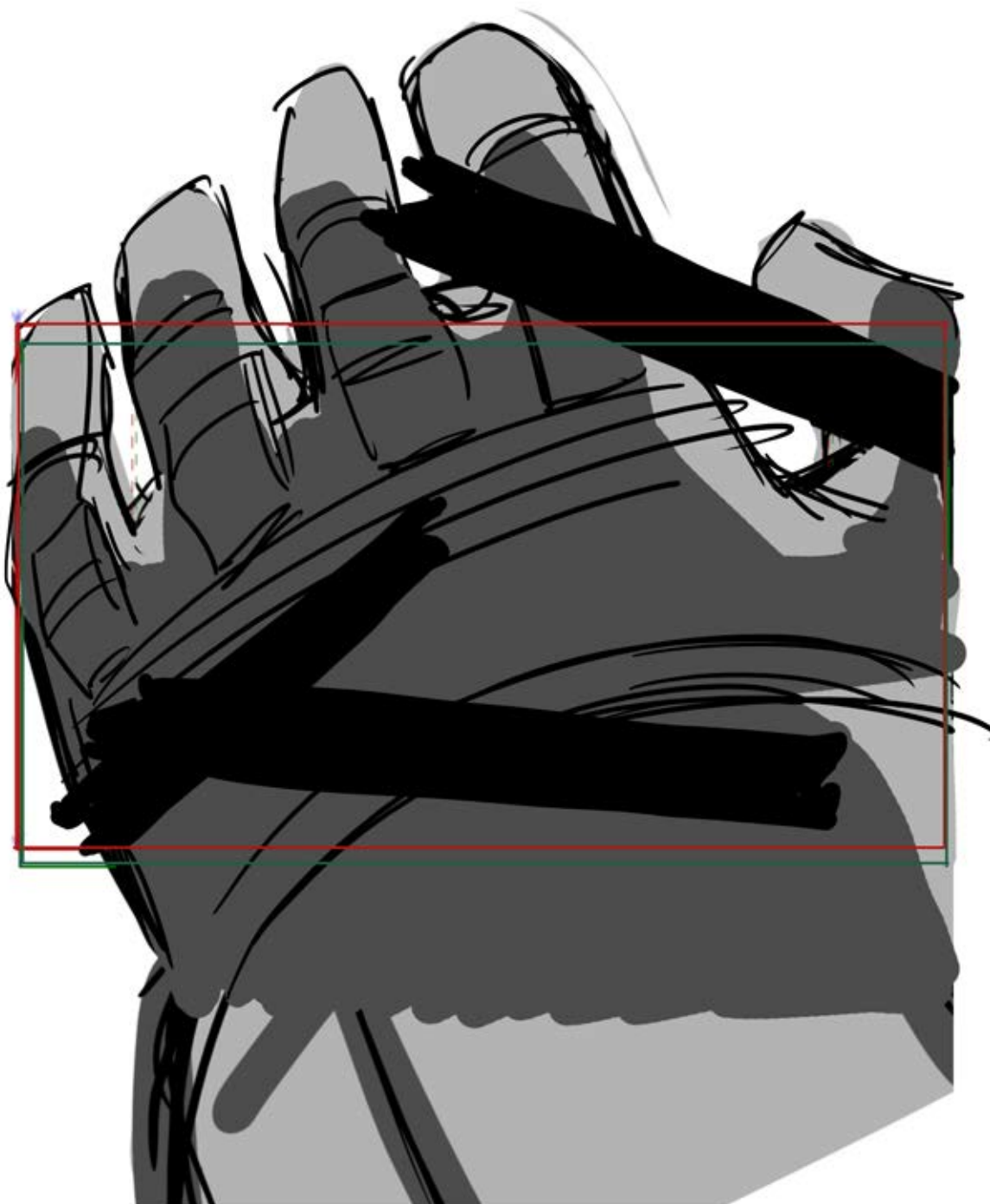
Scene

17

Panel

5

Action Notes





Dialog

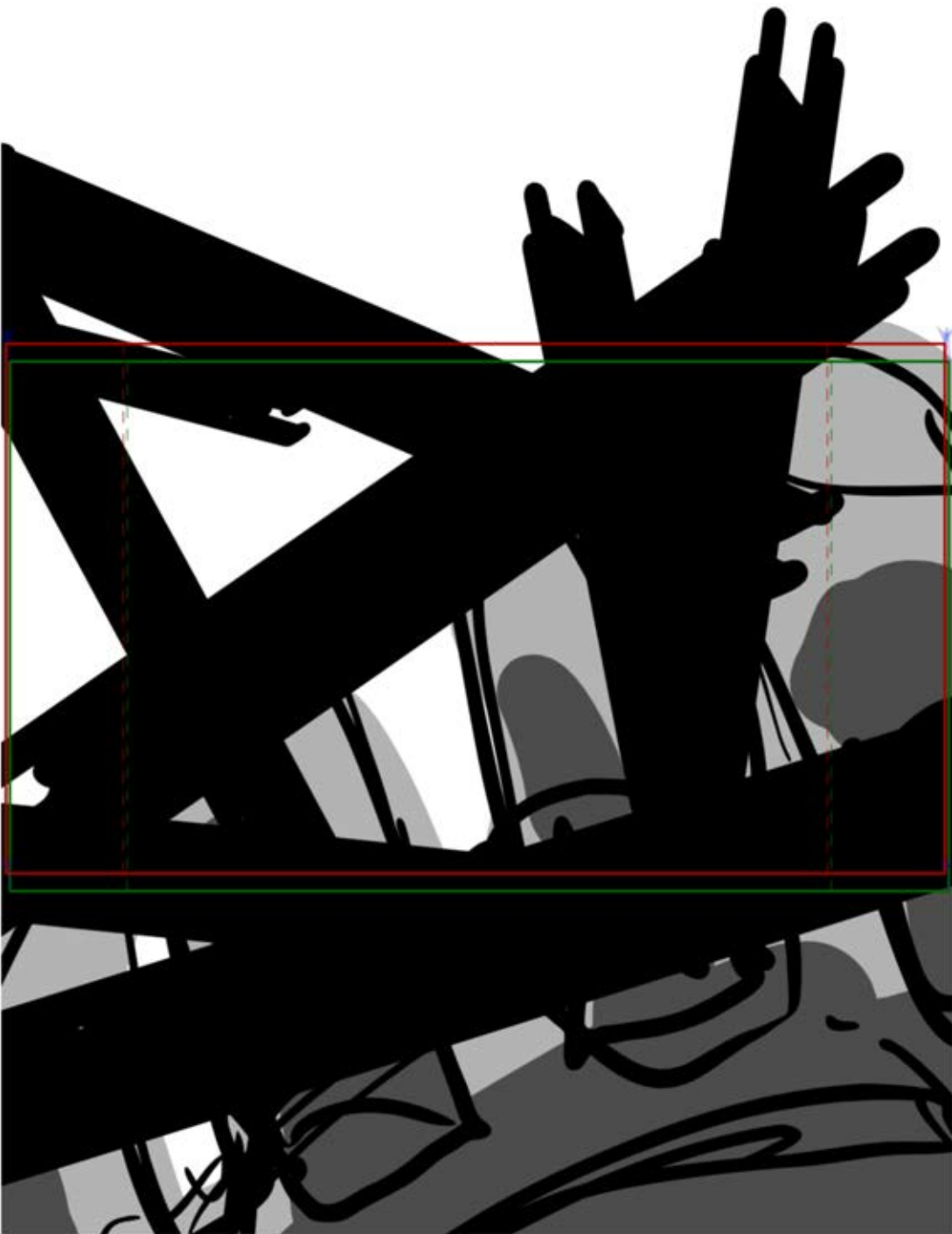
Scene

Panel

17

6

Action Notes





Dialog

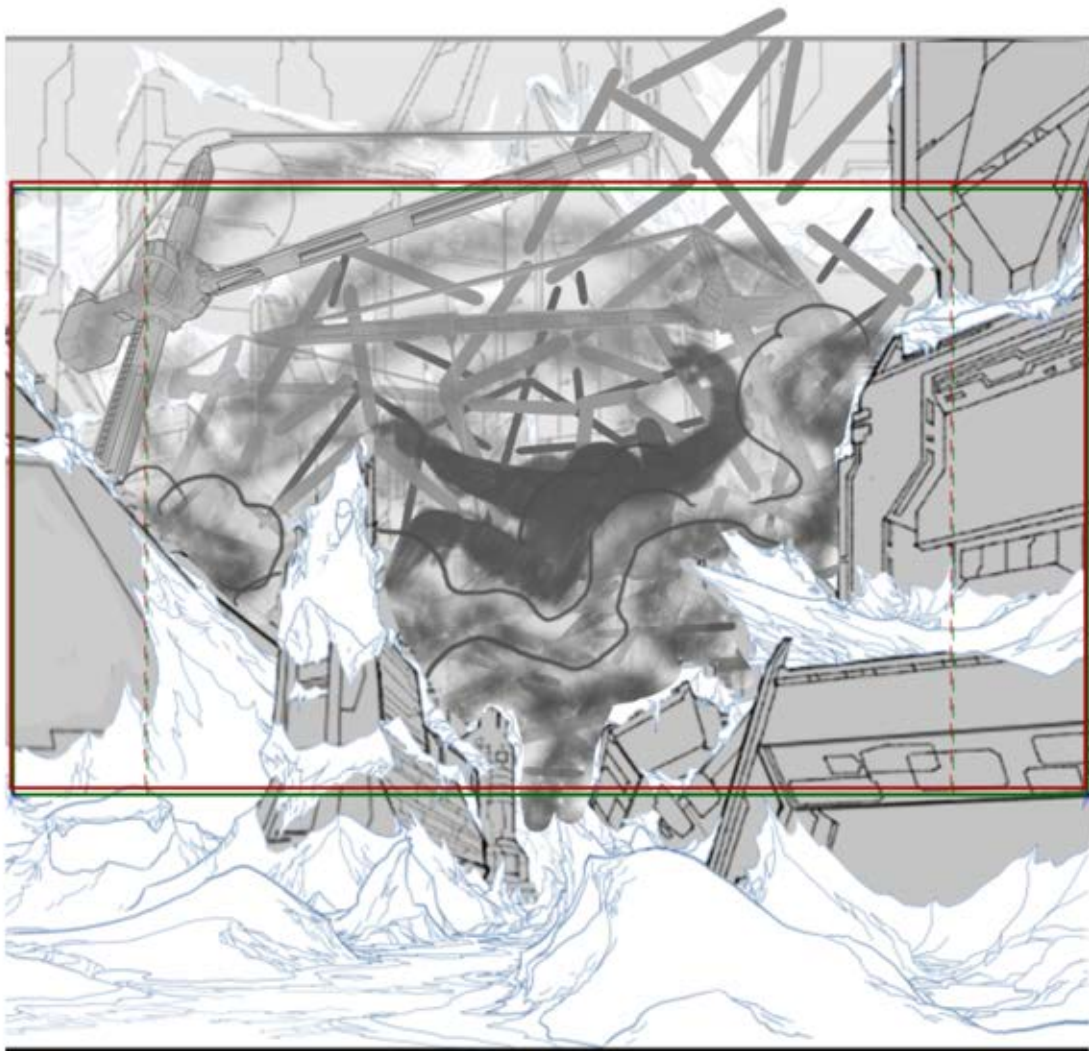
Scene

18

Panel

1

Action Notes





Dialog
a

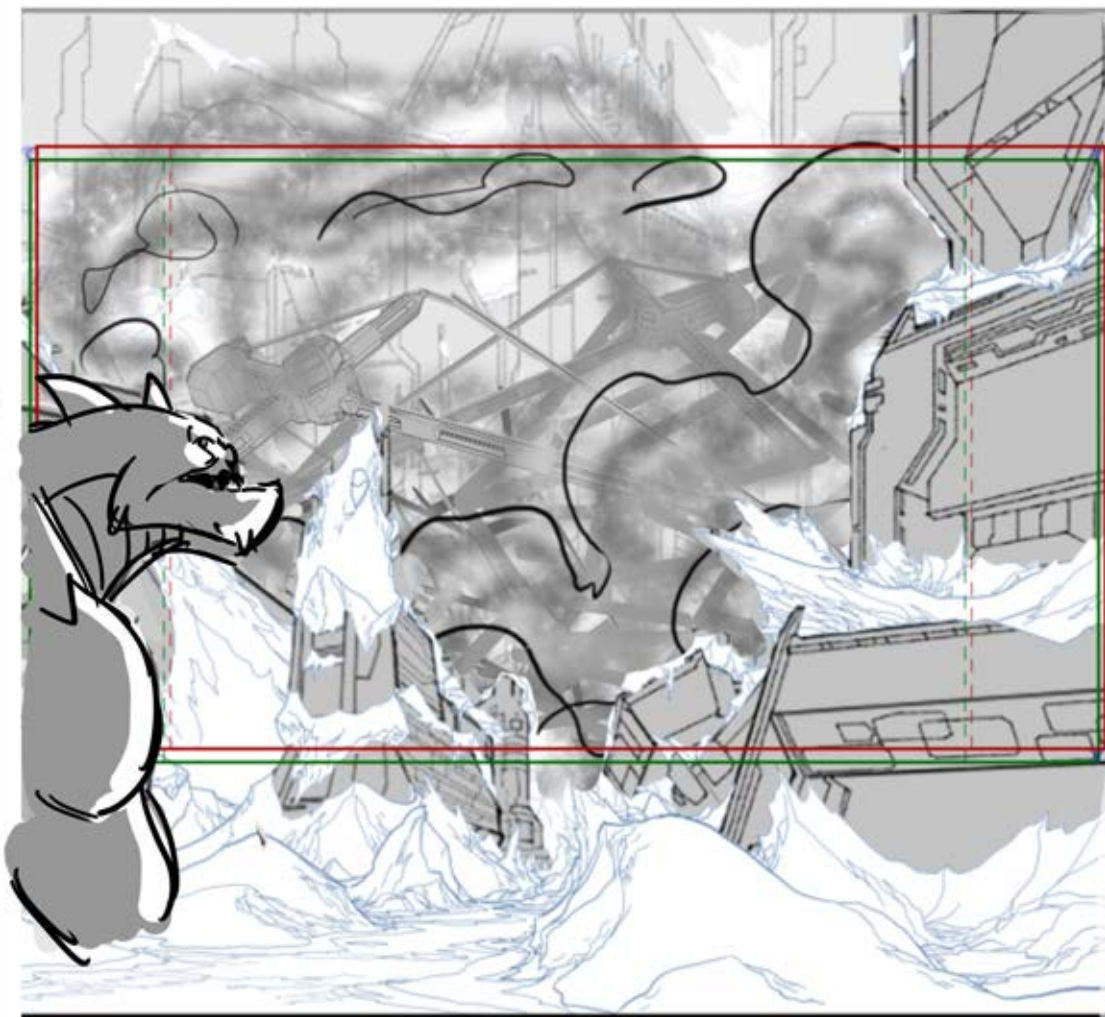
Scene

18

Panel

2

Action Notes



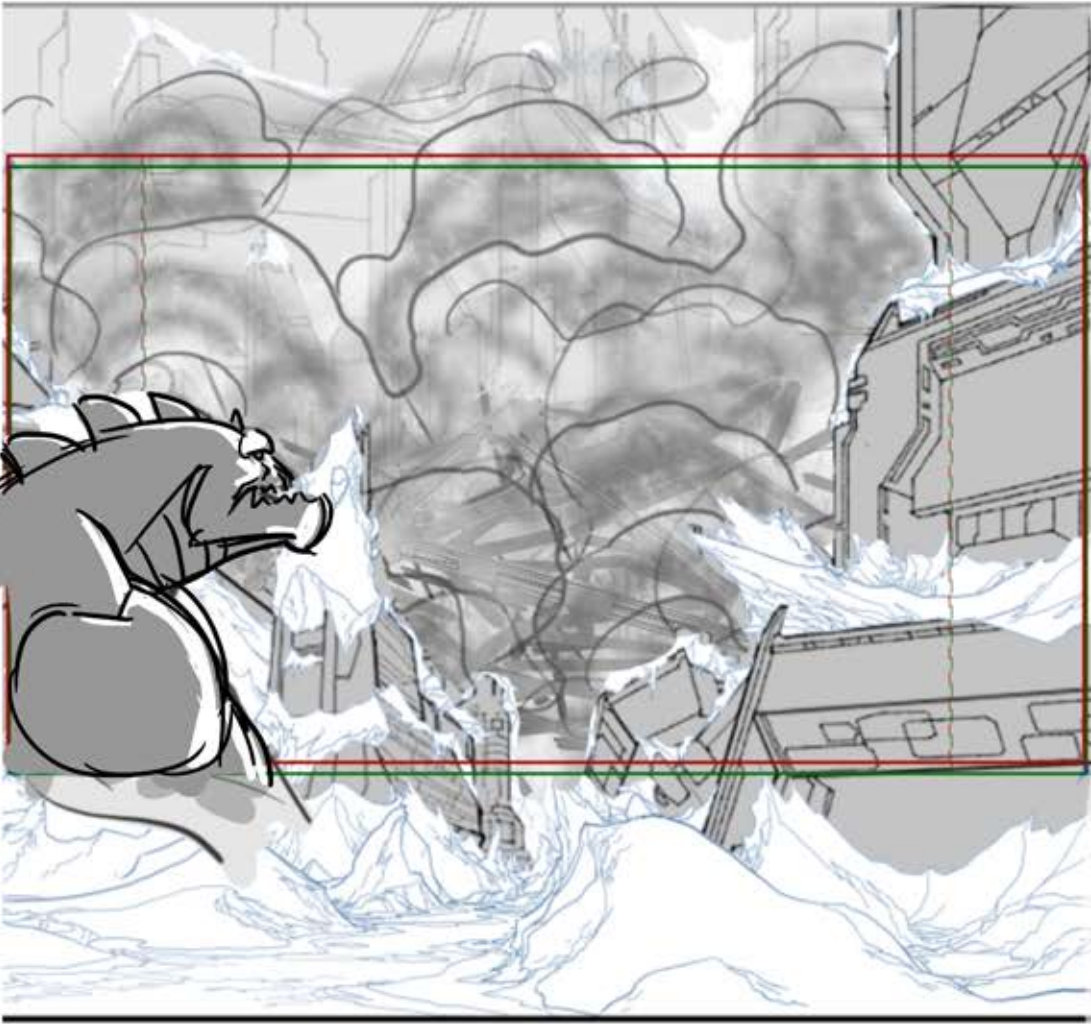


Dialog

Scene
18

Panel
3

Action Notes



Dialog
421 CROC
Masked freak: 0. Croc:
Everything. **

Scene
18

Panel
4

Action Notes





Dialog
422 NEWCASTER V)**
--confirm that the mysterious

Action Notes

Scene

18

Panel

5



Scene

18

Panel

6



Dialog

422 NEWCASTER ** --confirm that the mysterious ** freezing conditions falling over ** Gotham City are a result of an ** attack by super-villains believed ** to be connected to the sightings of ** GIANT MONSTERS roaming the streets-- **

Action Notes

This time we follow Croc as he <STOMPS> up to it and ** <SMASHES> it (like before)! **



Dialog

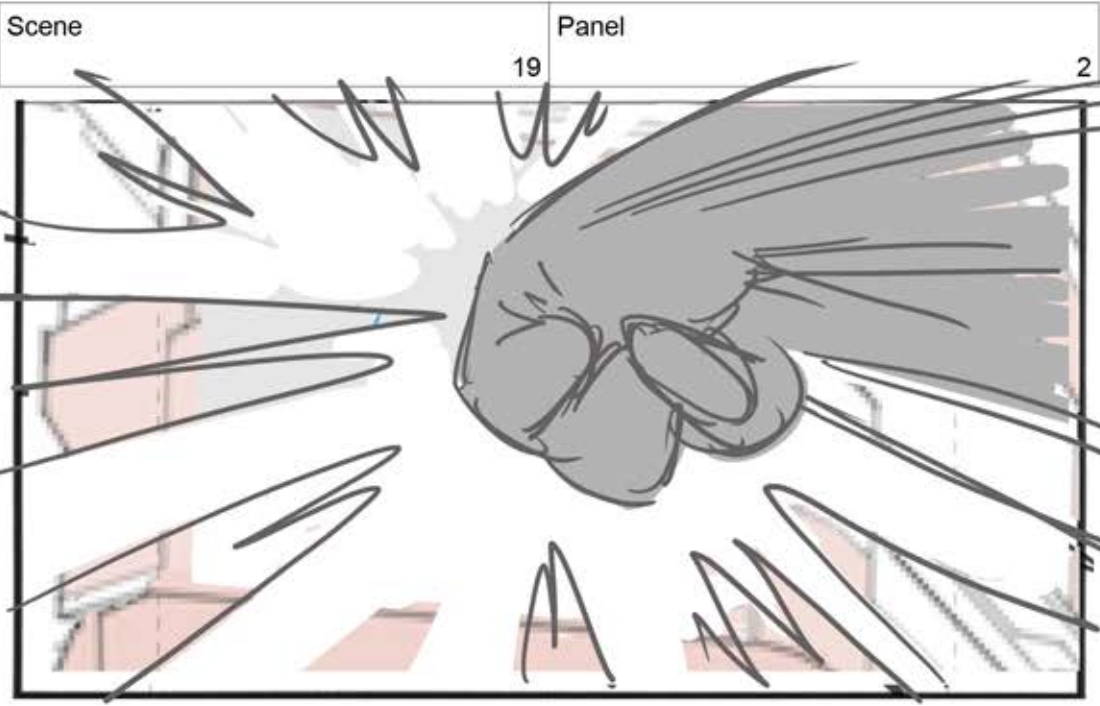
422 NEWCASTER:
....are a result of an attack by
super-villains believed to be
connected to the sightings of
GIANT MONSTERS roaming the
streets--

Action Notes



Dialog

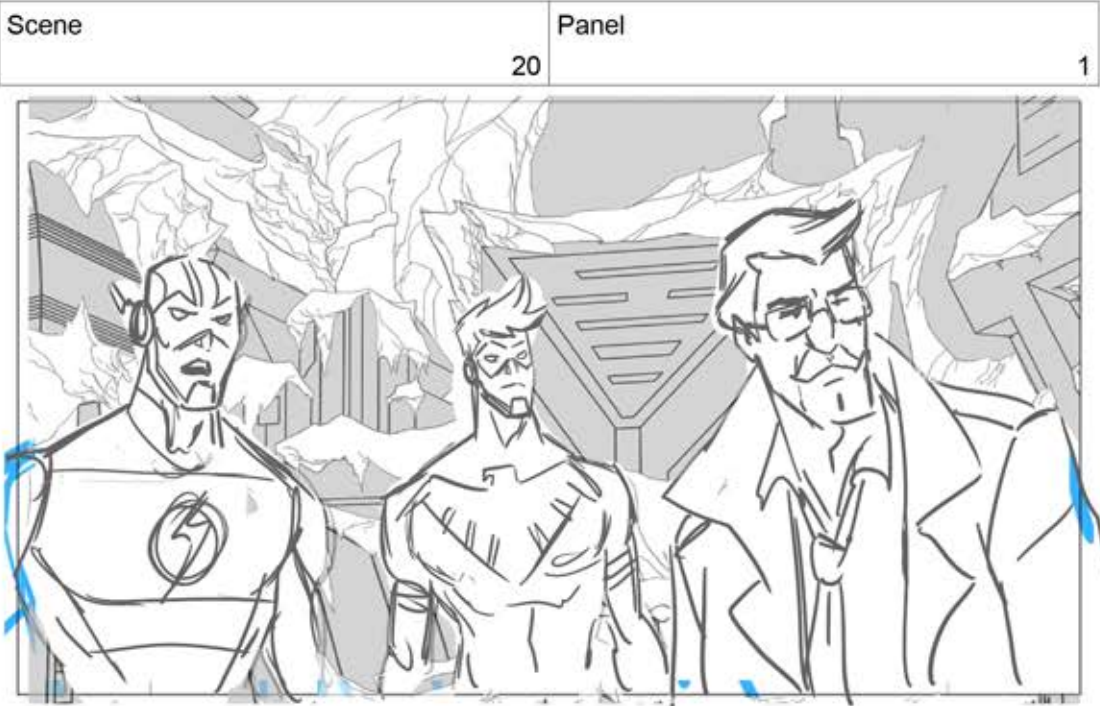
Action Notes



Dialog

423 FLASH:
Aw, come on! That was my
favorite tv!

Action Notes





Dialog

Action Notes

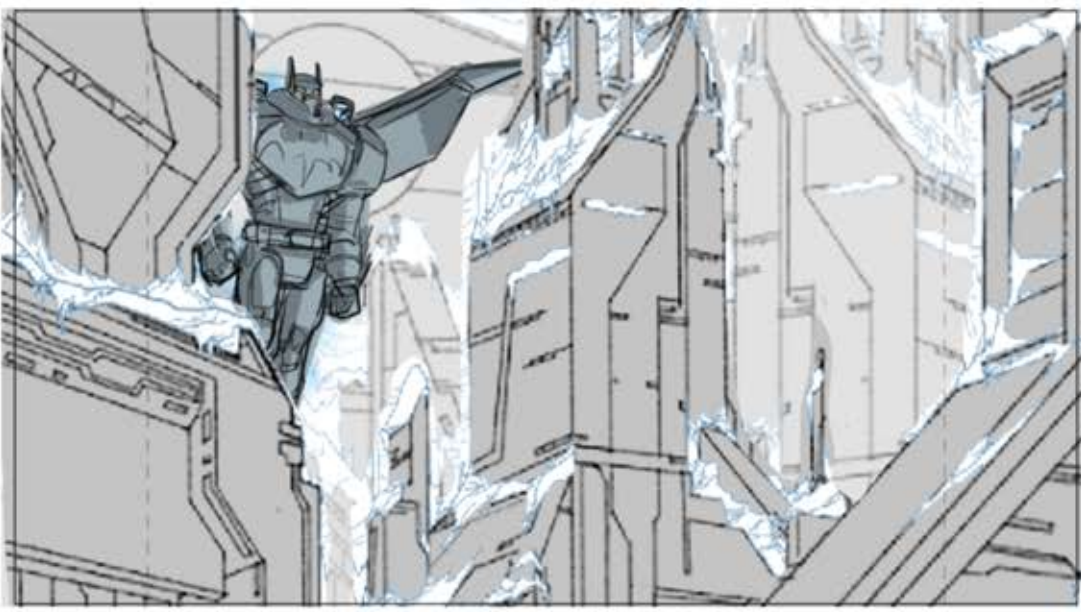
Scene	Panel
20	2



Dialog

Action Notes
CAM FOLLOWS
BAT MECH

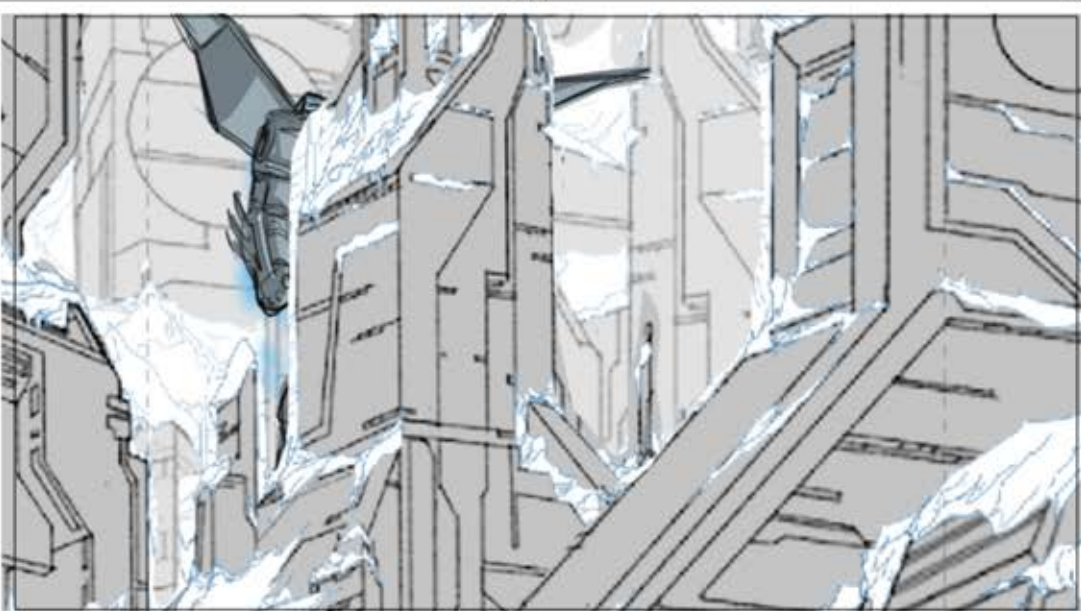
Scene	Panel
21	1



Dialog

Action Notes

Scene	Panel
21	2





Dialog

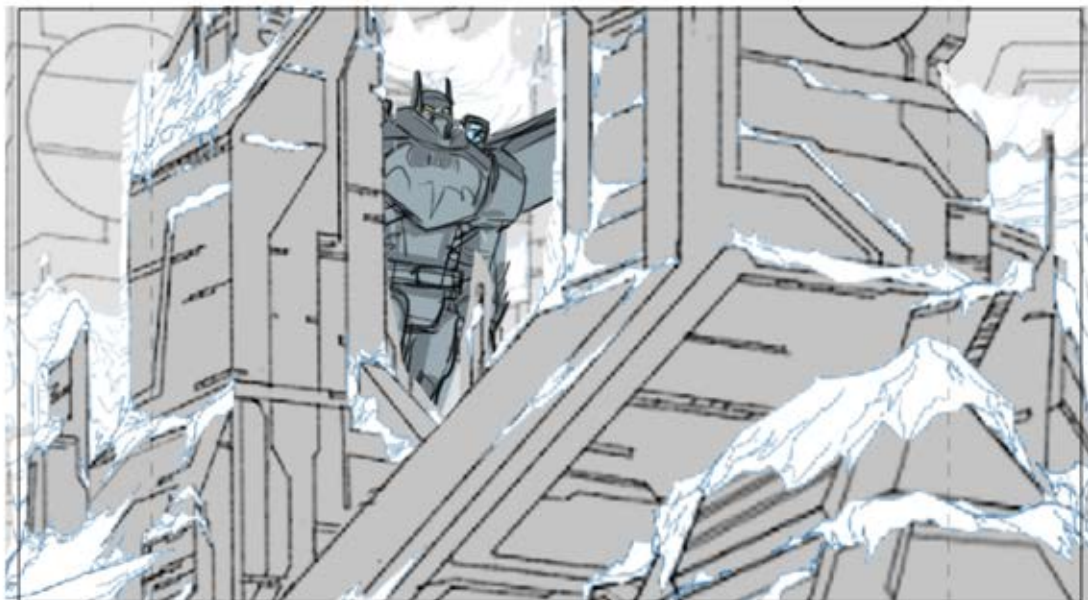
Action Notes

Scene

21

Panel

3



Dialog

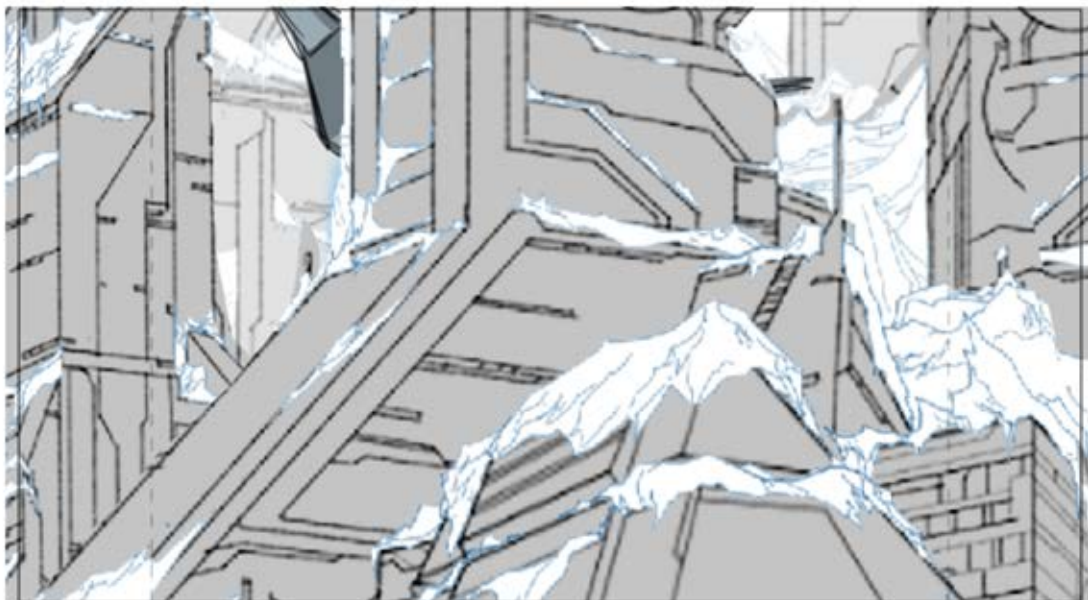
Action Notes

Scene

21

Panel

4





Dialog

425 NIGHTWING:
Your mouth runs
faster than your
brain, speedster.

Scene

22

Panel

1

Action Notes





Dialog

425 NIGHTWING:
Who else would that be?

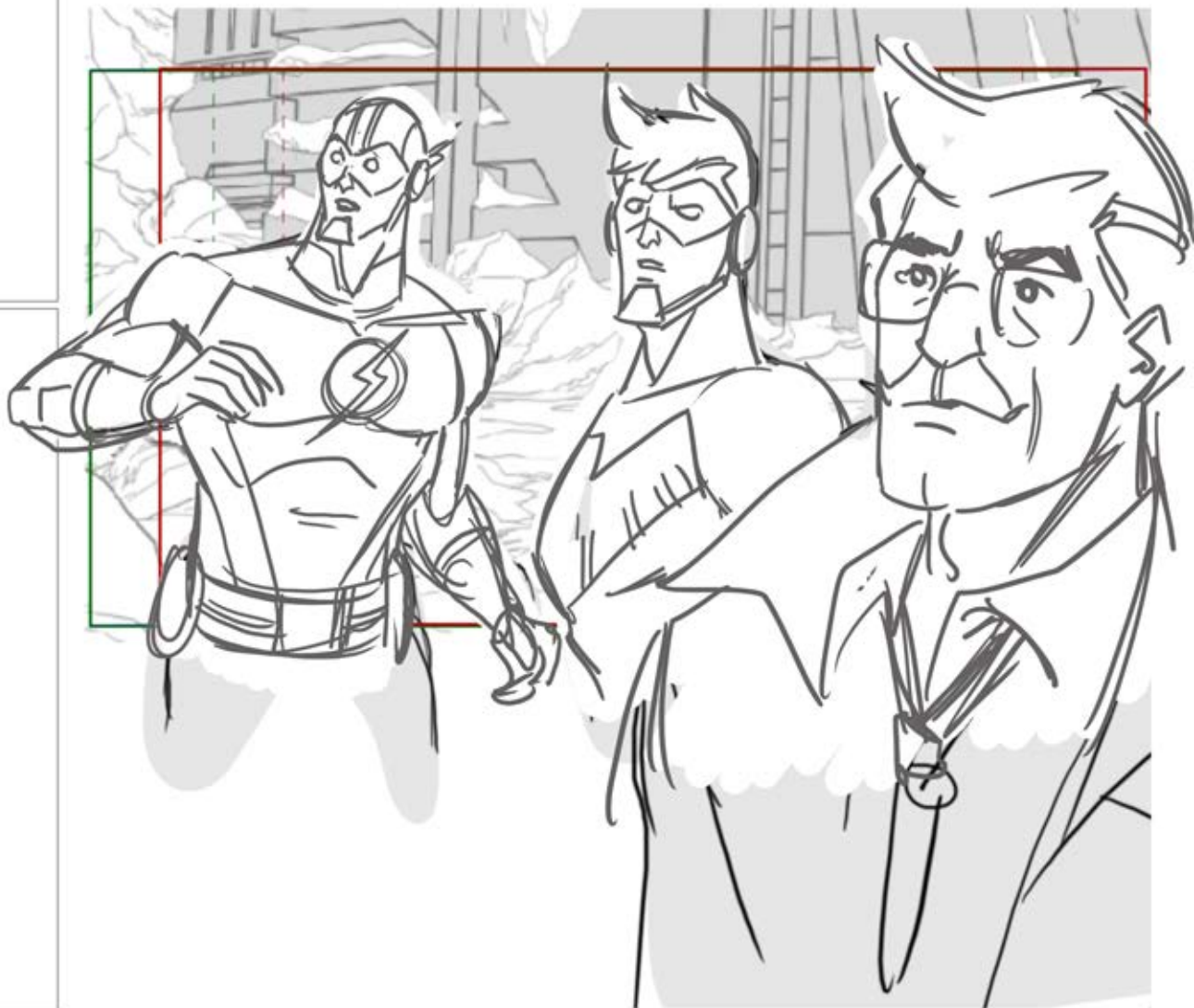
Scene

22

Panel

2

Action Notes



Dialog

Action Notes
DEL PLOTS UP
TO CAM—

Scene	Panel
21	1



Dialog

Action Notes
HE SKIDS TO A
HALT—

Scene	Panel
21	2



Dialog

Action Notes

Scene	Panel
21	3



Dialog
438 ROBIN
Heh.

Action Notes

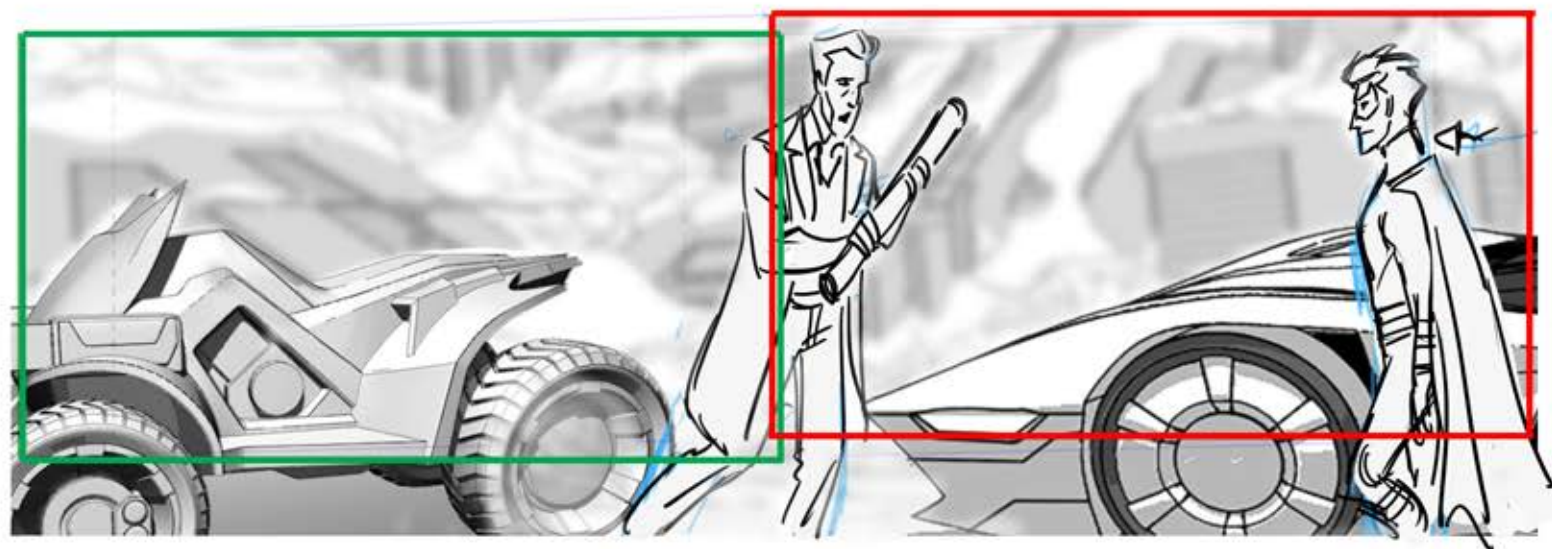


Dialog
439 LANGSTROM
This vehicle travels ...

Action Notes



Scene	Panel
23	2



Dialog
439 LANGSTROM
.... far too fast!

Action Notes

Dialog
440 ROBIN
Yeah, it's awesome.

Action Notes

Scene	Panel
23	3



Dialog

440 ROBIN
What have you got?

Action Notes

Scene	Panel
23	4

Dialog

441 LANGSTROM
Batman has a plan....

Action Notes

Scene	Panel
24	1

Dialog

441 LANGSTROM
....for dealing with the
lava-creature

Action Notes

Scene	Panel
24	2

Dialog
441 LANGSTROM
....There.

Action Notes



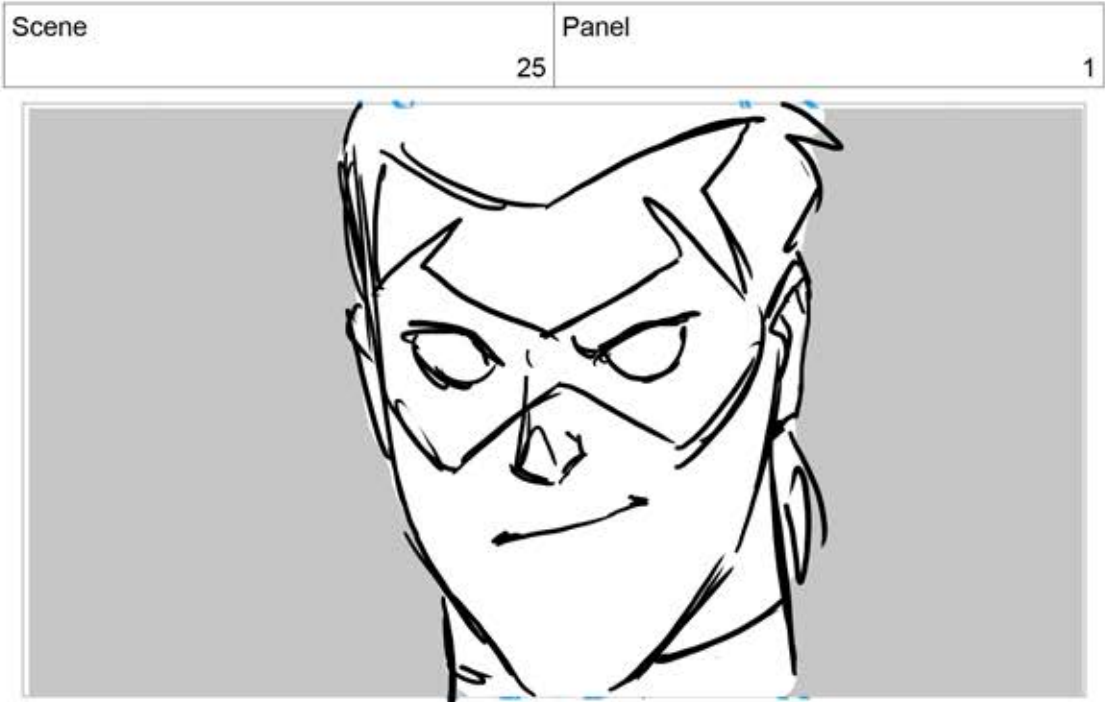
Dialog
441 LANGSTROM
- but it's only at the design
stage.

Action Notes

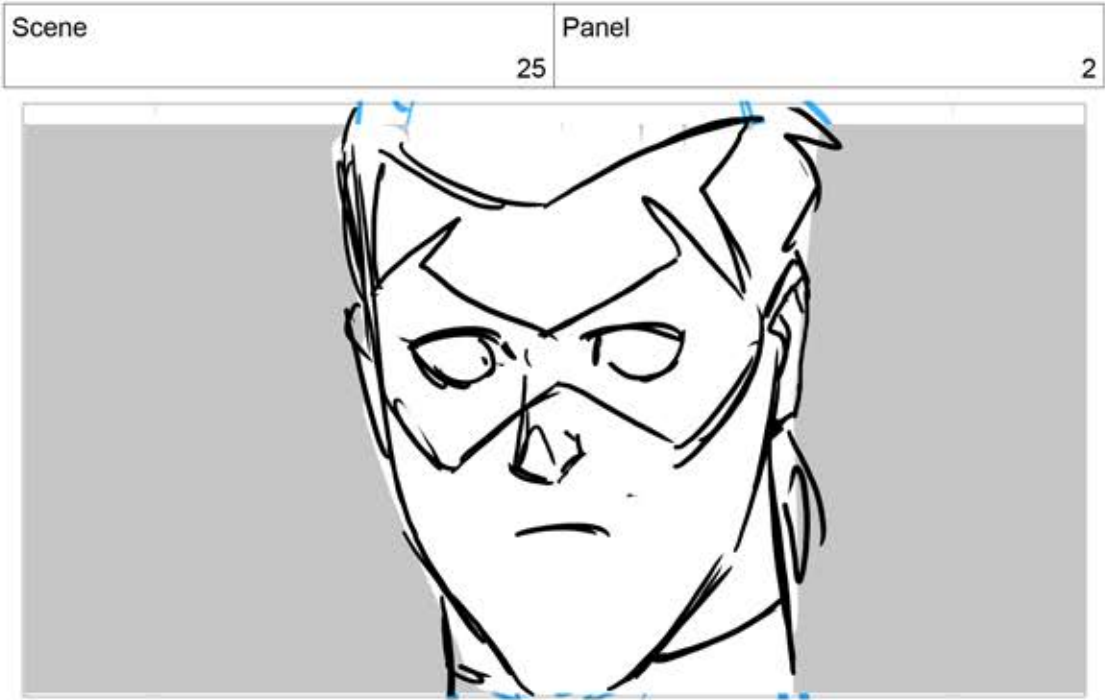


Dialog

Action Notes



Dialog
Action Notes



Dialog
Action Notes

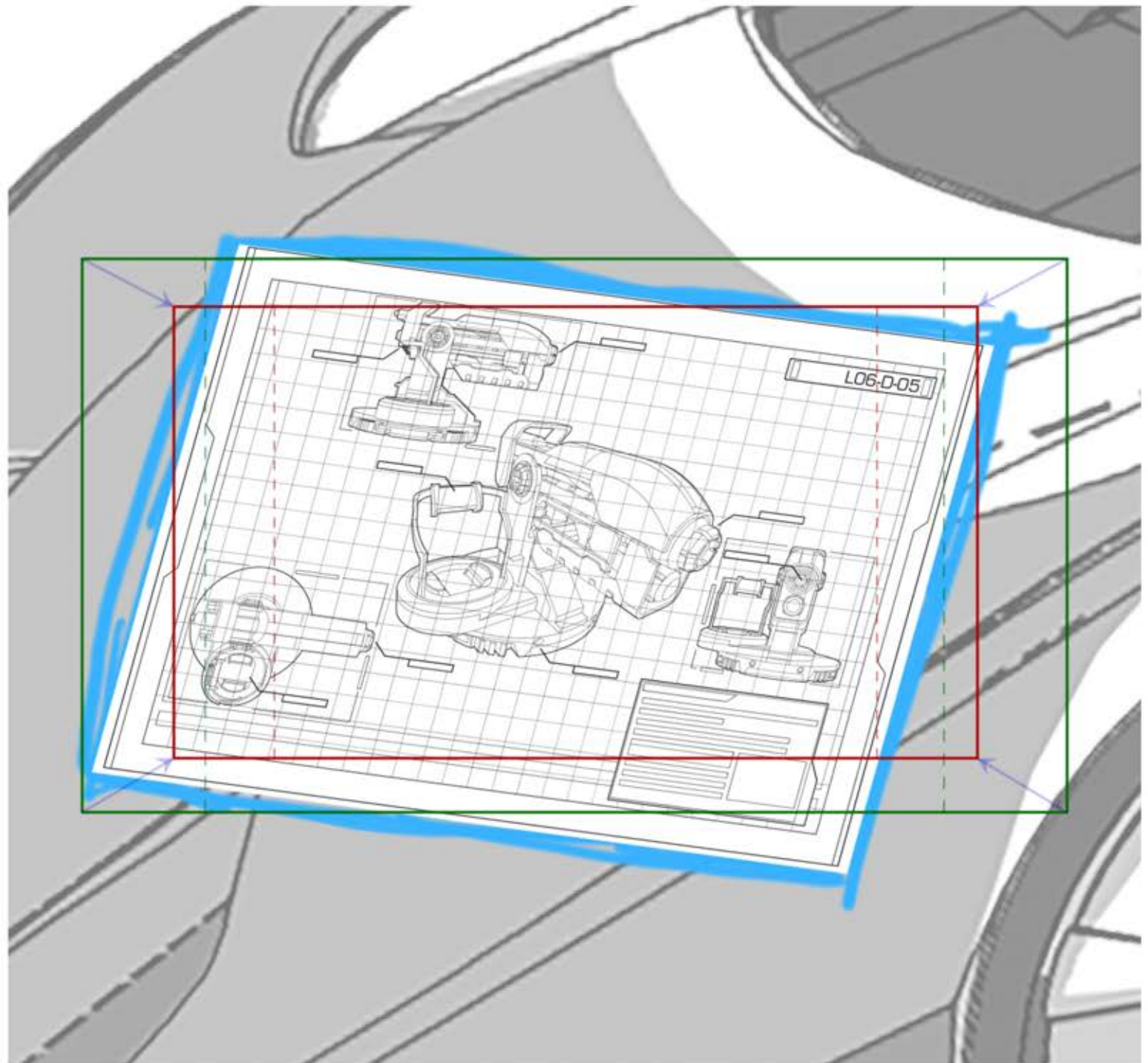


Scene

24_A26

Panel

1



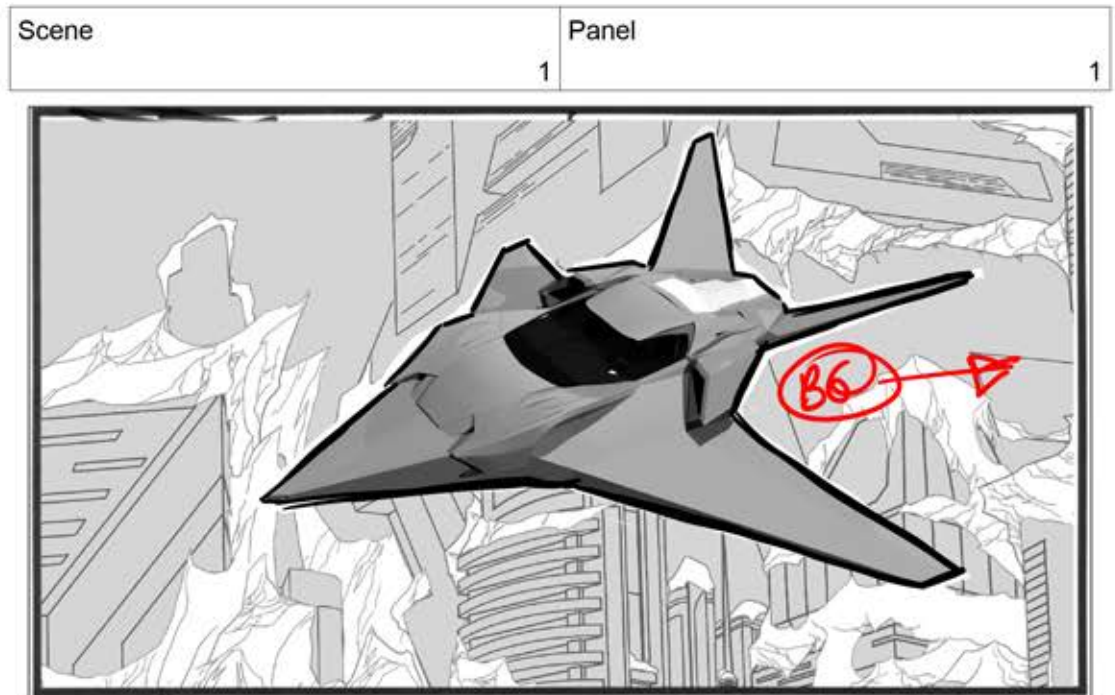
Dialog

441 LANGSTROM

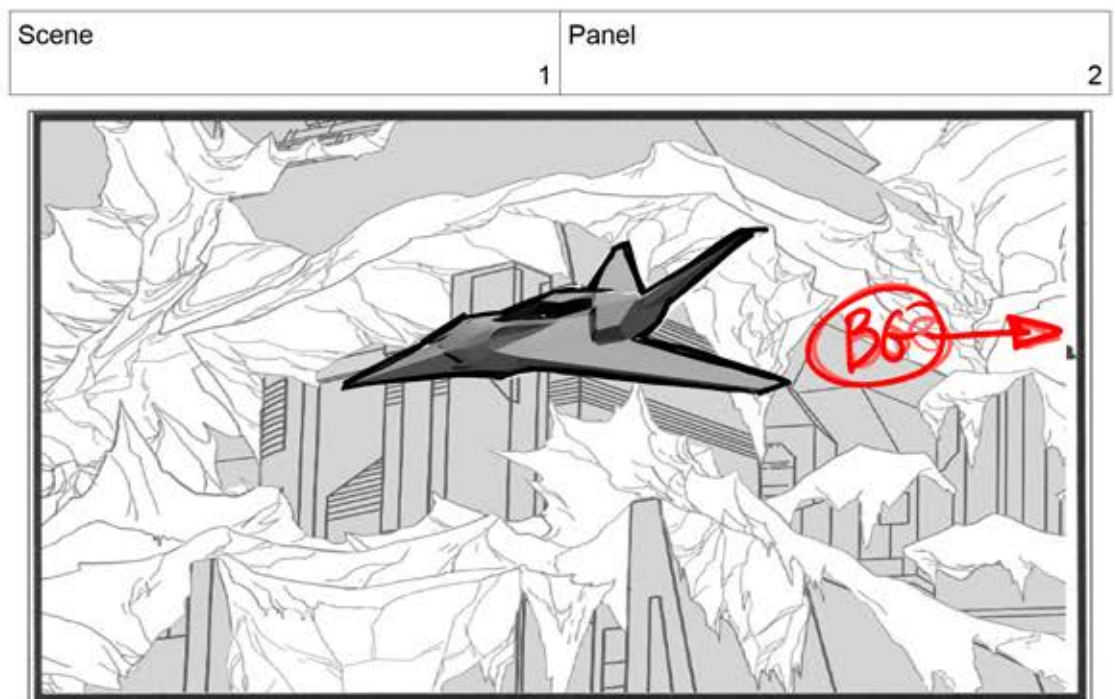
- but it's only at the design stage.

Action Notes

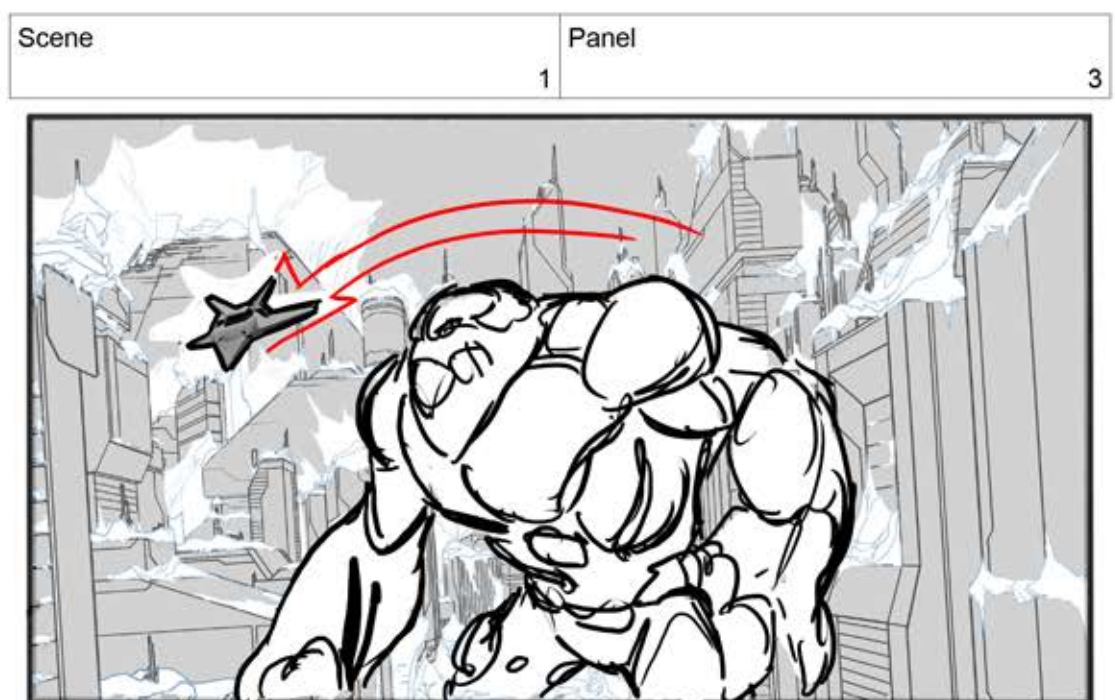
Dialog
Action Notes EXT MIDTOWN - CAM FOLLOWS BATWING -



Dialog
Action Notes




Dialog
Action Notes BATWING CIRCLES CLAYFACE -



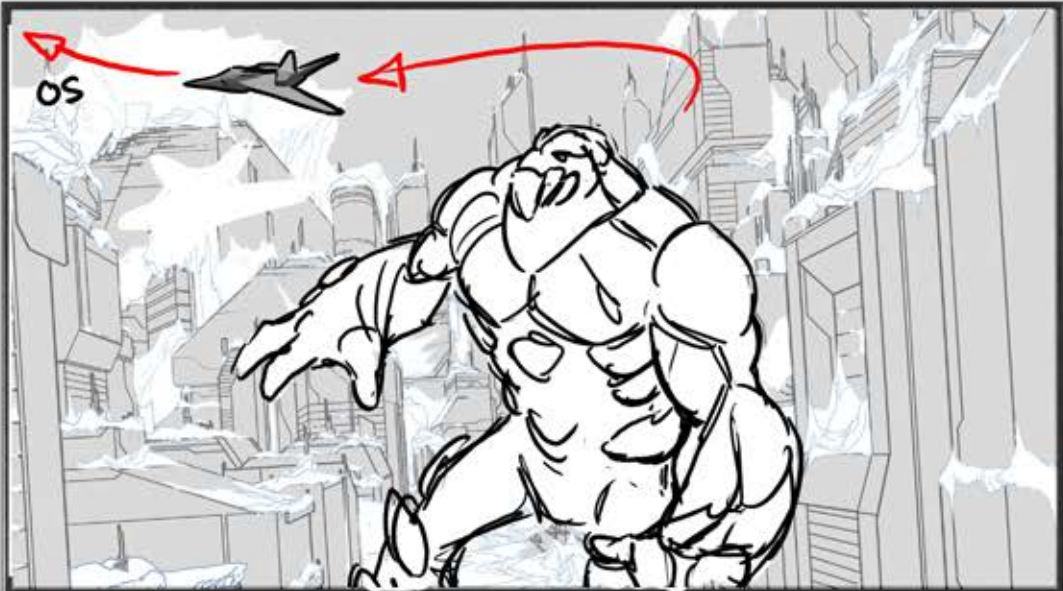
Dialog
Action Notes CLAYFACE WATCHES BATWING

Scene	Panel
1	4



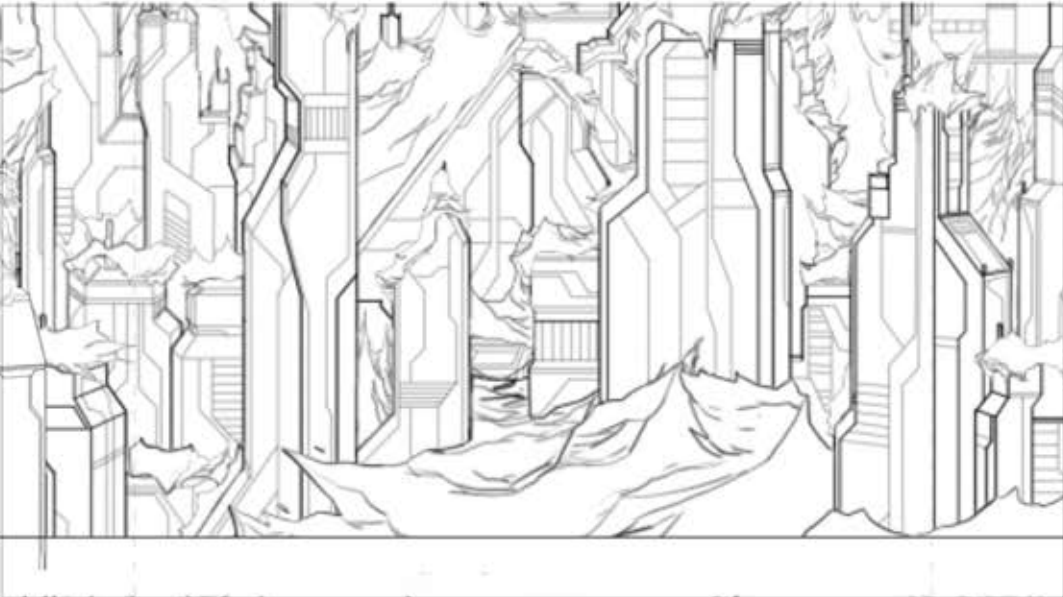
Dialog
Action Notes BATWING EXITS SC

Scene	Panel
1	5



Dialog
Action Notes

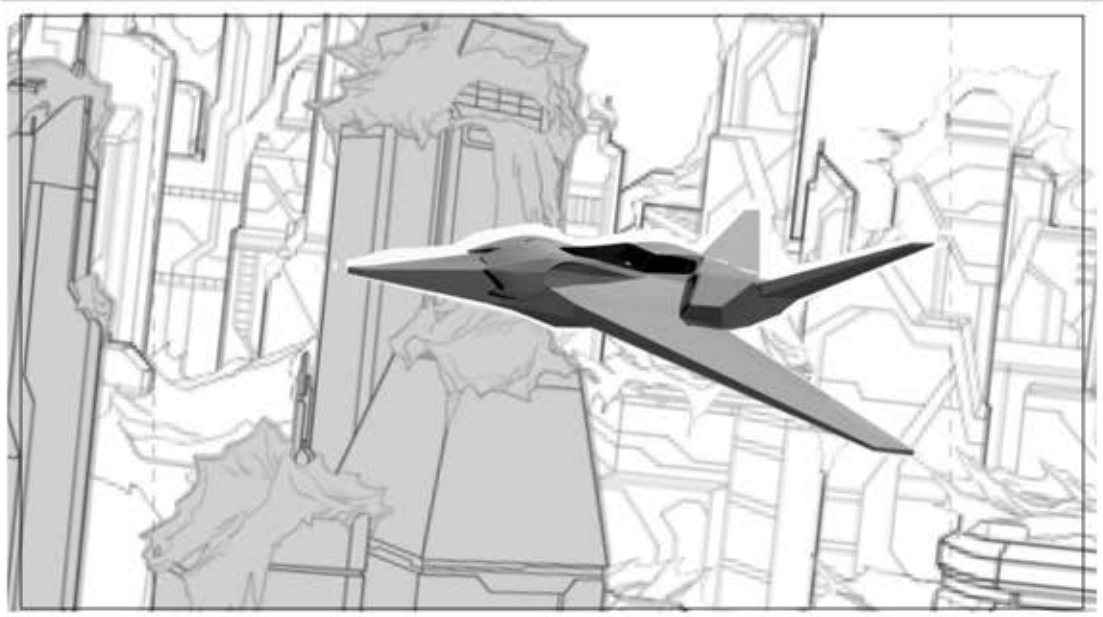
Scene	Panel
1_1	1



Dialog

Action Notes
CAM FOLLOWS
BAT WING

Scene	Panel
1_A	1



Dialog

Action Notes

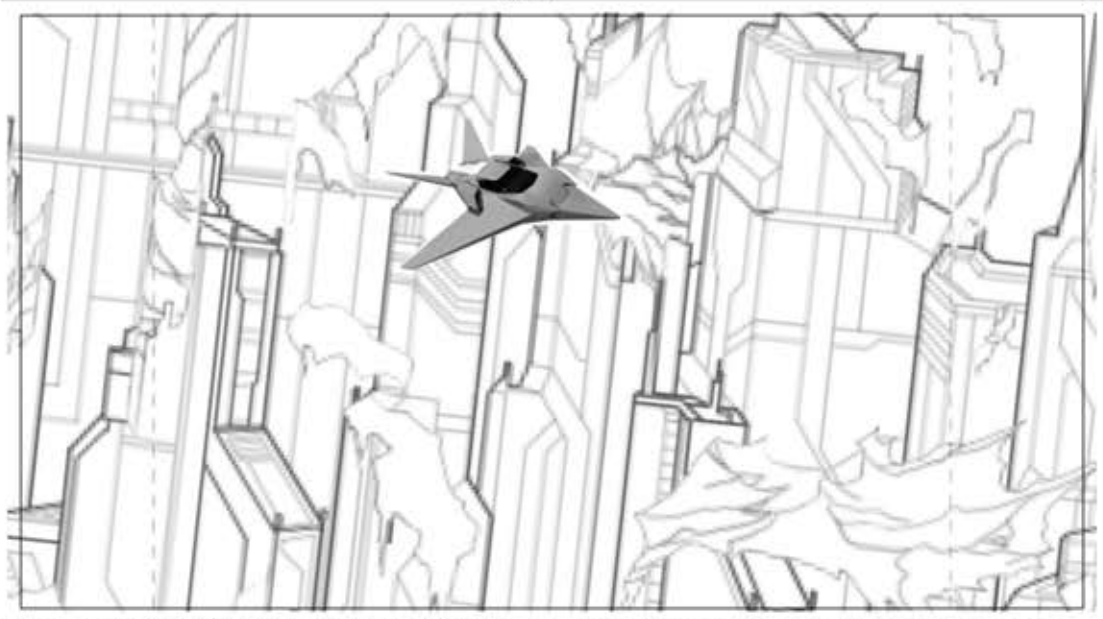
Scene	Panel
1_A	2



Dialog

Action Notes

Scene	Panel
1_A	3



Dialog
Action Notes

Scene	Panel
2	1

Dialog
426 ROBIN What's this button do?
Action Notes
ROBIN LOOKS OUT -

Scene	Panel
2	2

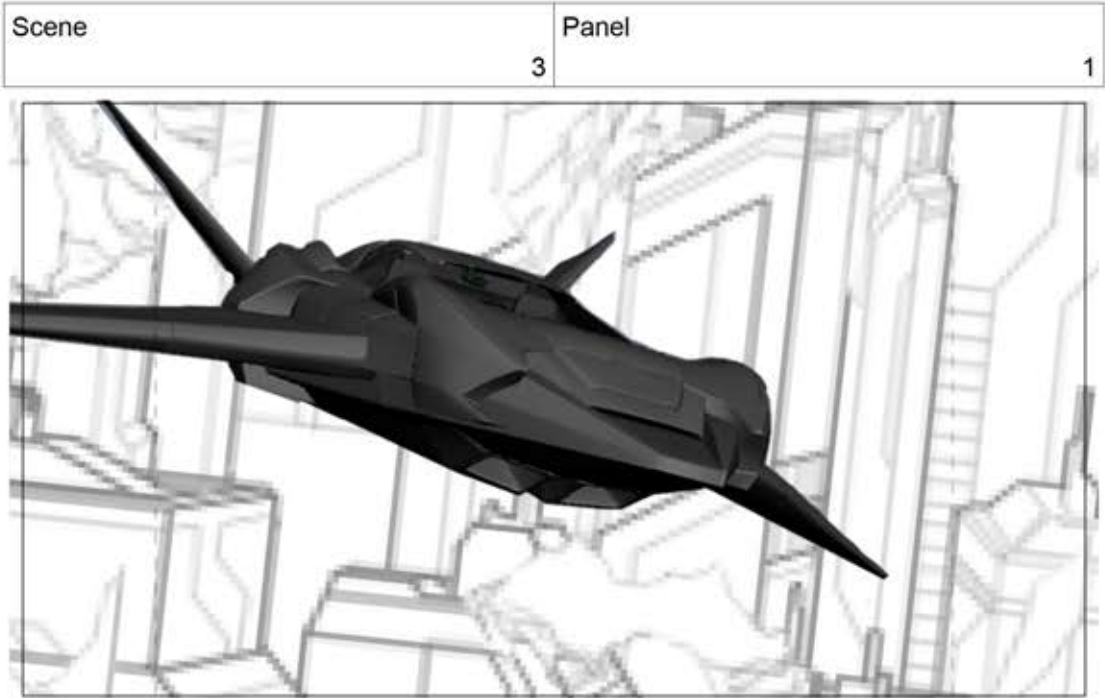
Dialog
Action Notes
HIS REACHES OUT -

Scene	Panel
2	3

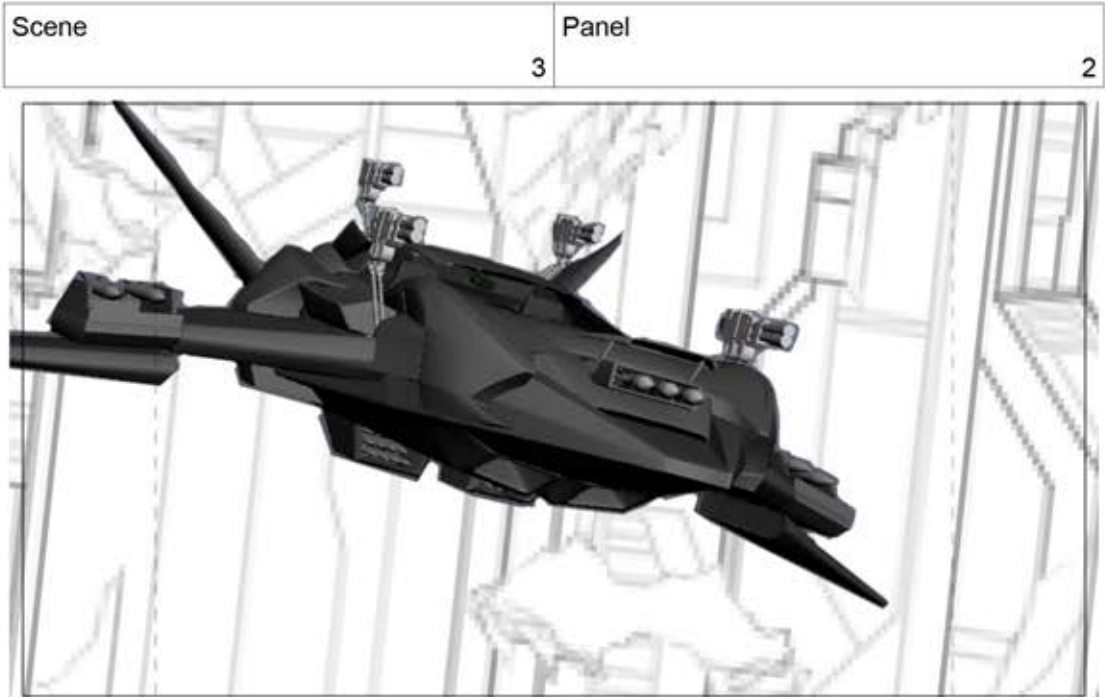
Dialog
Action Notes HE PUSHES BUTTON



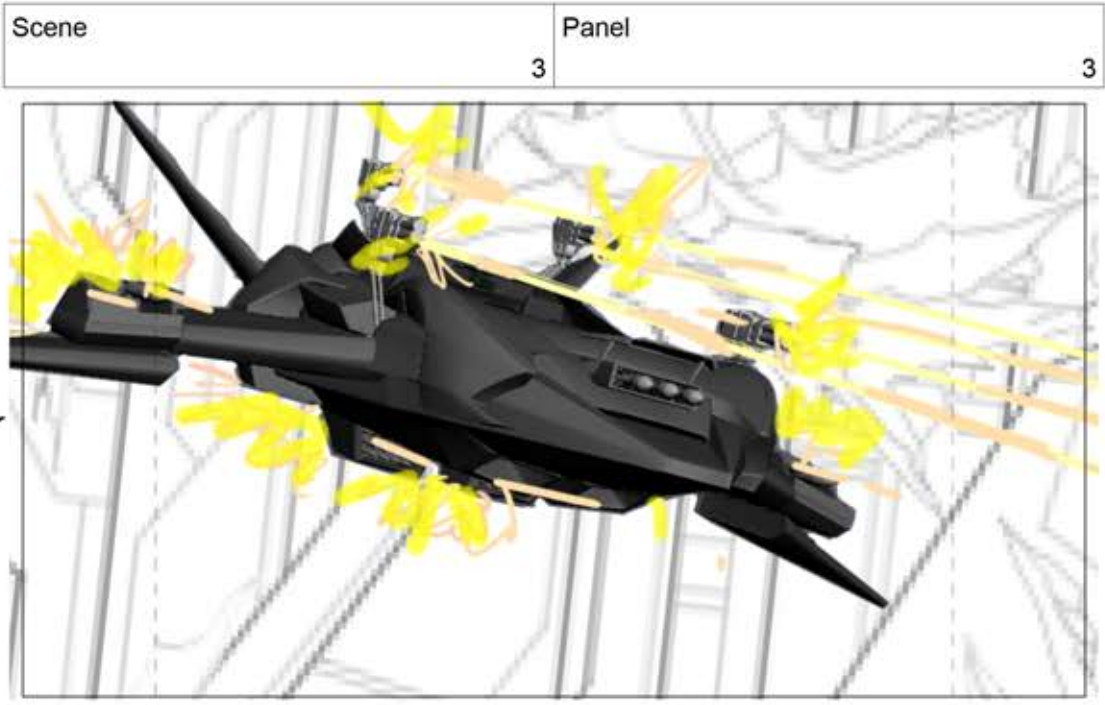
Dialog
Action Notes CAM FOLLOWS BATMAN



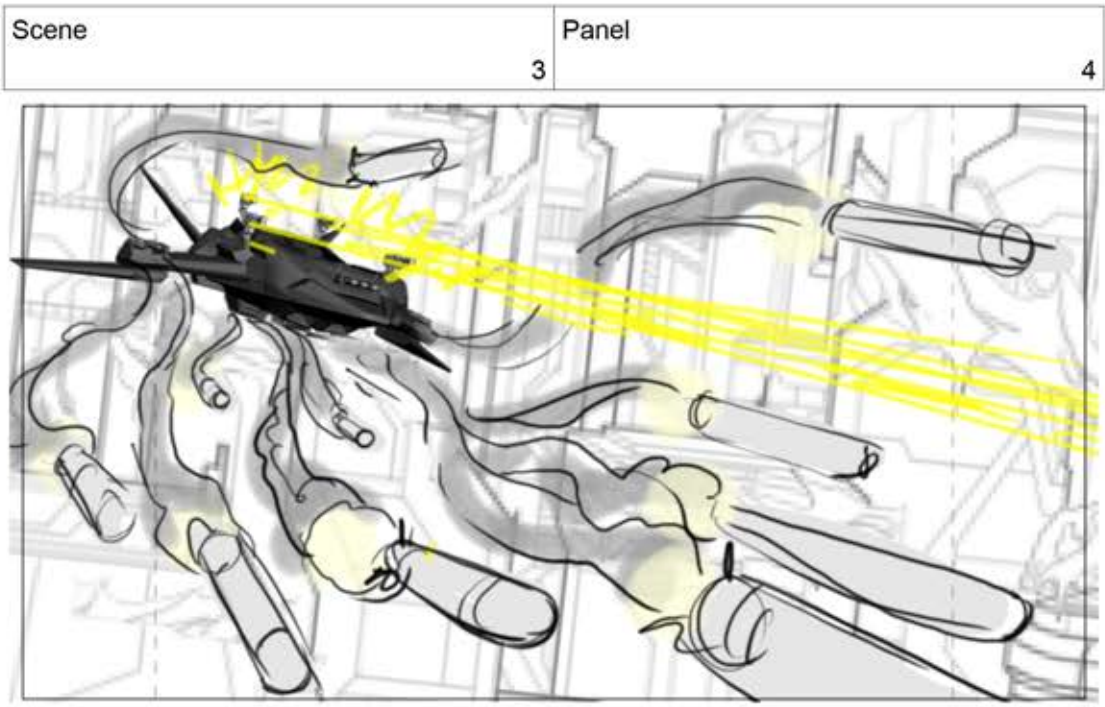
Dialog
Action Notes MISSILES LOAD

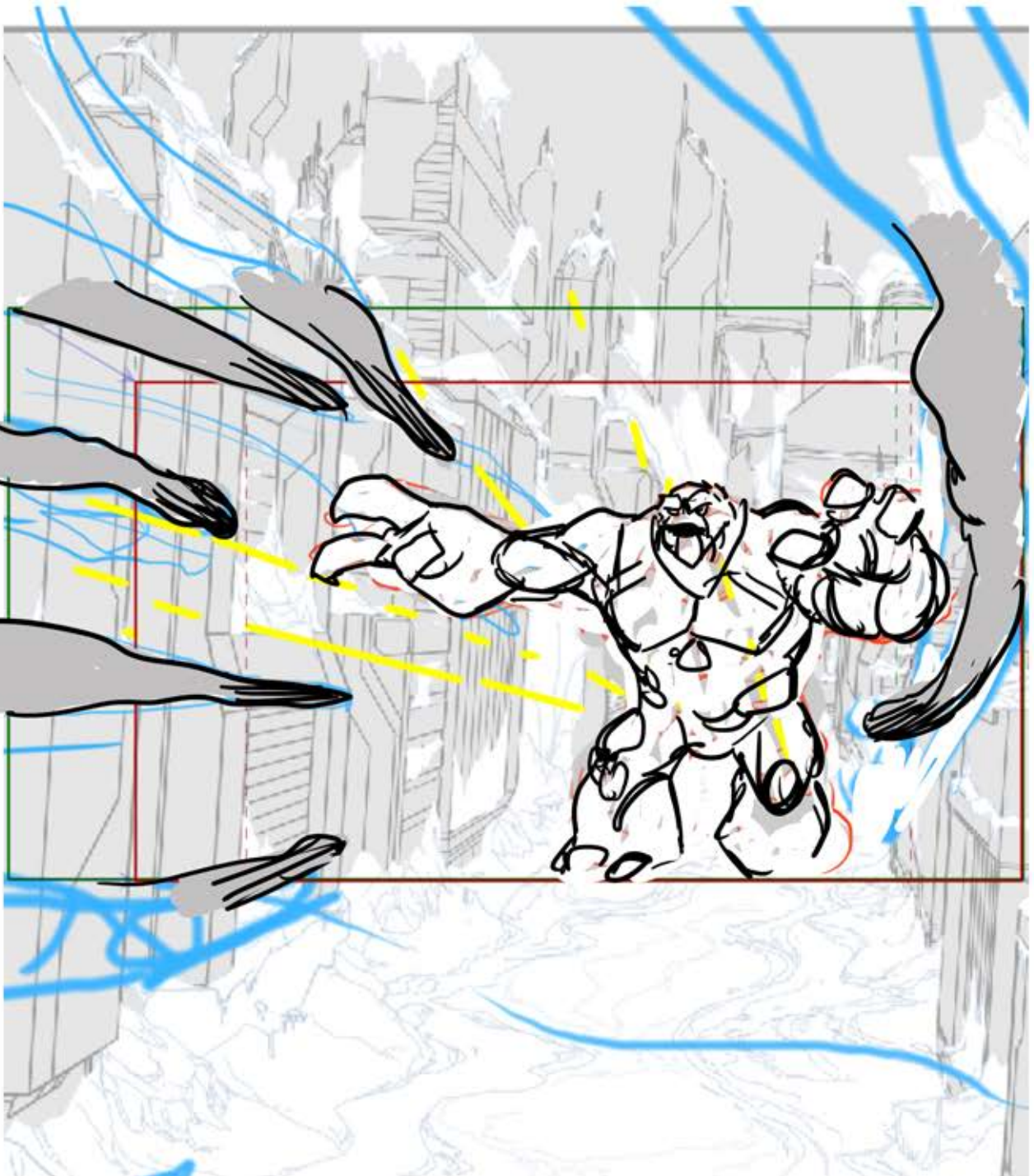


Dialog
Action Notes MISSILES FIRE

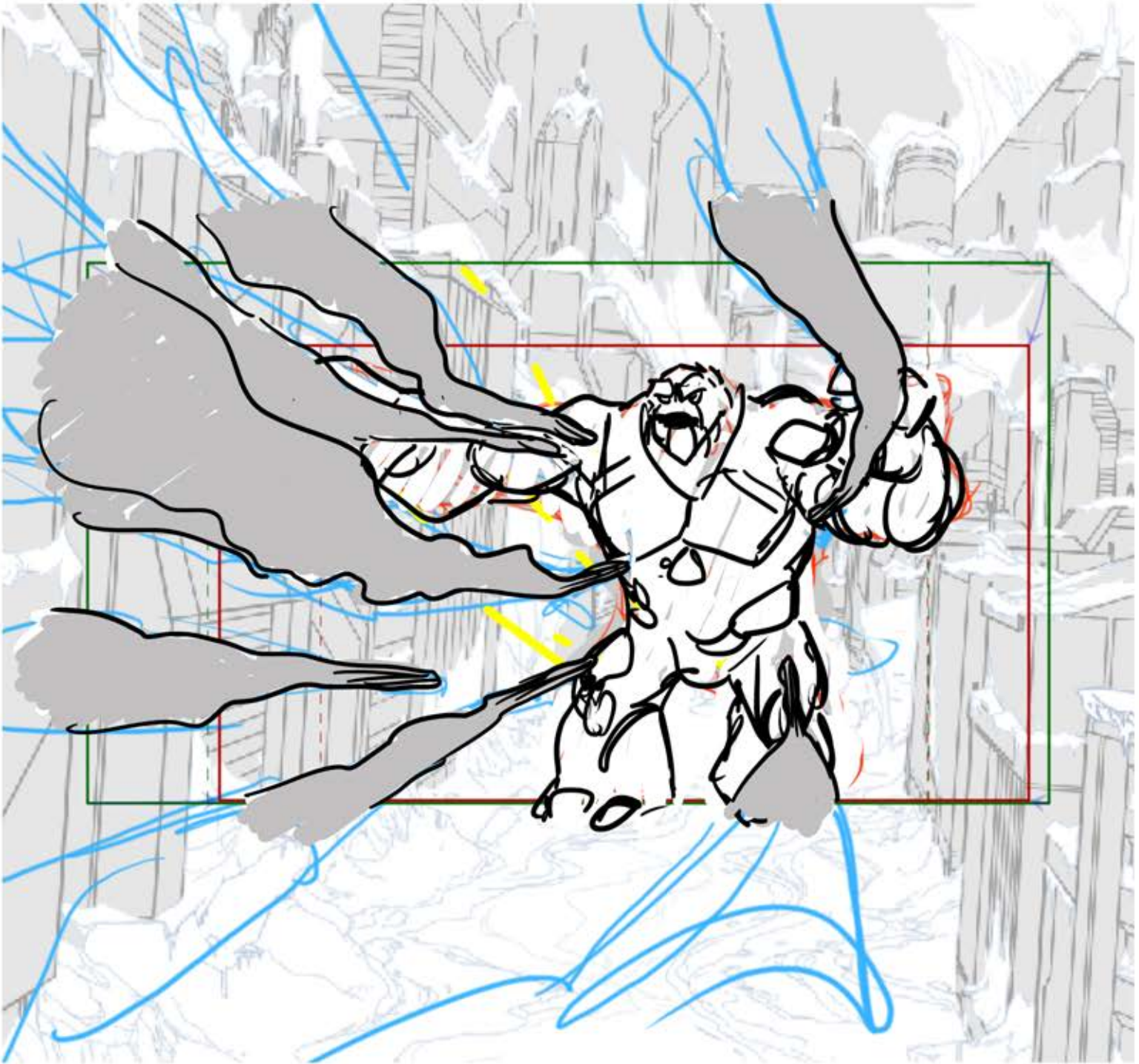


Dialog
Action Notes CAM WIDENS AS MISSILES FIRE AT CAM —



Dialog	Scene	Panel
	4	1
<p>Action Notes</p> <p>CAM FOLLOWS MISSILES AS THEY HEAD TOWARD CITYFACE</p>	 A hand-drawn storyboard panel depicting a character, likely Batman, in a dynamic pose, possibly shouting or calling out. The character is rendered in a sketchy, expressive style with black outlines and some grey shading. He is positioned in the lower right of the frame. The background is a detailed sketch of a cityscape, with tall buildings and a dense urban environment. Several blue lines, representing missiles or energy beams, are shown streaking across the scene from the left towards the right. Yellow lines and dots are scattered around the character and the missiles, suggesting motion or impact. A red rectangular frame is drawn around the character and the missiles, indicating the focus of the shot. The overall style is that of a rough storyboard sketch.	

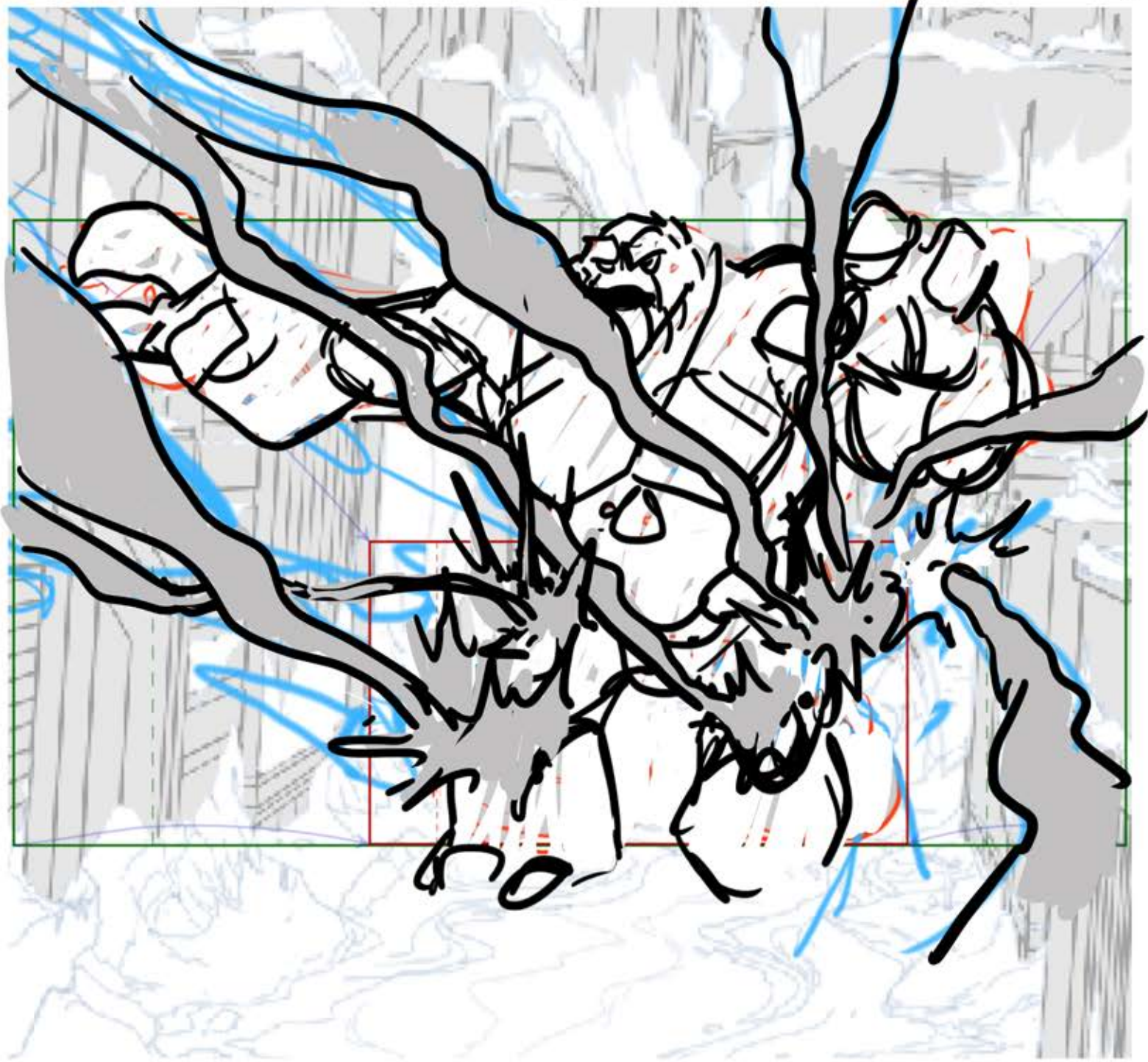
Scene	Panel
4	2



Dialog

Action Notes

Scene	Panel
4	3

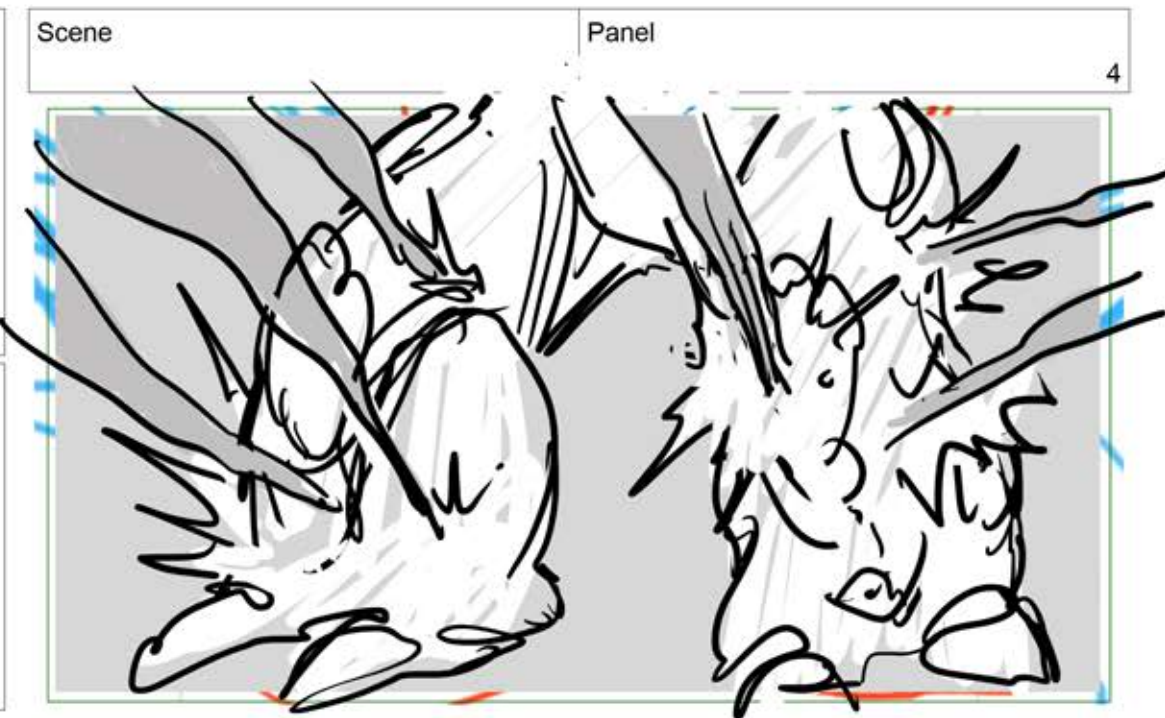


Dialog

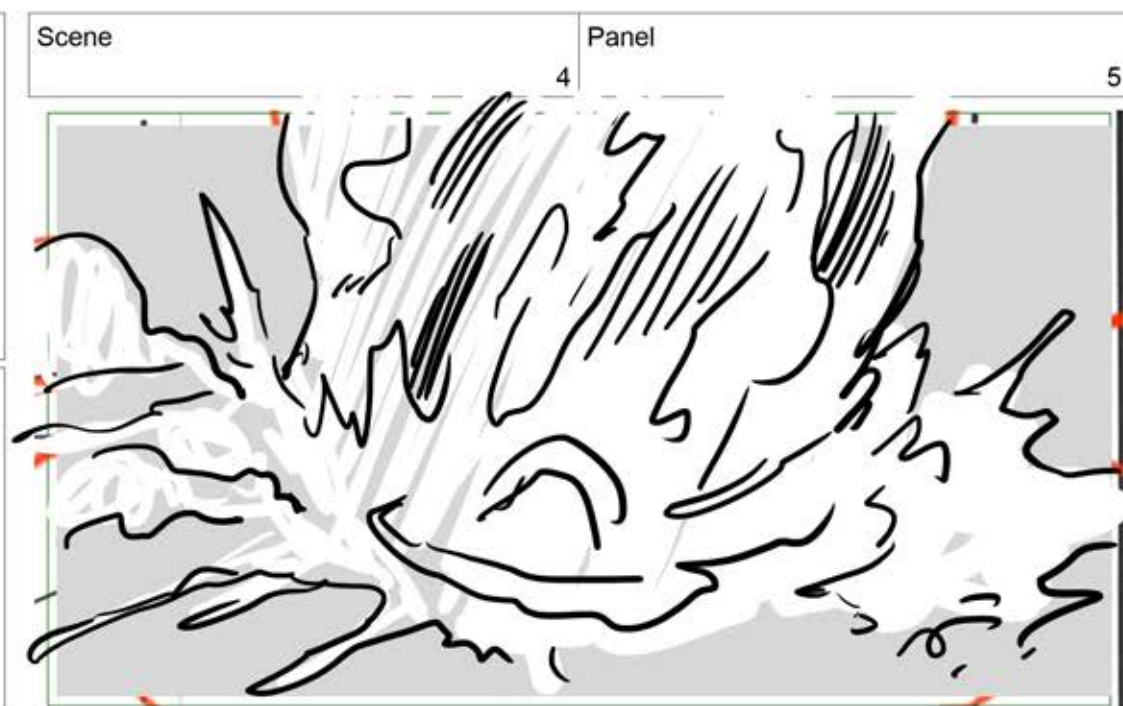
Action Notes

MISSILES HIT CLAYFACE'S LEGS —

Dialog
Action Notes MISSILES CONT TO HIT CLAYFACE

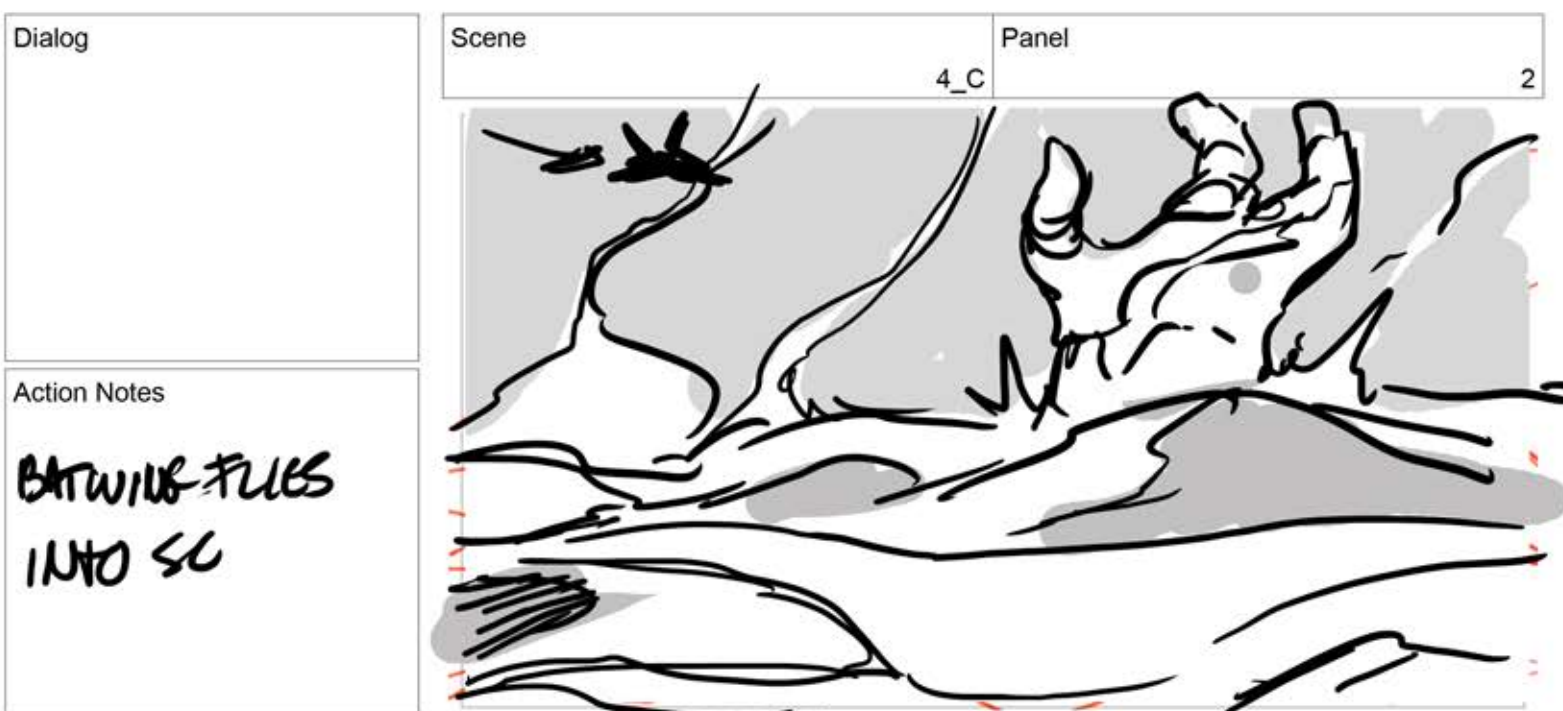
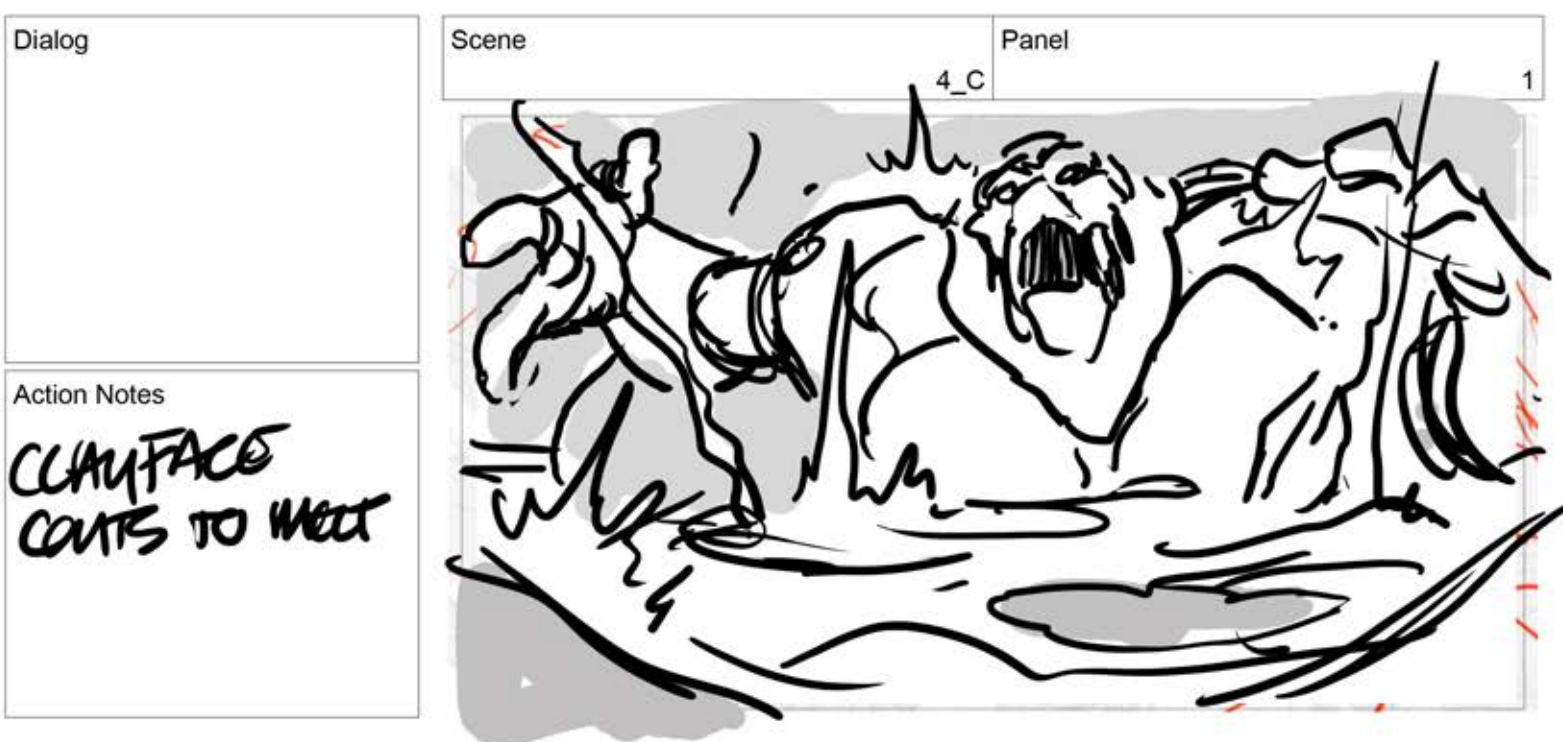
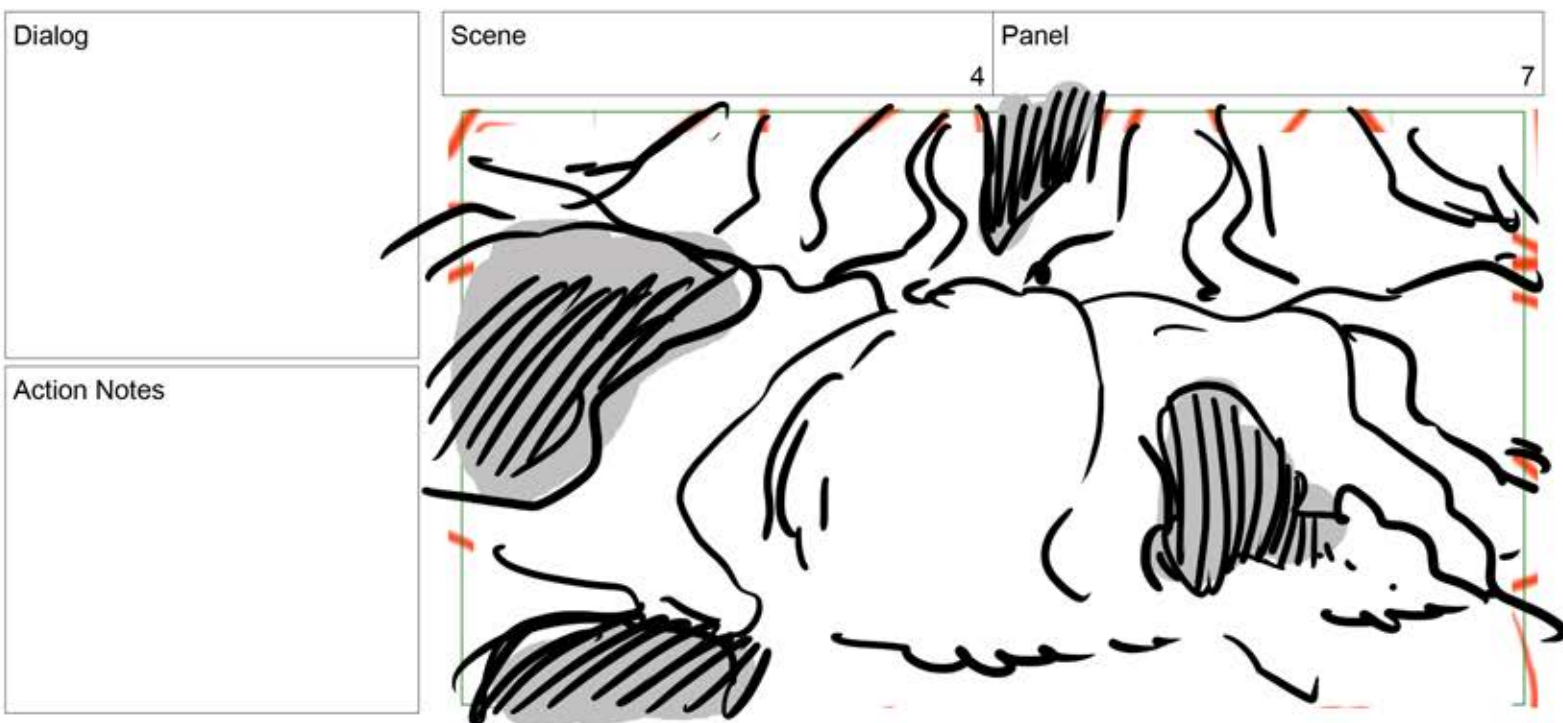


Dialog
Action Notes HE STARTS TO MELT -



Dialog
Action Notes CONT PUSH IN AS HE MELTS -





Dialog

Action Notes

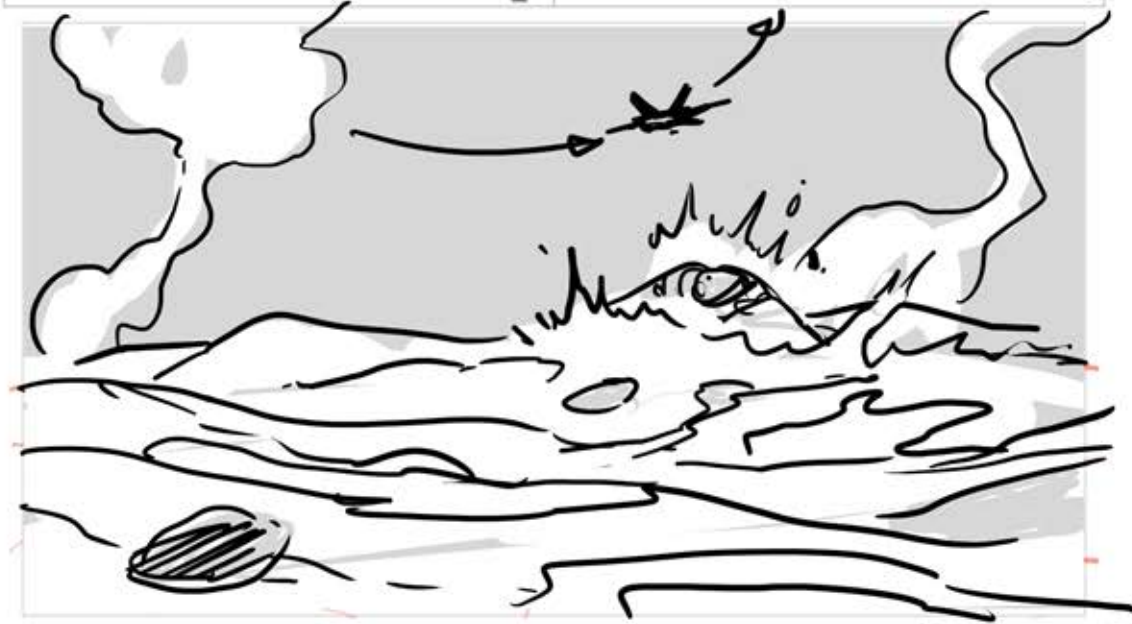
BATWING FLIES
THRU SC

Scene

4_C

Panel

3



Dialog

Action Notes

ROBIN REACTS

Scene

4_B

Panel

1



Dialog

Action Notes

HE PUMPS
FIST—

Scene

4_B

Panel

2



Dialog

Scene

4_B

Panel

3



Action Notes

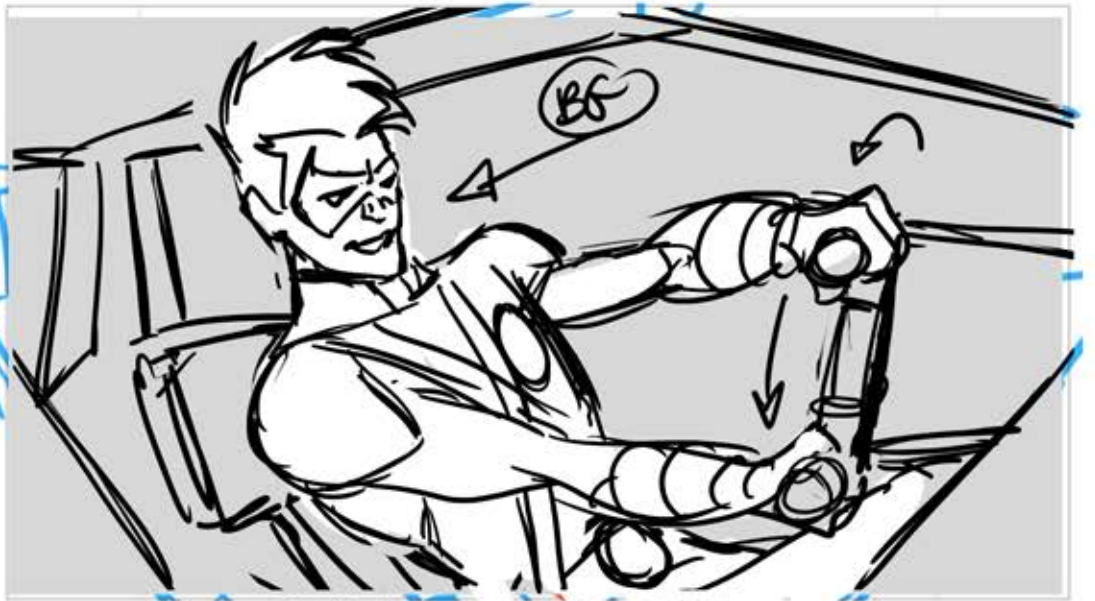
Dialog

Scene

4_B

Panel

4



Action Notes

He turns wheel

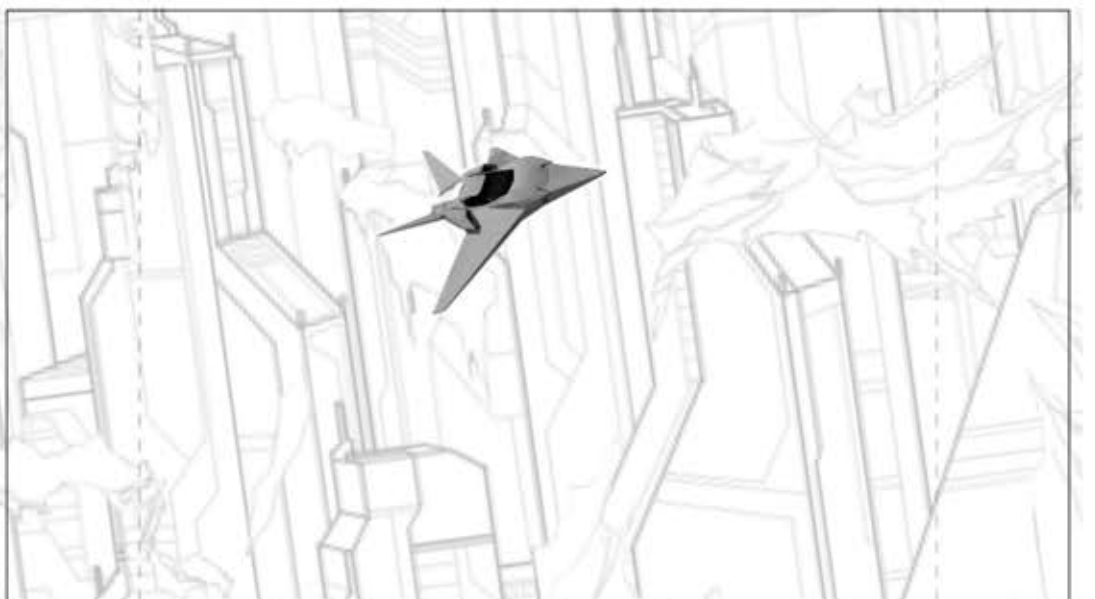
Dialog

Scene

5

Panel

1



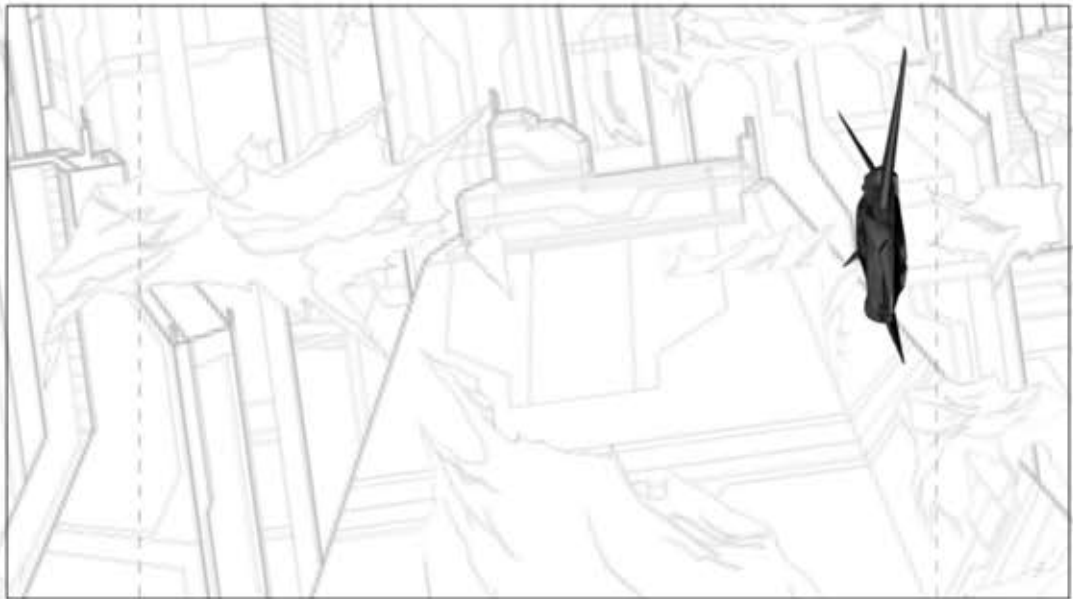
Action Notes

CAM FOLLOWS
BATWING

Dialog

Action Notes
BATWING
BANKS TO
CAM—

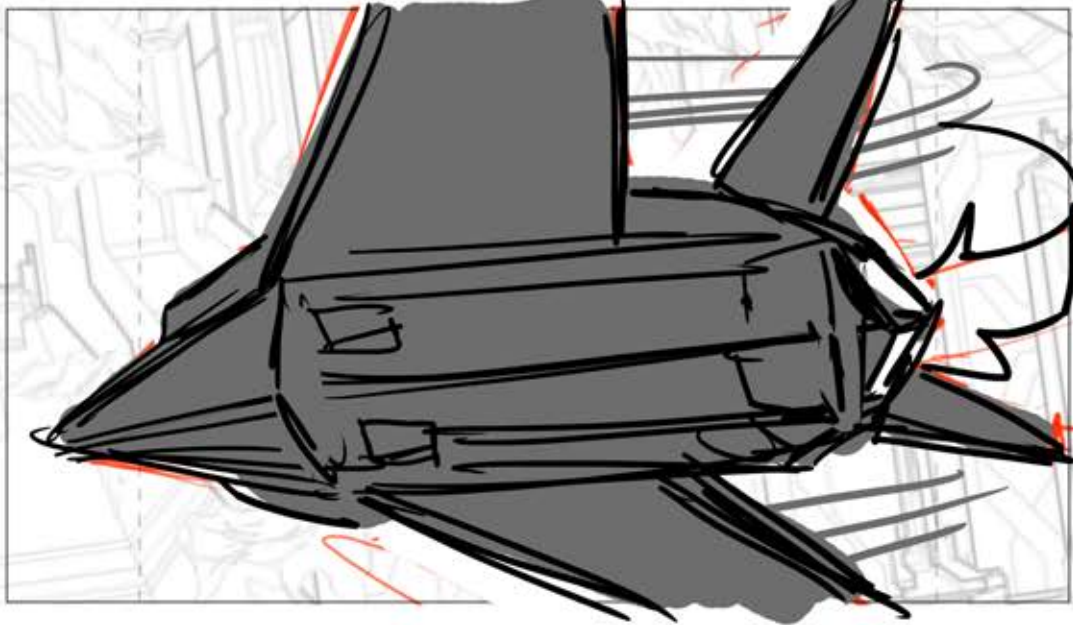
Scene 5 Panel 2



Dialog

Action Notes
CAM FOLLOWS
ACTION—

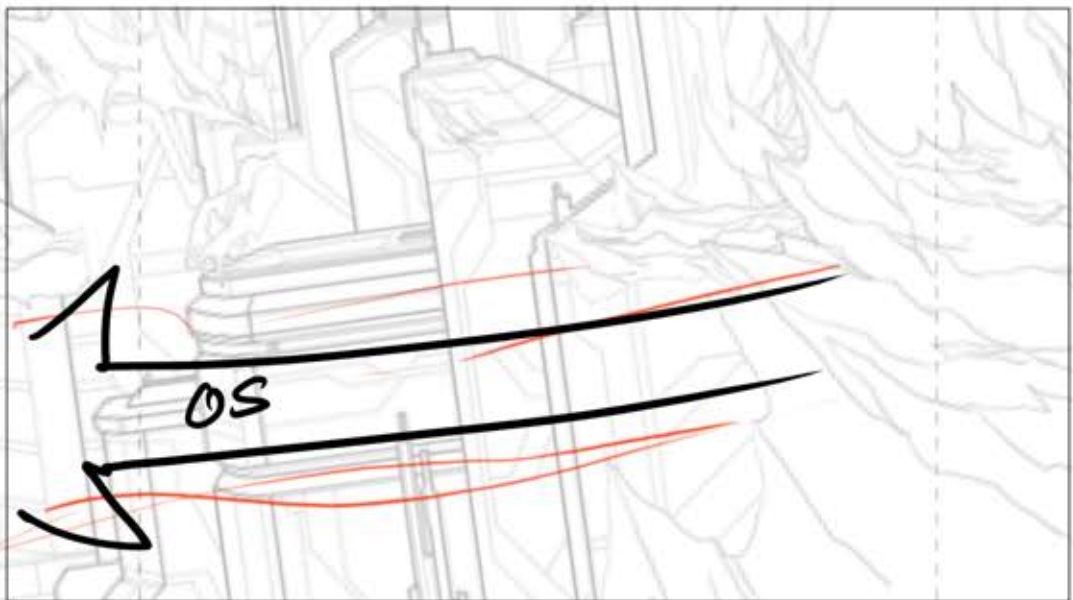
Scene 5 Panel 3



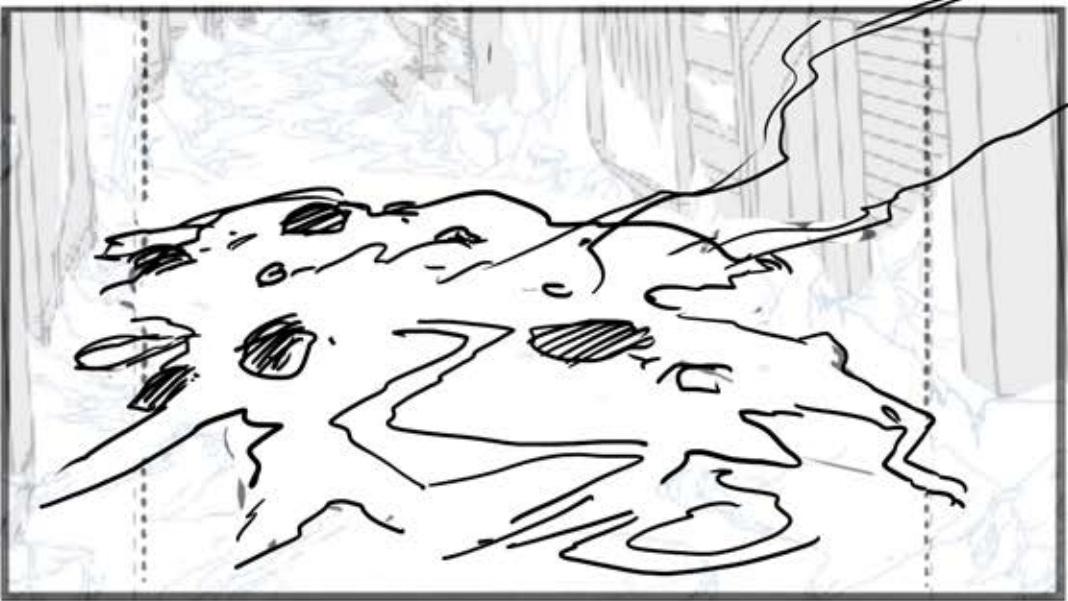
Dialog

Action Notes

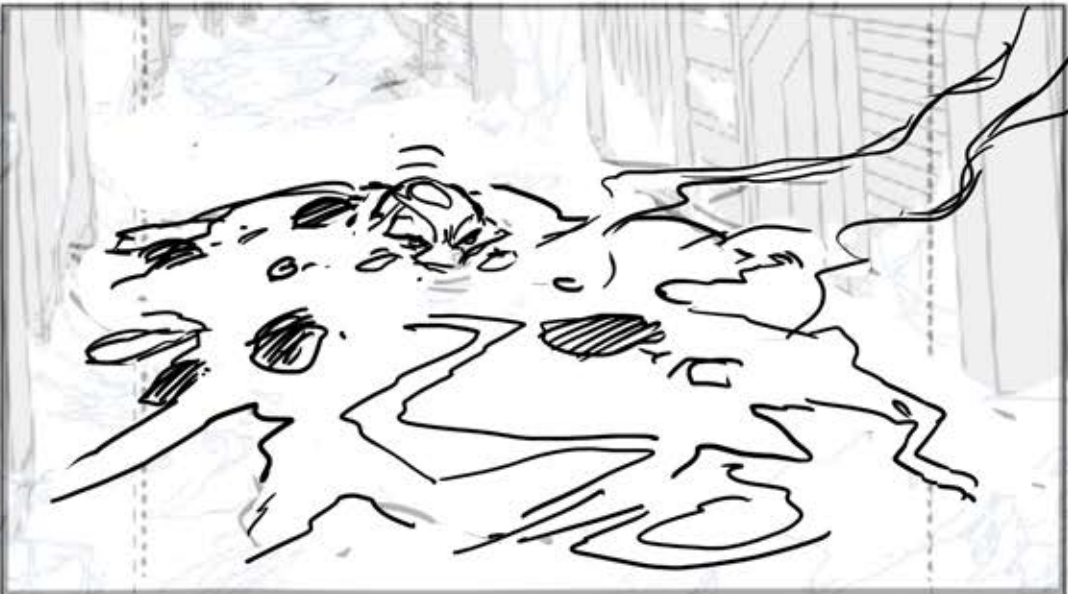
Scene 5 Panel 4



Dialog
Action Notes CLAYFACE PUDDGE

Scene	Panel
6	1
	

Dialog
Action Notes PUDDLE STARTS TO STIR -

Scene	Panel
6	2
	

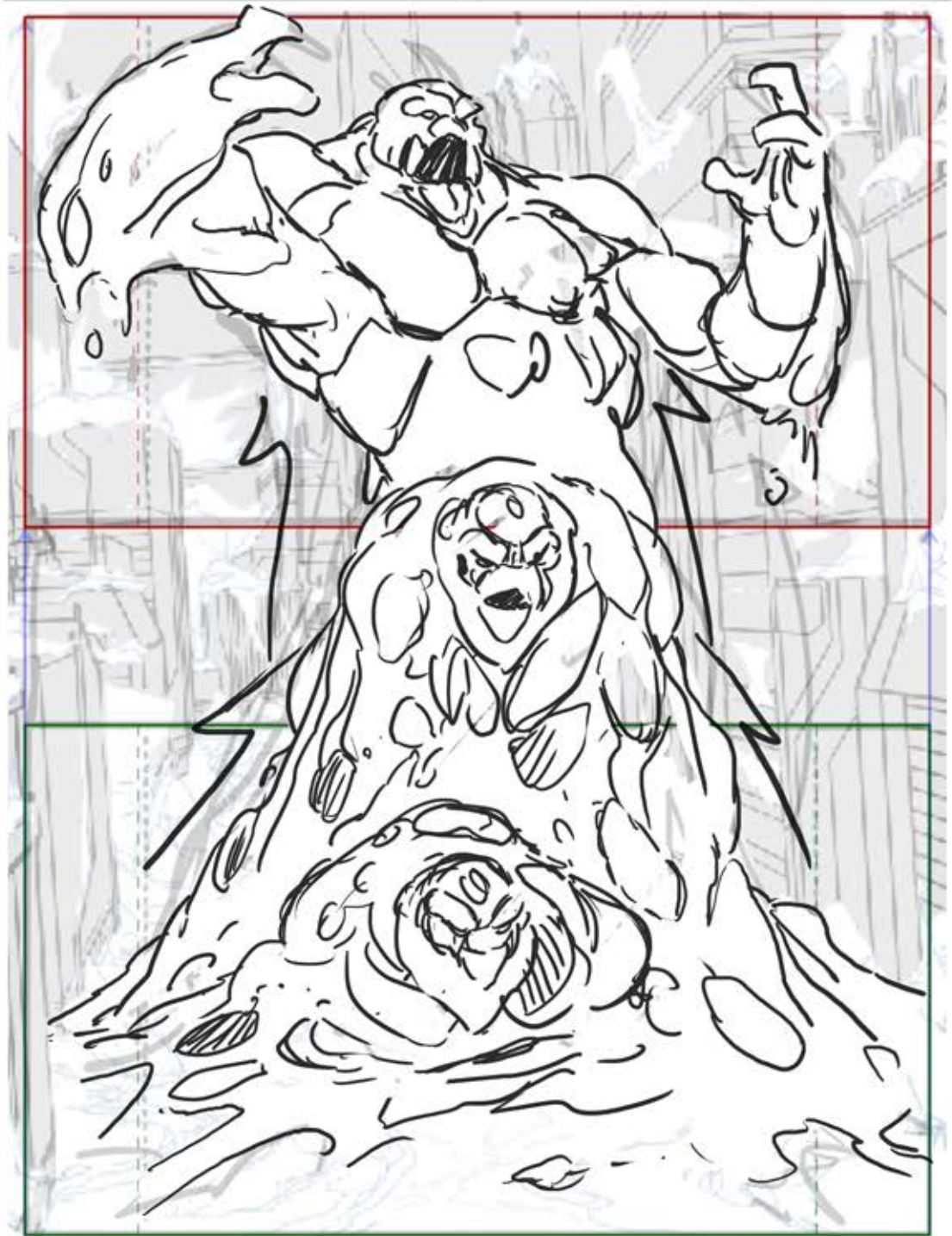
Dialog

Scene

Panel

6

3



Action Notes

CAM FOLLOWS
CLAYFACE AS
HE REFORMS

Dialog

Scene

Panel

6

4



Action Notes

BATMAN INTO SC-

Dialog

Action Notes
**CLAYFACE ATTACK
AS BATWING
FLIES CLOSE-**

Scene	Panel
6	5



Dialog

Action Notes
**HE TRIES TO
SMASH BATWING**

Scene	Panel
6	6



Dialog

Action Notes
**BATWING FLIES
OS -**

Scene	Panel
6	7



Dialog
427 ROBIN
Nothing's stopping this

Action Notes

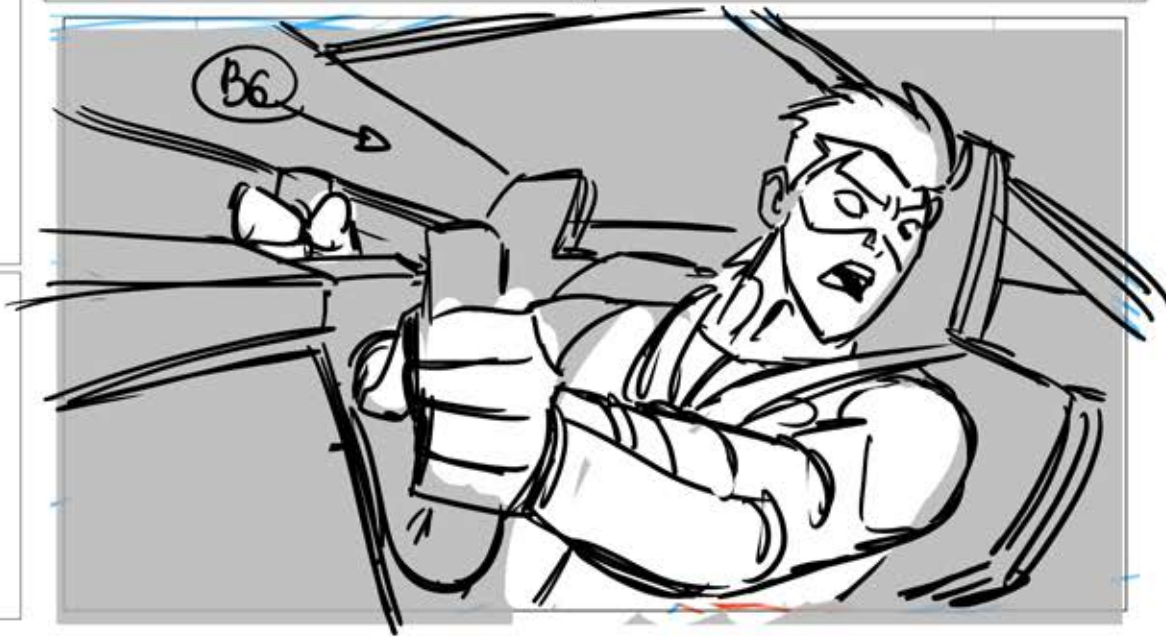
ROBIN REACTS

Scene

7

Panel

1



Dialog
428 CLAYFACE
I've got you,

Action Notes

CLAYFACE ARM

Scene

8

Panel

1



Dialog
428 CLAYFACE
... boy wonder!

Action Notes

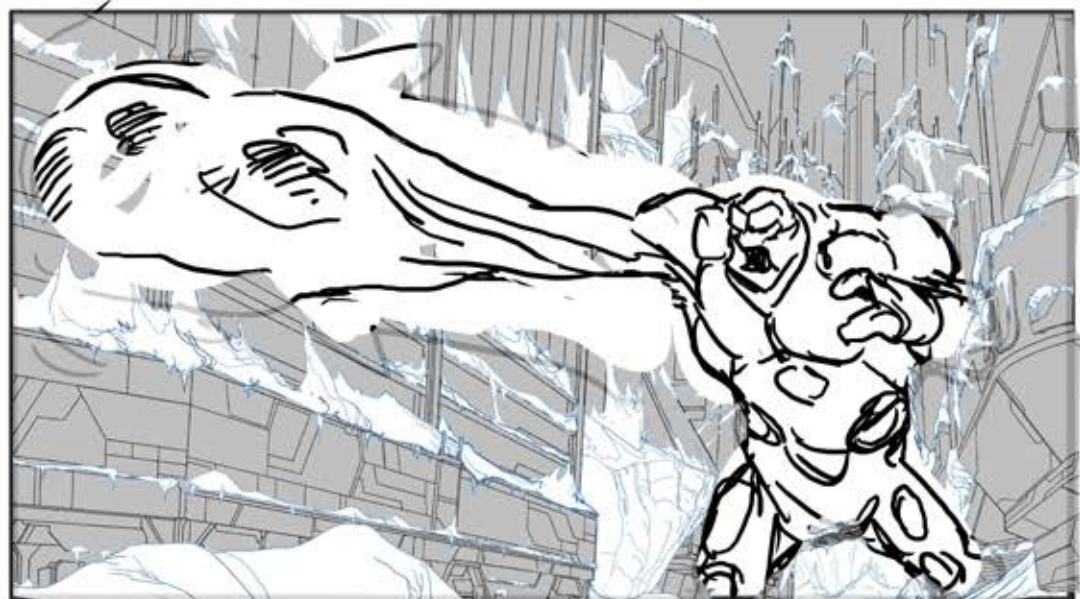
AND THROWS ARM
AT BATWING -

Scene

8

Panel

2



Dialog

429 ROBIN
It's impossible....

Action Notes

Scene	Panel
9	1

Dialog

429 ROBIN
...<EFFORT>--

Action Notes

Scene	Panel
9	2

Dialog

429 ROBIN
...to catch me...

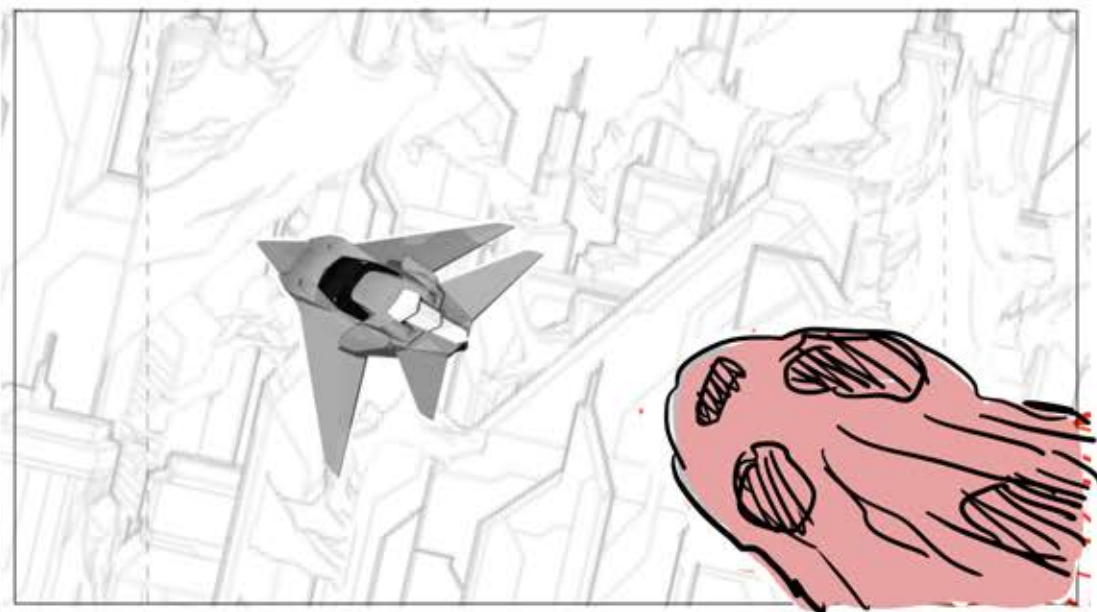
Action Notes

Scene	Panel
10	1

Dialog

Action Notes

Scene	Panel
10	2



Dialog
429 ROBIN
... in this thing!

Action Notes

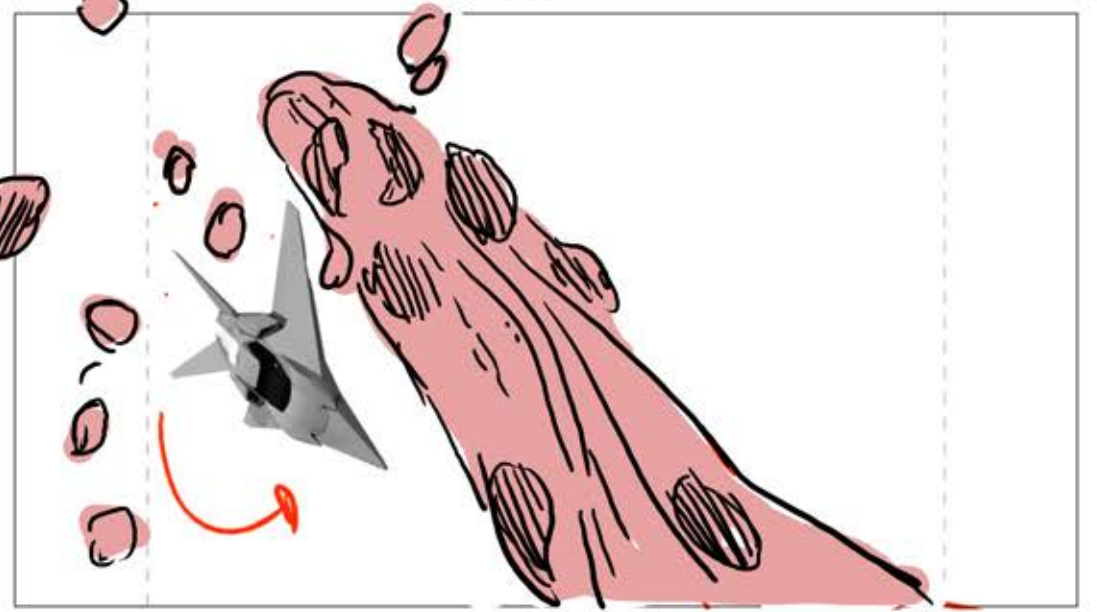
Scene	Panel
10	3



Dialog

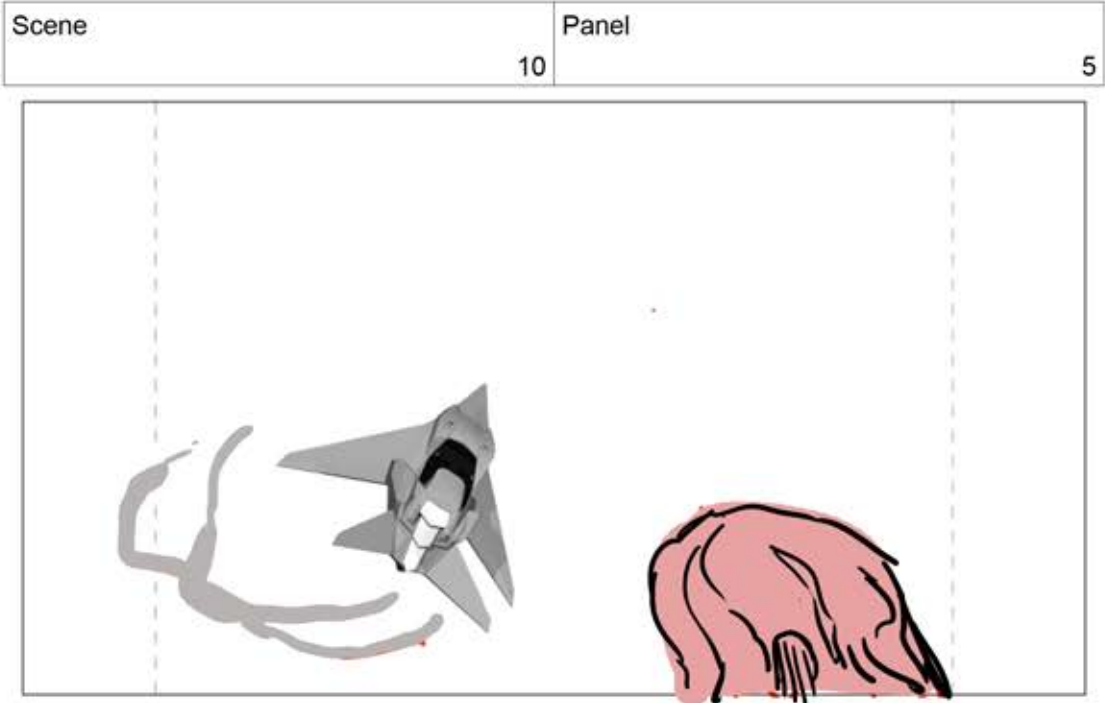
Action Notes

Scene	Panel
10	4



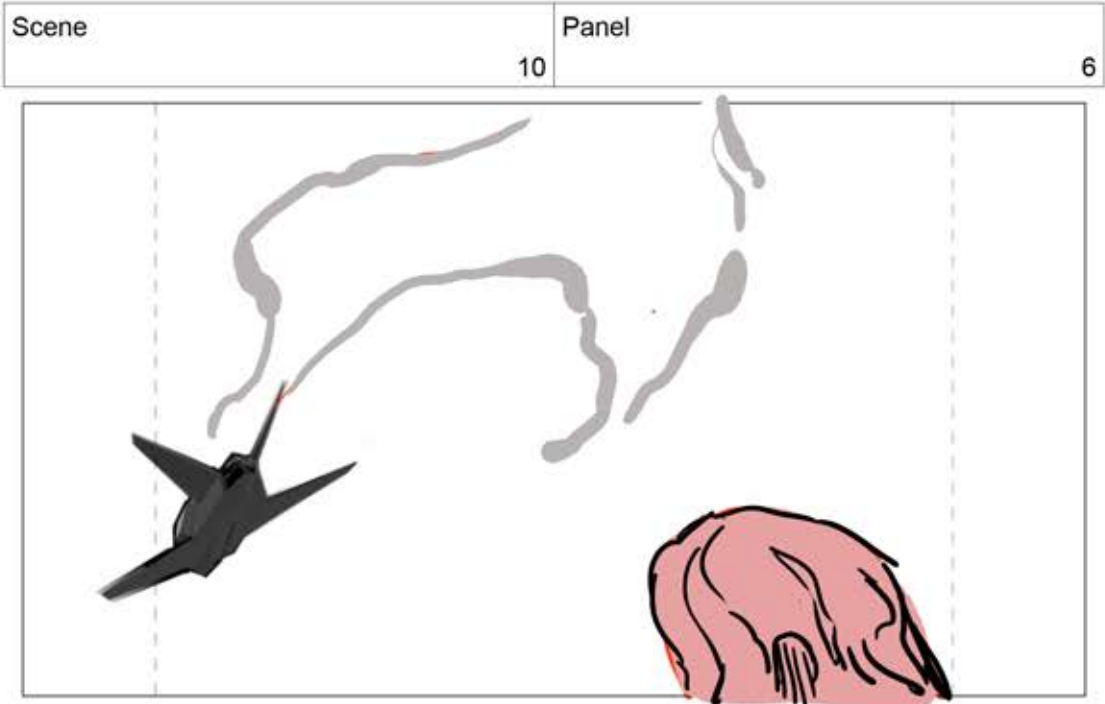
Dialog
430 CLAYFACE
<DARK LAUGHTER>

Action Notes



Dialog
430 CLAYFACE
<DARK LAUGHTER>

Action Notes



Dialog
431 ROBIN
And by "impossible",

Action Notes



Dialog

431 ROBIN
...obviously I meant...

Action Notes

Scene	Panel
11	2

Dialog

431 ROBIN
... TOTALLY POSSIBLE!

Action Notes

Scene	Panel
11	3

Dialog

432 ROBIN:
Which one was it again?!

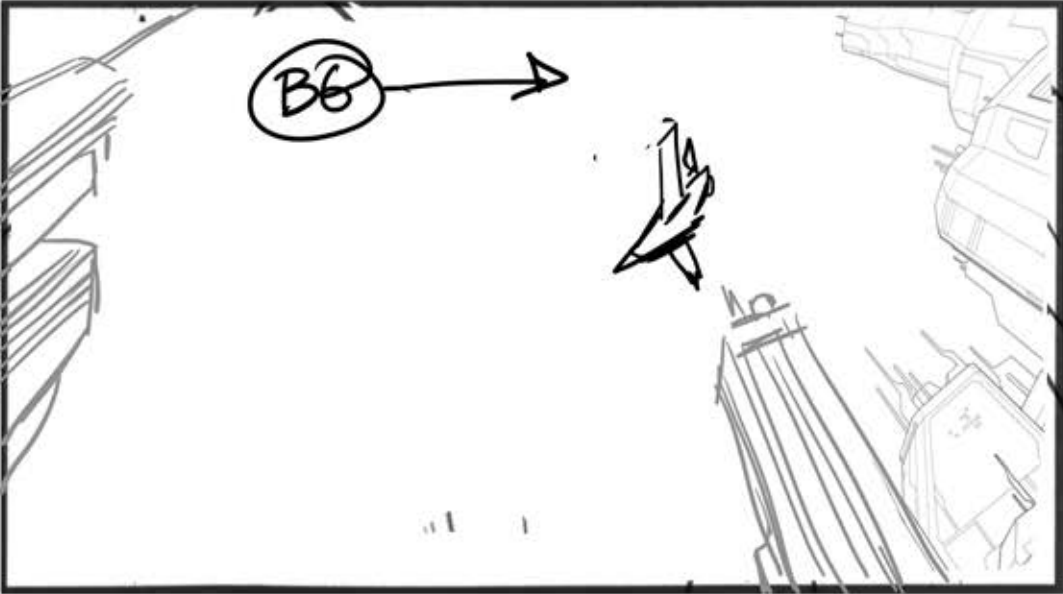
Action Notes

Scene	Panel
11	4

Dialog

Action Notes

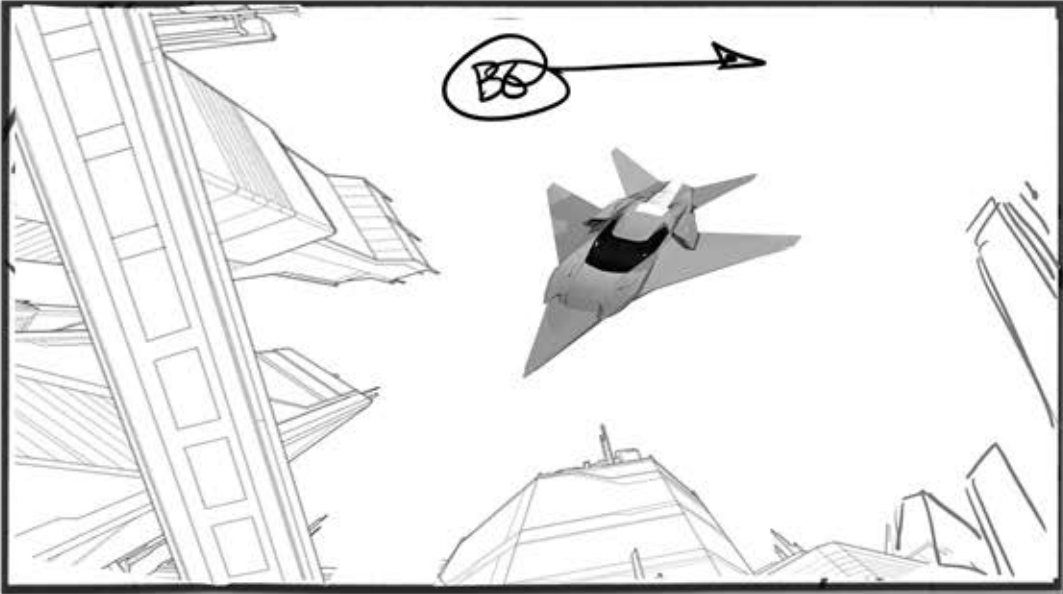
Scene	Panel
12	1



Dialog

Action Notes

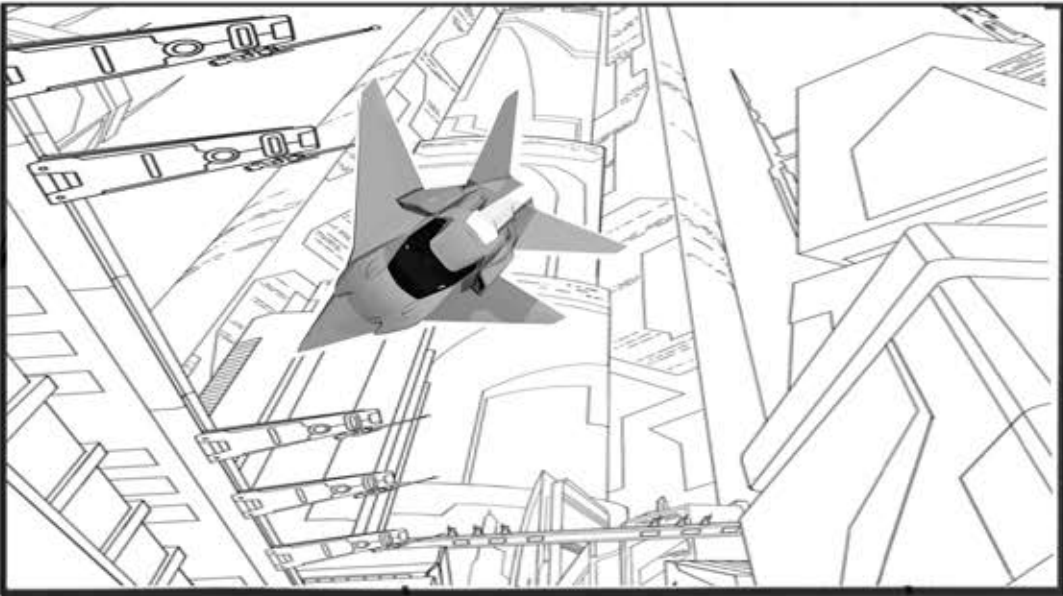
Scene	Panel
12	2



Dialog

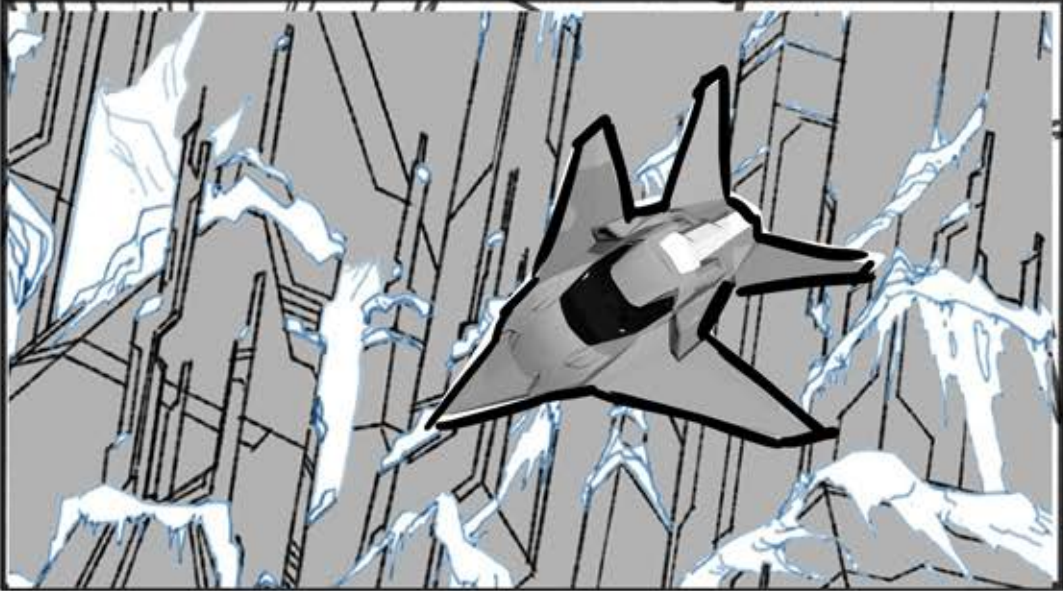
Action Notes

Scene	Panel
12	3



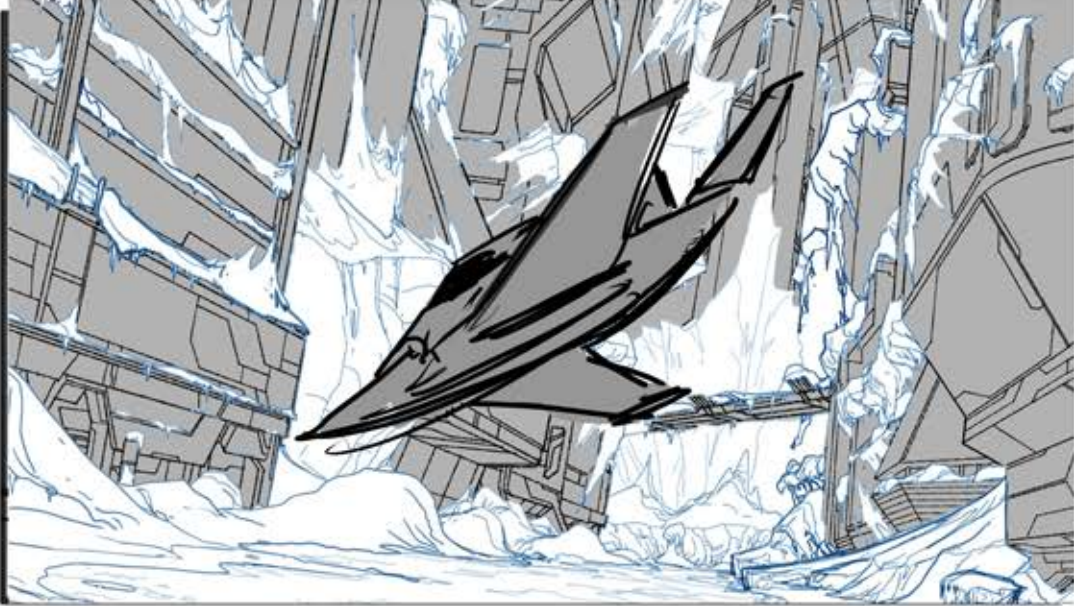
Dialog
Action Notes

Scene	Panel
12	4



Dialog
Action Notes

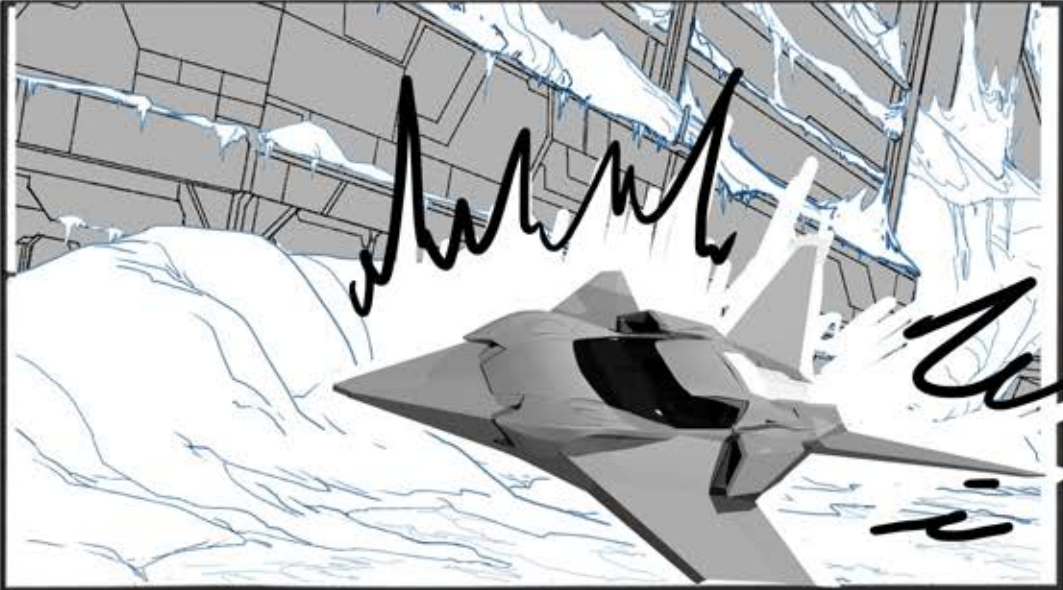
Scene	Panel
12	5



Dialog
Action Notes

BATWING
HITS
GROUND -

Scene	Panel
12	6



Dialog

Action Notes

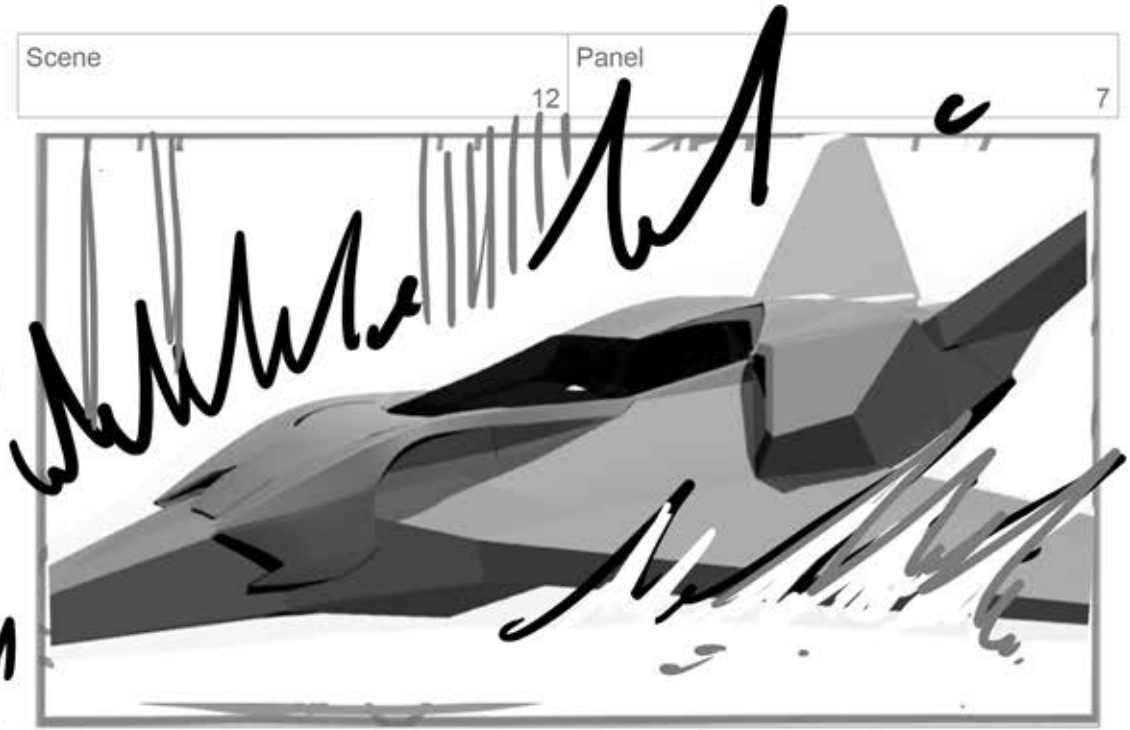
BATWING
SLIDES
TOWARDS CAM

Scene

Panel

12

7



Dialog

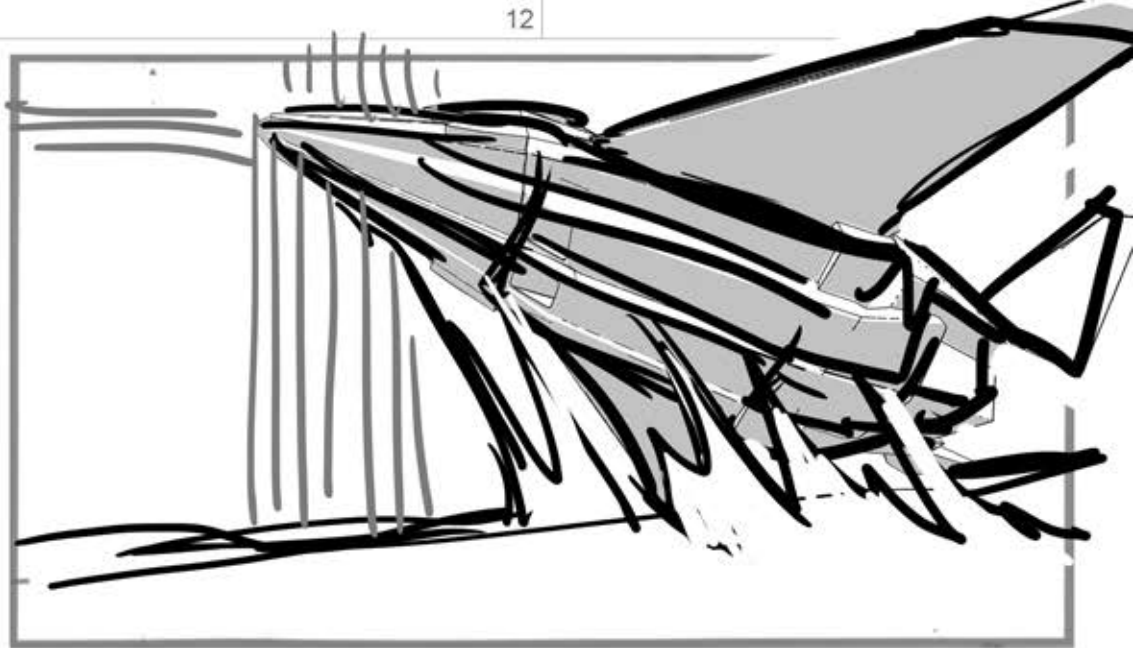
Action Notes

IT POPS UP !!

Scene

Panel

12



Dialog

Action Notes

AND CHANGES
INTO
BAT MOBILE -

Scene

Panel

12

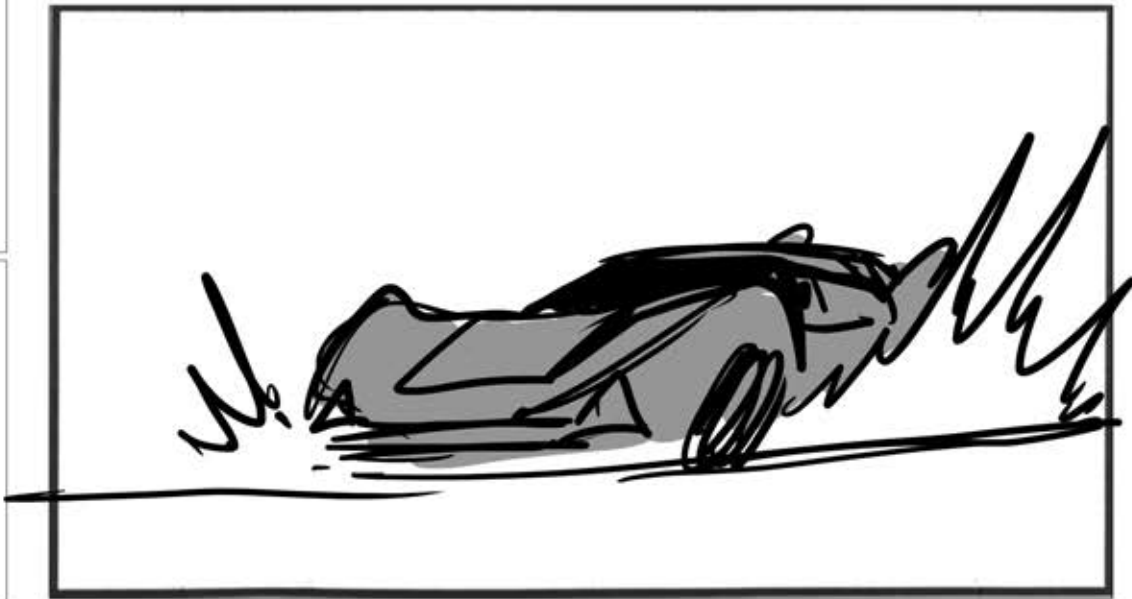
9



Dialog

Action Notes
CAR LANDS

Scene 12 Panel 10



Dialog

Action Notes
AND SPINS

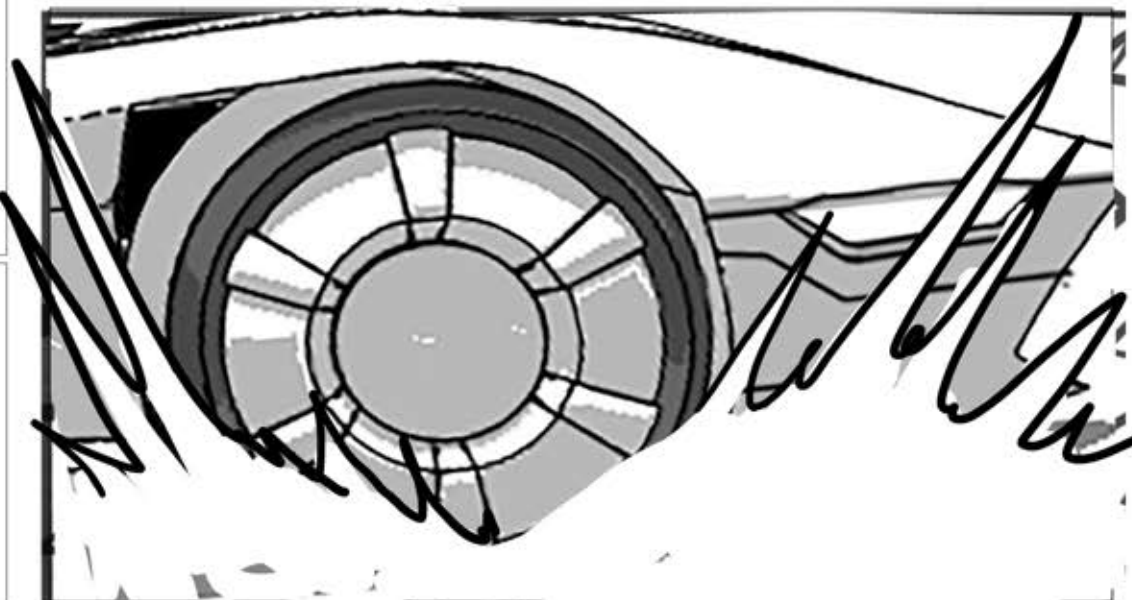
Scene 12 Panel 11



Dialog

Action Notes
INTO CAM.

Scene 12 Panel 12



Dialog

433 ROBIN
Had it under...

Action Notes

Scene

13

Panel

1



Dialog

433 ROBIN
...<HUFF> control...

Action Notes

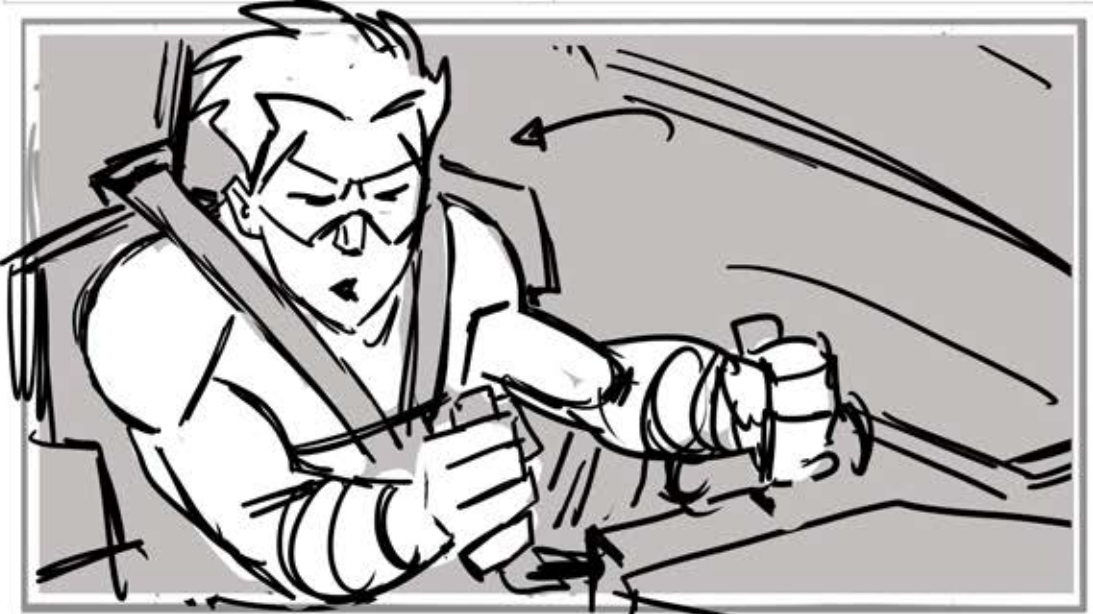
He SITS BACK

Scene

13

Panel

2



Dialog

433 ROBIN
..<HUFF> the whole time.

Action Notes

& looks up-

Scene

13

Panel

3



Dialog
434 ROBIN (O.S.)
"Keep Clayface from

Action Notes

ROBIN'S POV—
CF INTO SC

Scene

14

Panel

1



Dialog
434 ROBIN (O.S.)
...destroying the city,

Action Notes

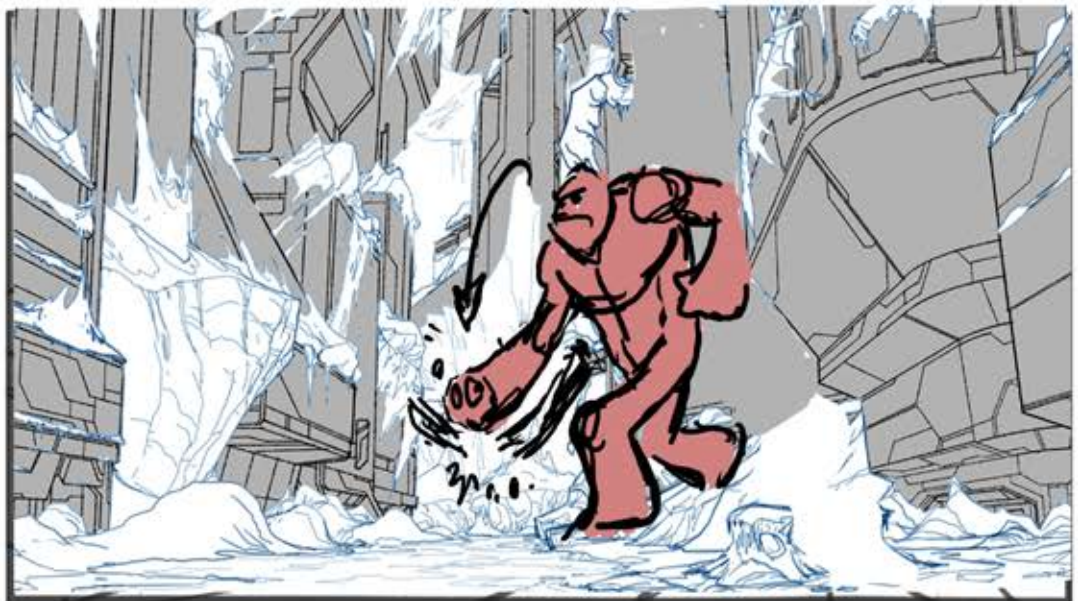
CF SMASHES
BRIDGE—

Scene

14

Panel

2



Dialog
434 ROBIN (O.S.)
...Batman says.

Action Notes

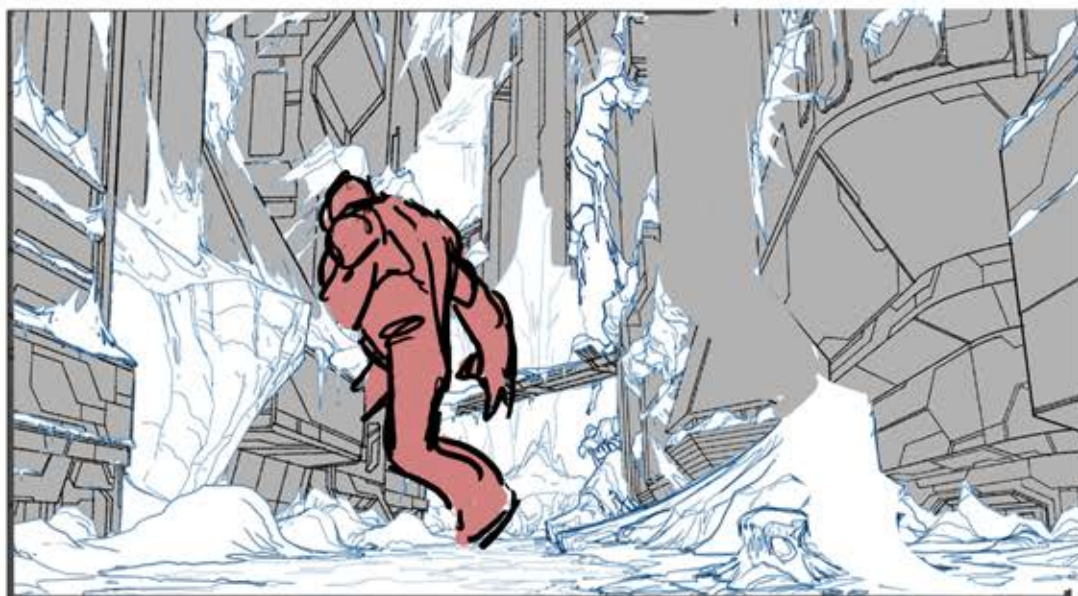
—AND WALKS OS

Scene

14

Panel

3



Dialog
434 ROBIN
...SURE. NO PROBLEM.

Action Notes
ROBIN REACTS

Scene

15

Panel

1



Dialog
435 LANGSTROM (O.S.)
Robin - come in!

Action Notes
HE LOOKS DOWN

Scene

15

Panel

2



Dialog
436 ROBIN
Dr. Langstrom, is that you?

Action Notes
AND PUSHES BUTTON

Scene

15

Panel

3

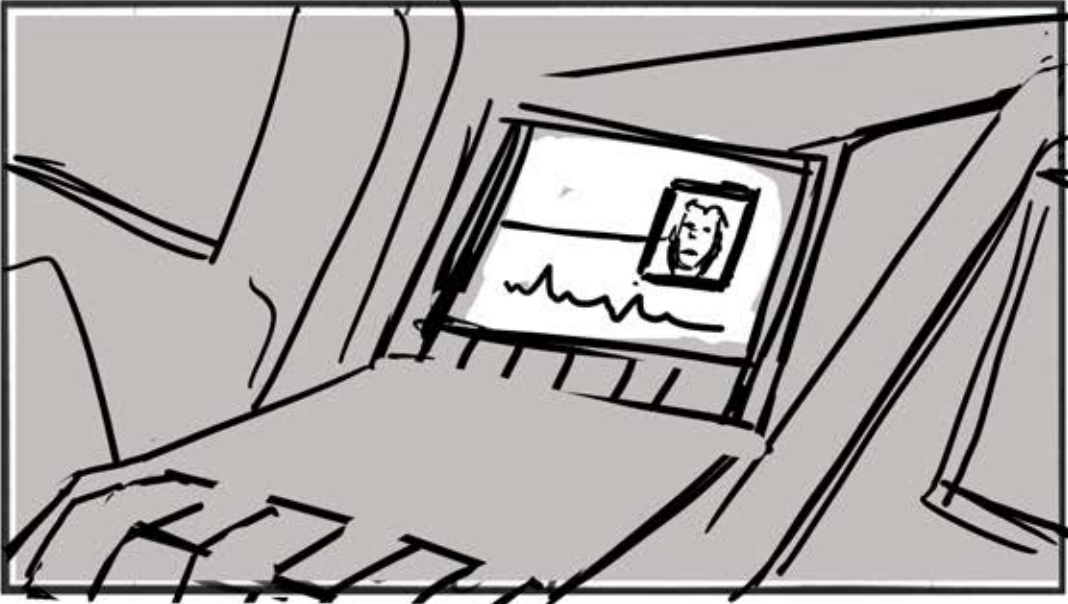


Dialog

437 LANGSTROM (O.S.)
Yes. Batman sent me -

Action Notes

Scene	Panel
16	1



Dialog

437 LANGSTROM (O.S.)
I'm headed your way fast...

Action Notes

Scene	Panel
17	1



Dialog

437 LANGSTROM (O.S.)
... TOO FAST!

Action Notes

Scene	Panel
17	2



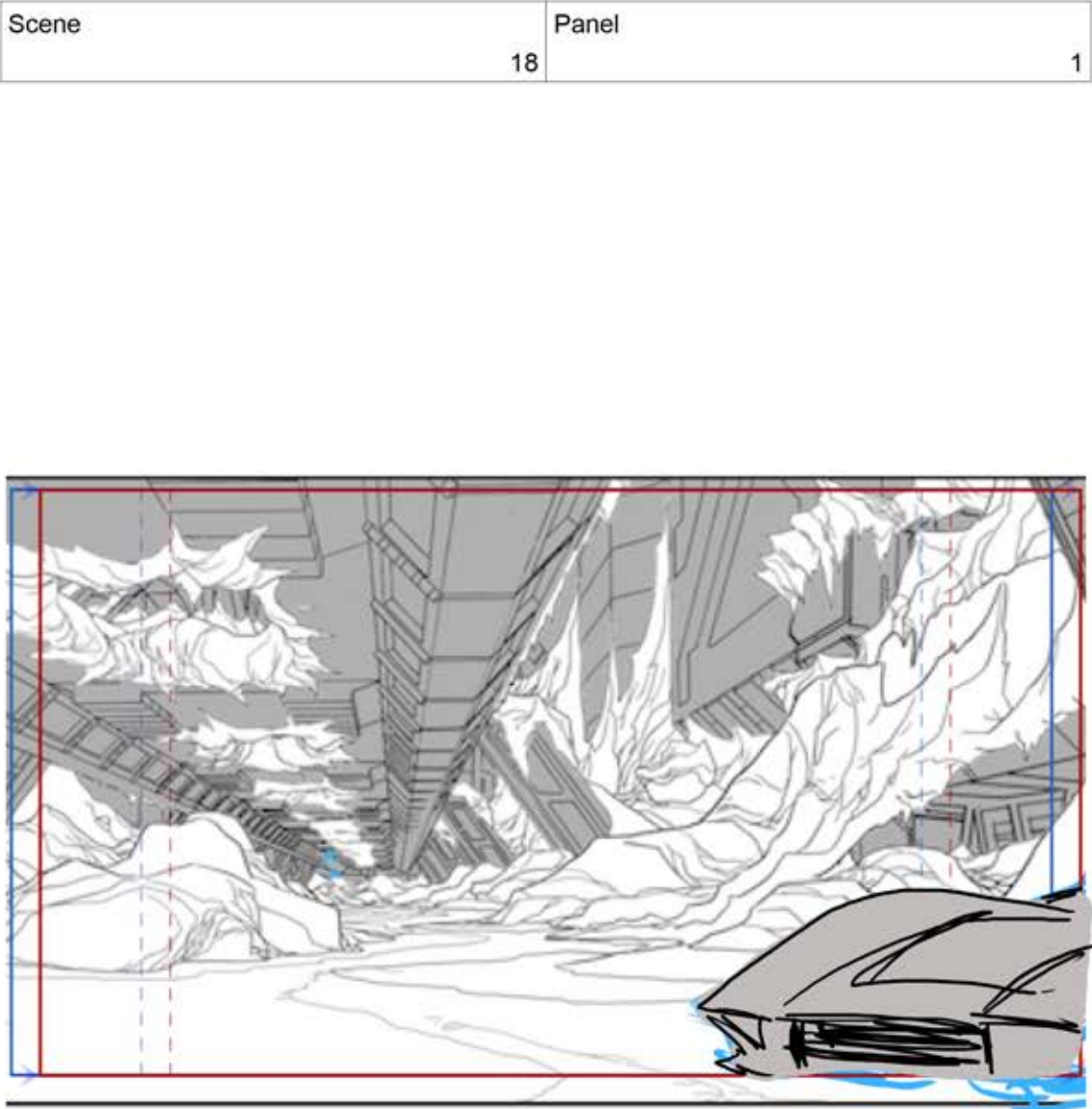
Dialog
437 LANGSTROM (O.S.)
... TOO FAST!

Action Notes



Dialog

Action Notes

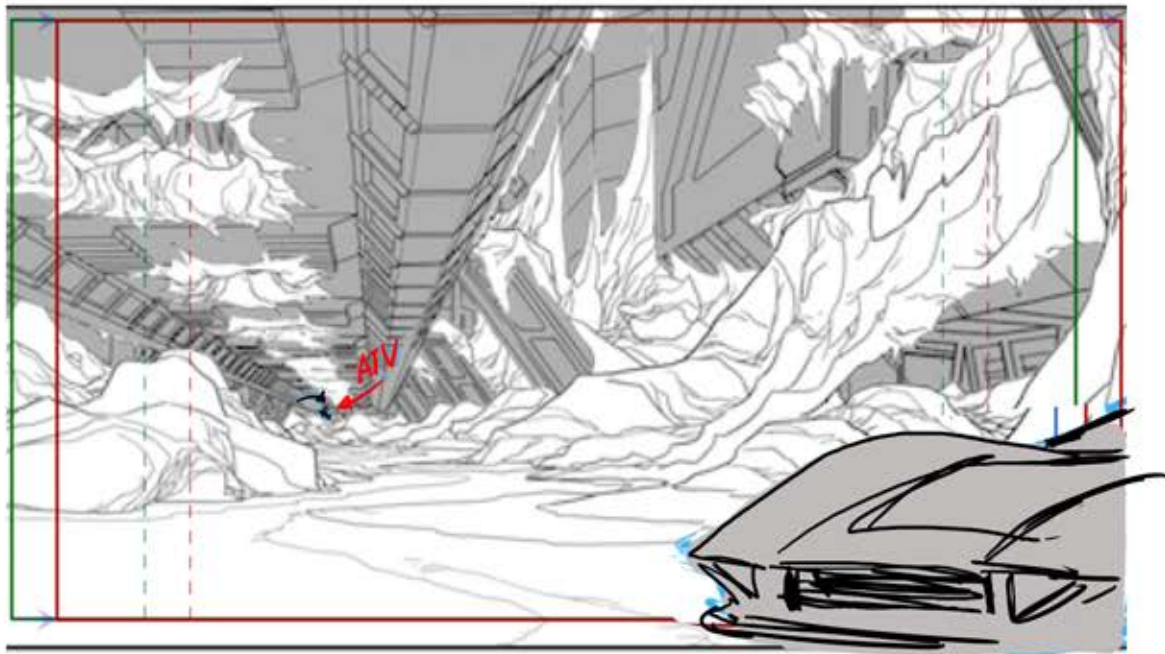


Dialog

Scene
18

Panel
2

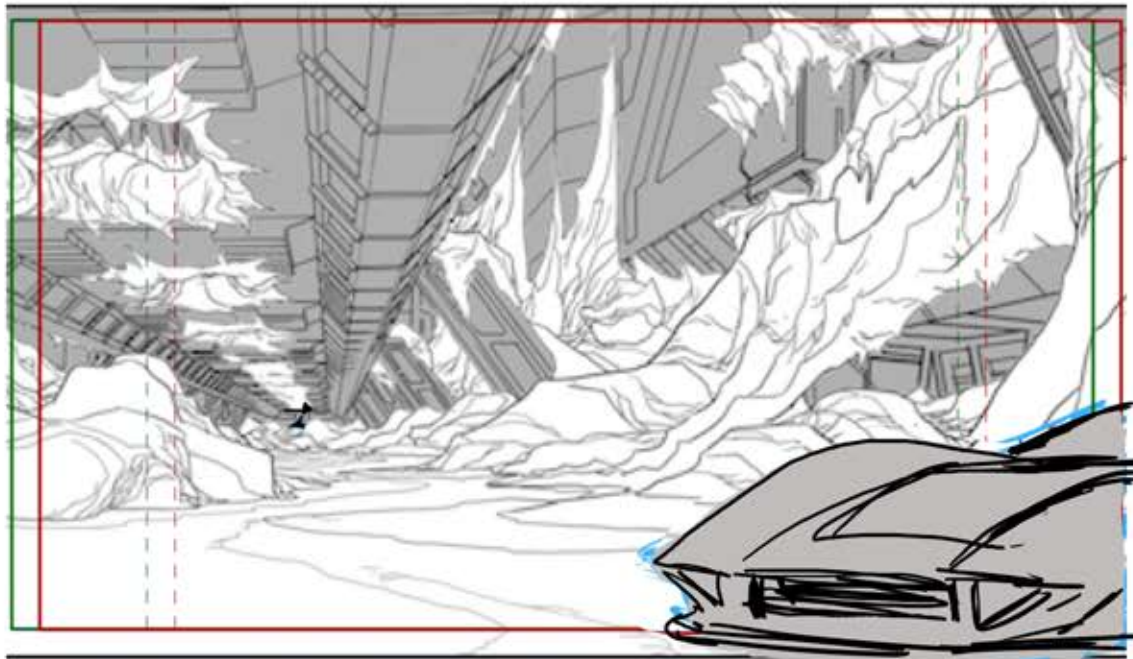
Action Notes
DR. LANGSTROM ZOOMS
AROUND CORNER ON THE
BAT-ATV-



Dialog

Scene	Panel
18	3

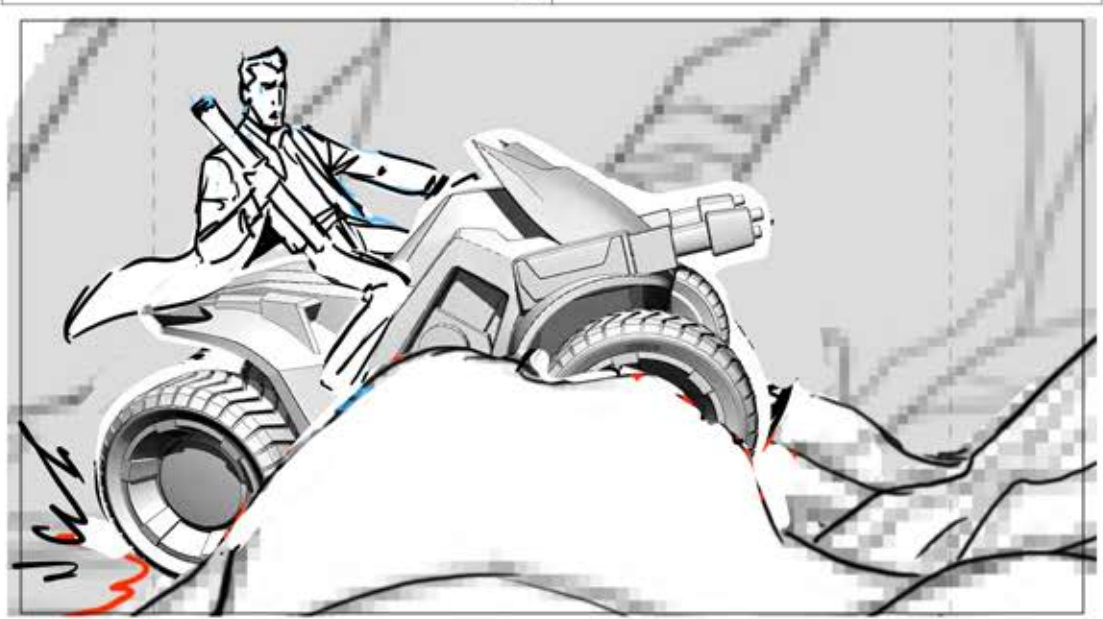
Action Notes



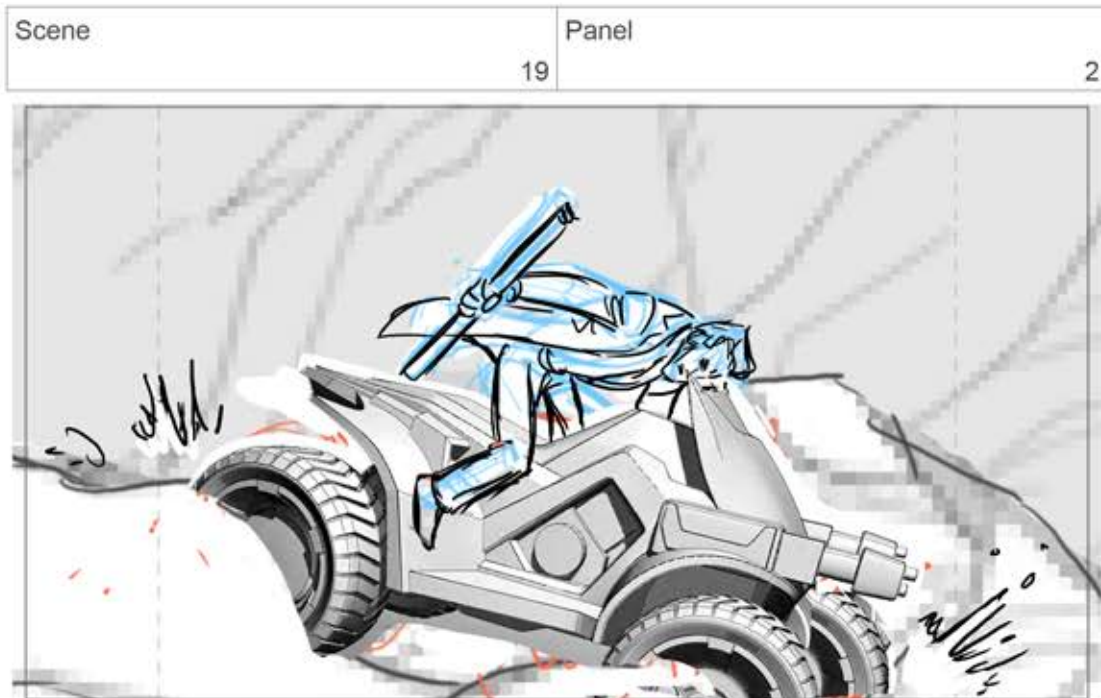
Dialog

Scene	Panel
19	1

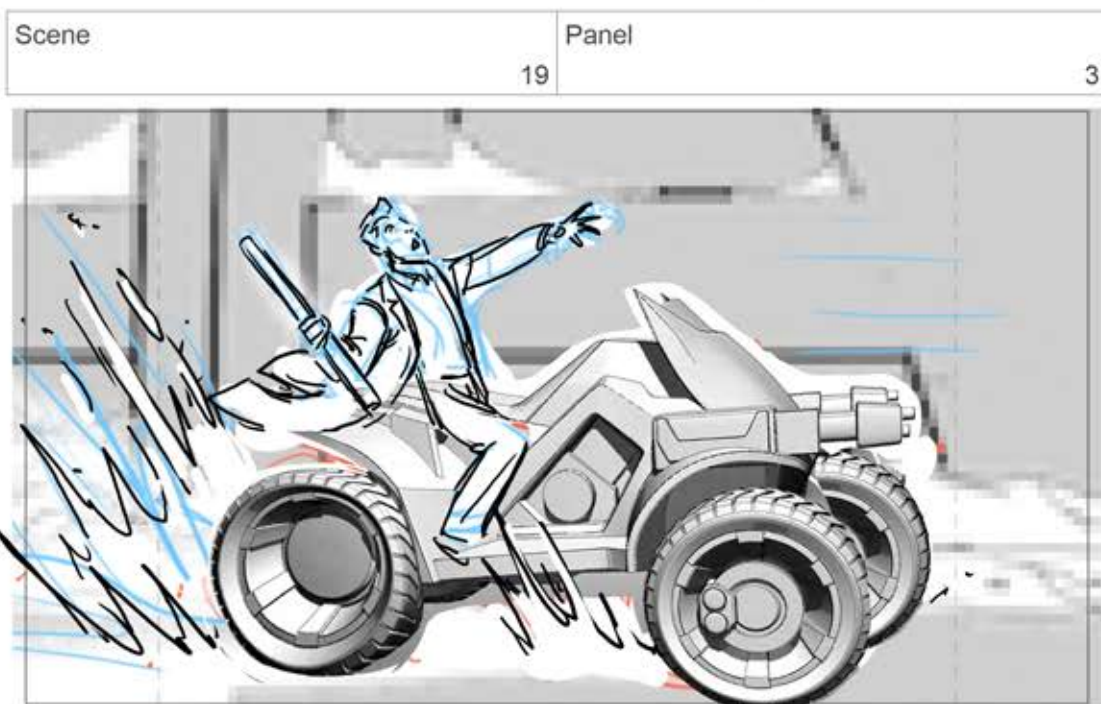
Action Notes
CAM PAN WITH
DR LANGSTROM -



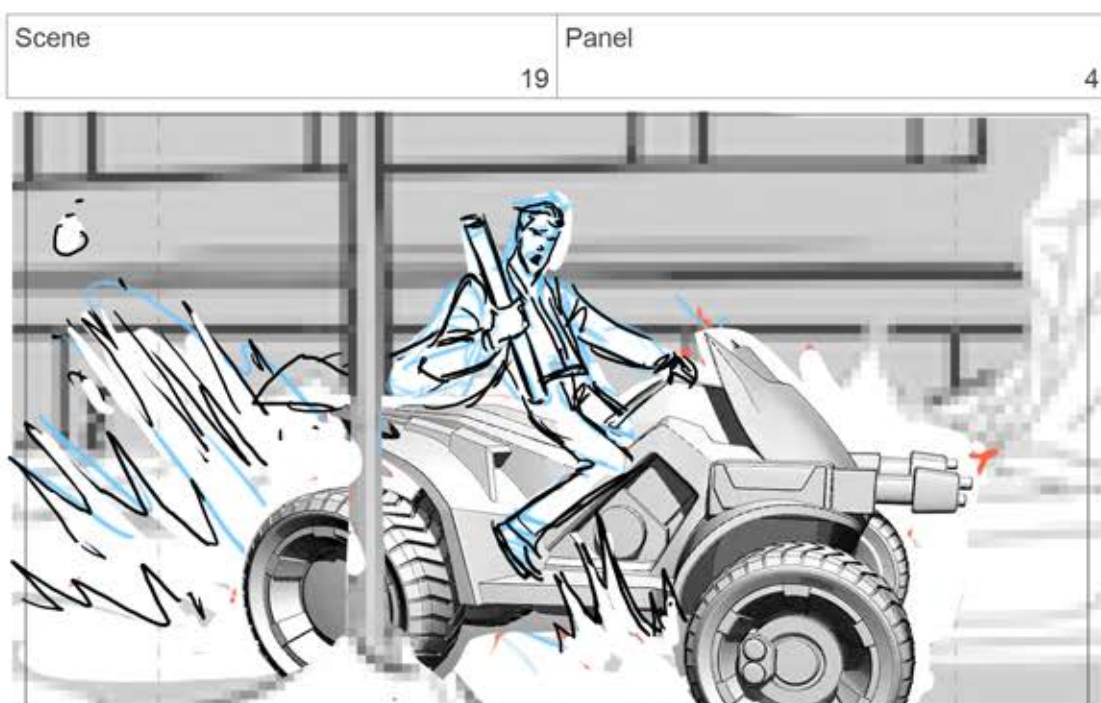
Dialog
Action Notes



Dialog
Action Notes



Dialog
Action Notes

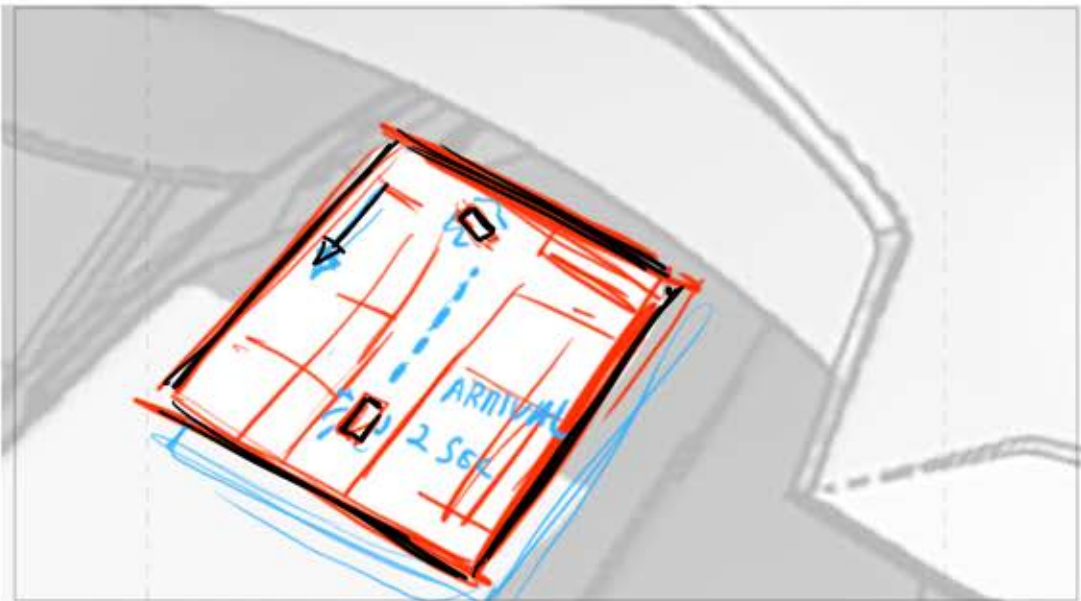


Dialog

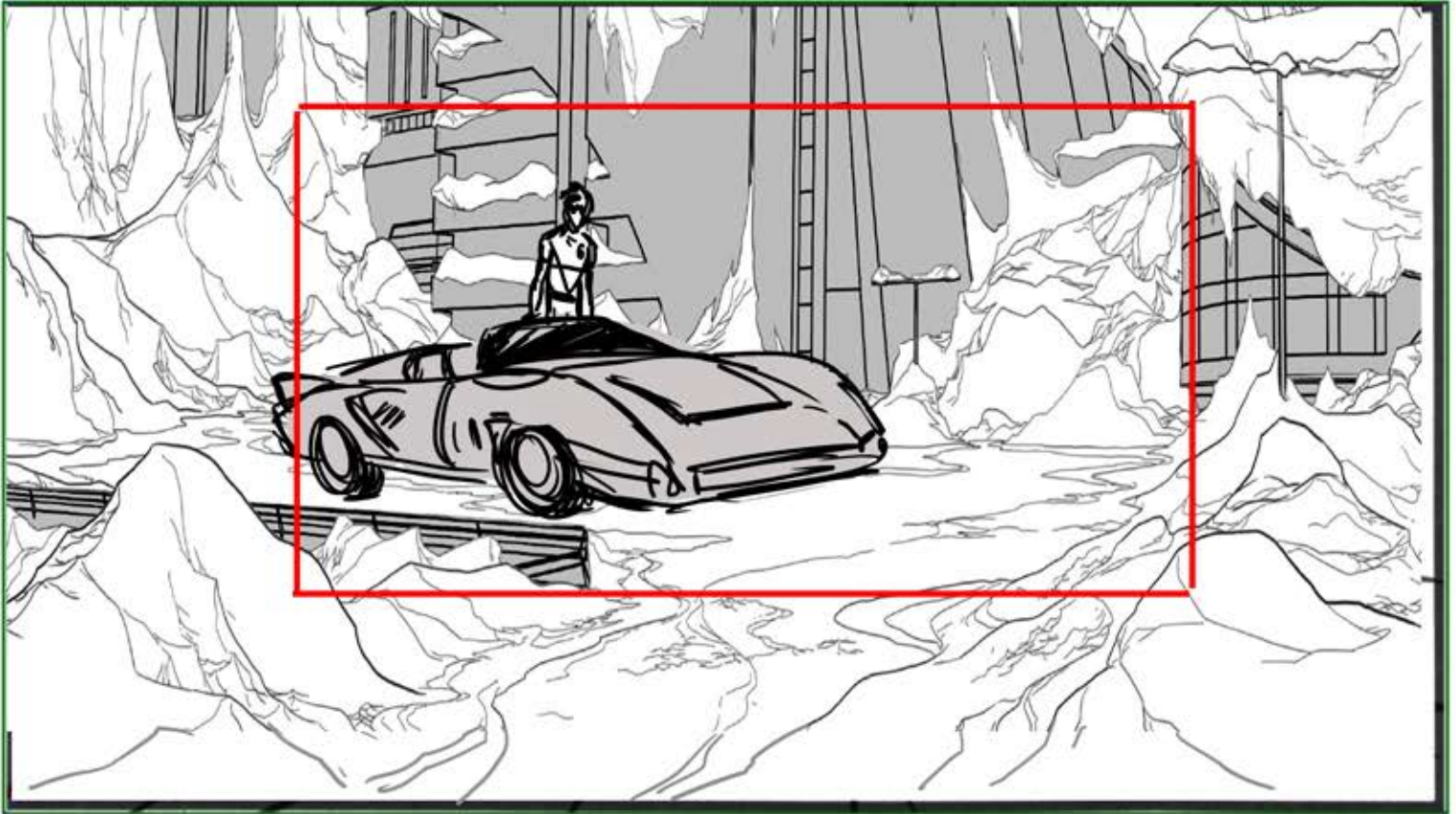
Action Notes

Scene
19_A

Panel
1



Scene	Panel
20	1



Dialog

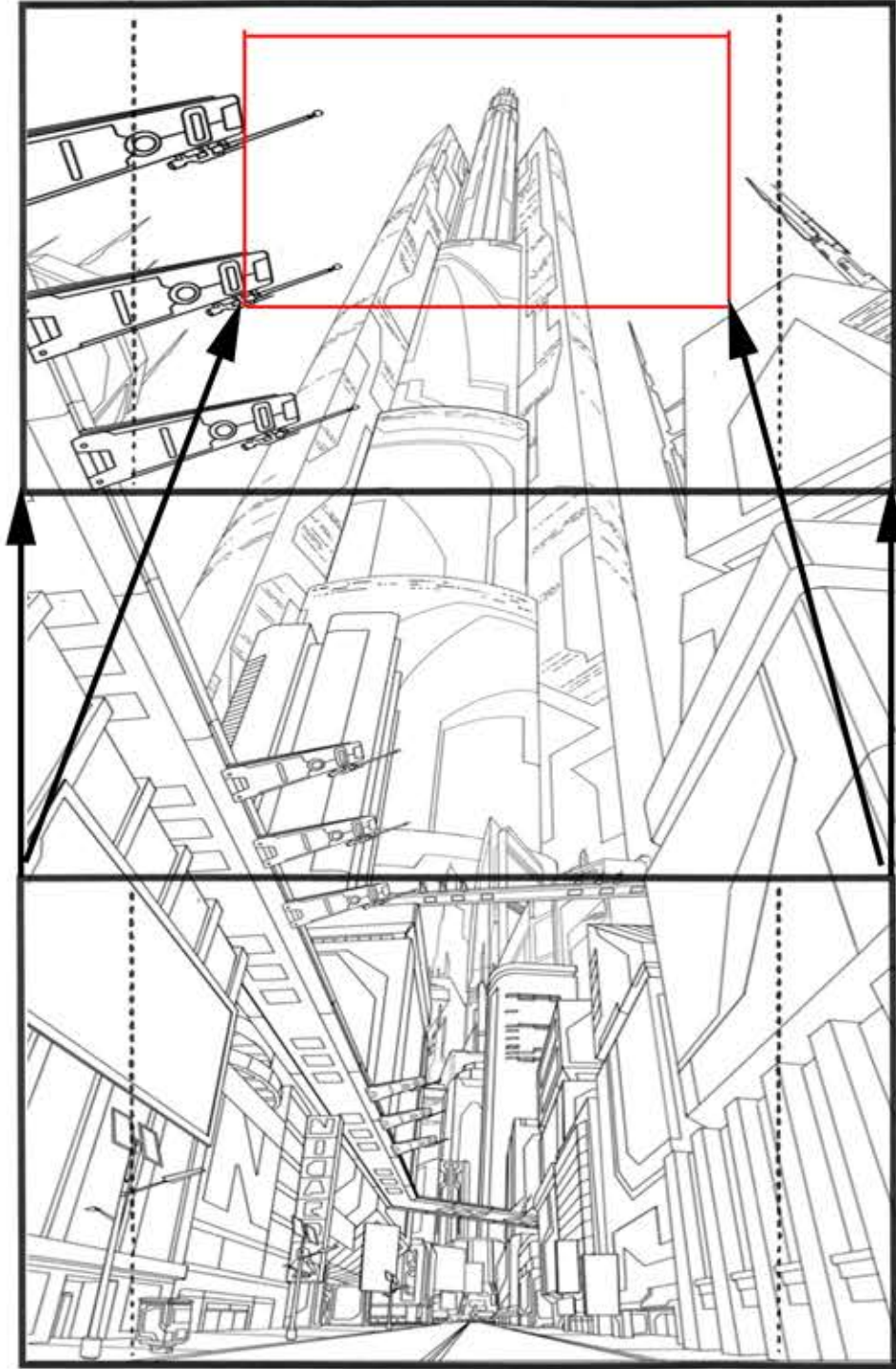
Action Notes PUSH IN ON ROBIN AS HE WATCHES —
--

CO4



SC. 1

ACTION day night
EXT AVIARY
PAN UP TO
PENTHOUSE
— PUSH IN —
DIAL
P(OS) (LAUGHTER)



ACTION day night
DIAL

1

004



DC
NATION™

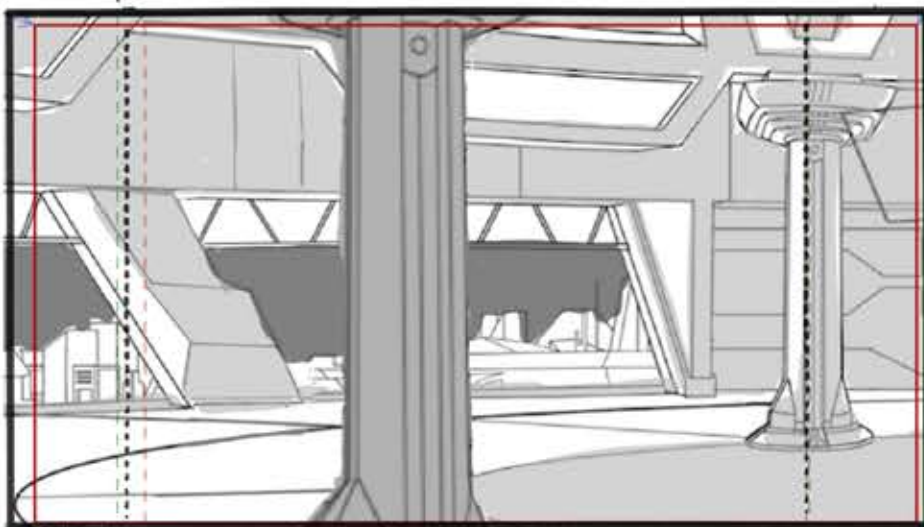


PAGE

1A

sc. 1A

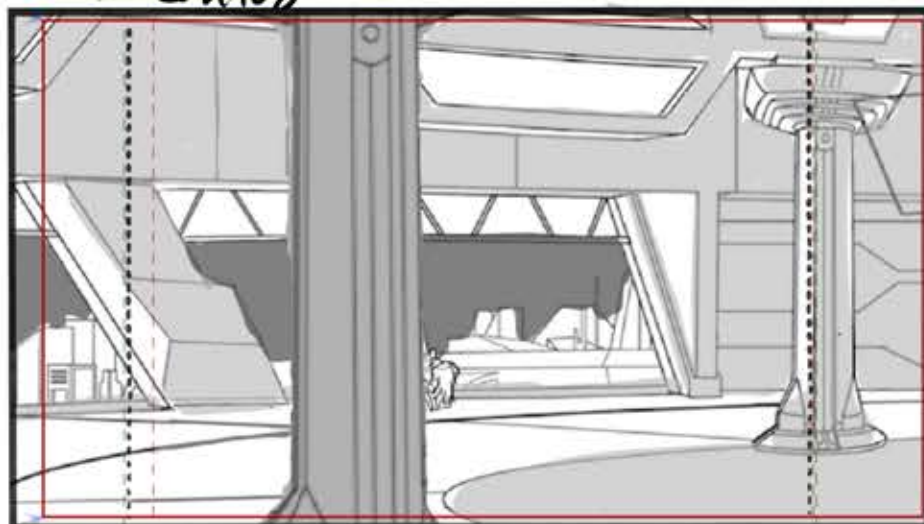
ACTION		day	night
INT AVIARCA			
PUSH IN			
DIAL			
P: (LAUGH)			



1

sc. 1A Cont'd

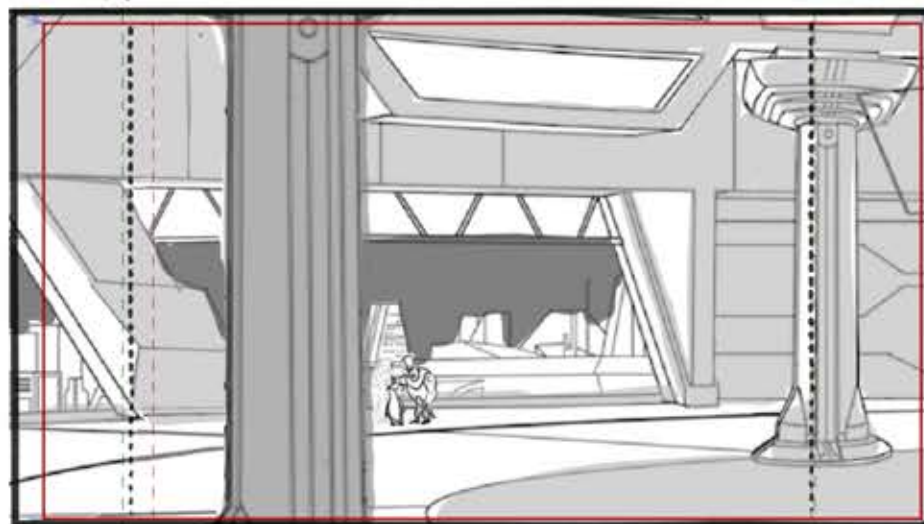
ACTION		day	night
OL SLIDES LEFT			
REVEALING			
PENGUIN & BUZZ			
LOOK OUT WINDOW			
PUSH IN			
DIAL			
P: WHICH BUILDING YOU WANT, BUZZ?			



2

sc. 1A cont'd

ACTION		day	night
DIAL			
P: WHICH BUILDING YOU WANT, BUZZ?			



3

04



DC
NATION™



PAGE

1B

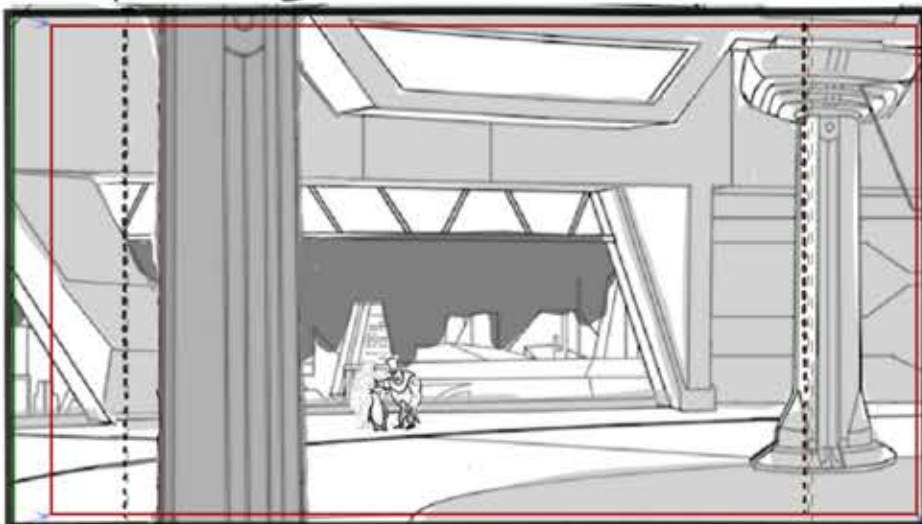
SC. 1A CONT'D

ACTION

OL SLIDES LEFT ^{day} night
REVEALING
PENGUIN & BUZZ
LOOK OUT WINDOW
PUSH IN

DIAL

P. WHICH BUILDING YOU
WANT, BUZZ?



4

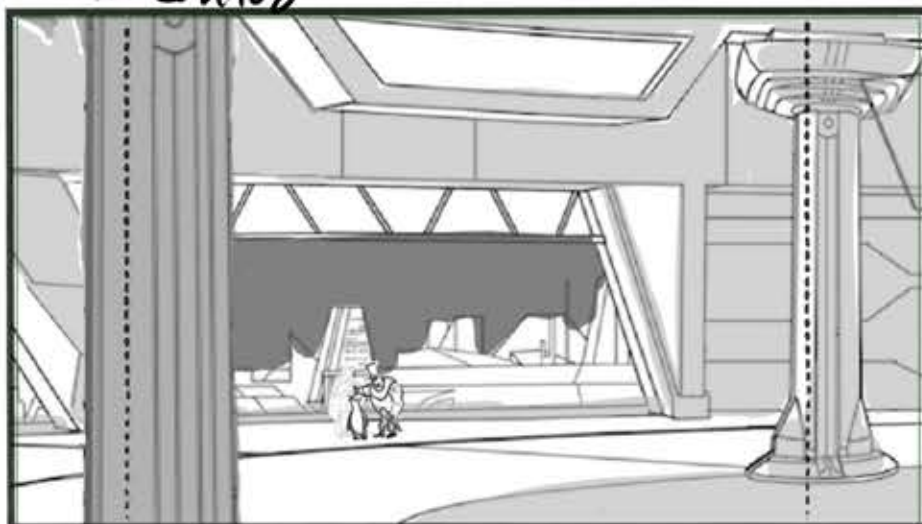
SC. 1A CONT'D

ACTION

OL SLIDES LEFT ^{day} night
REVEALING
PENGUIN & BUZZ
LOOK OUT WINDOW
PUSH IN

DIAL

P. WHICH BUILDING YOU
WANT, BUZZ?



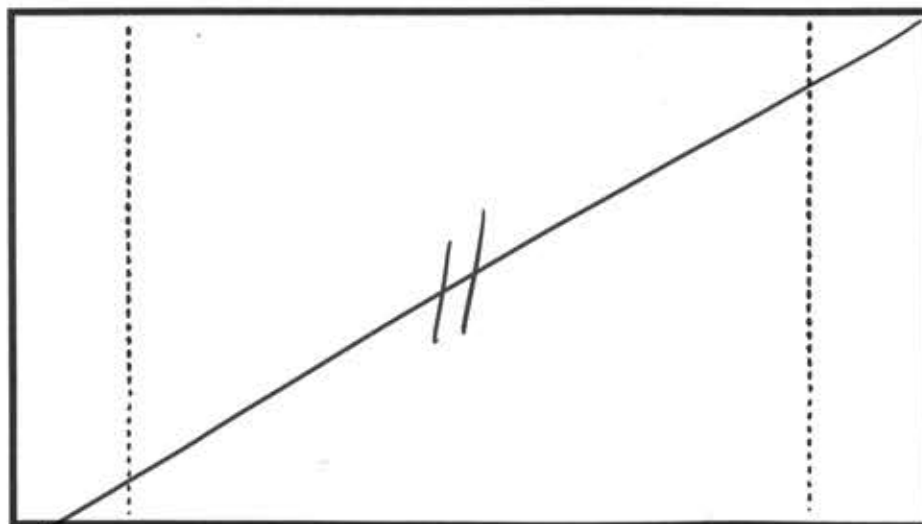
5

SC.

ACTION

day night

DIAL



004



DC
NATION™

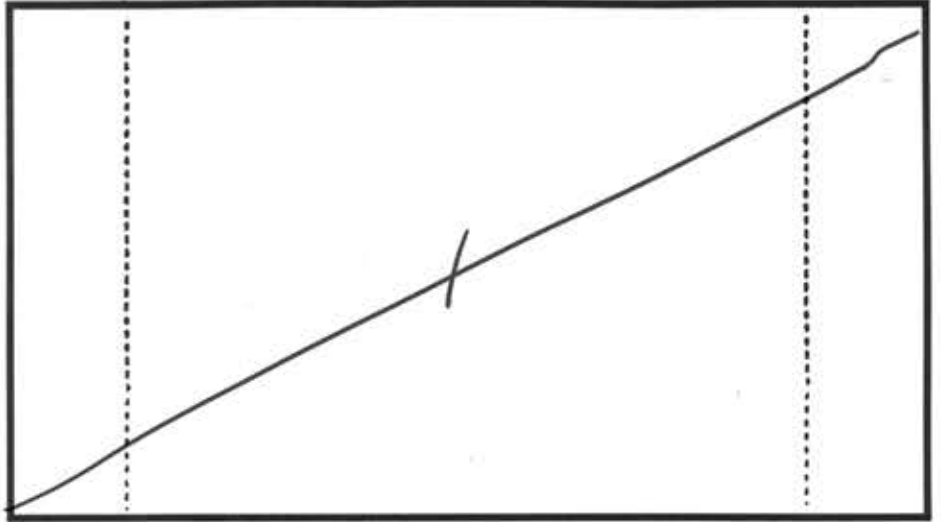


PAGE

2

SC.

ACTION	day	night
DIAL		



1

SC. 2

ACTION	day	night
DIAL		
P: YOU CAN IN		



1

SC. 2 ~~cont'd~~

2

2

ACTION	day	night
DIAL		
!!! HAVE YOUR ACK!		



2

COY



DC
NATION™



PAGE

3

SC. 2 CONTD

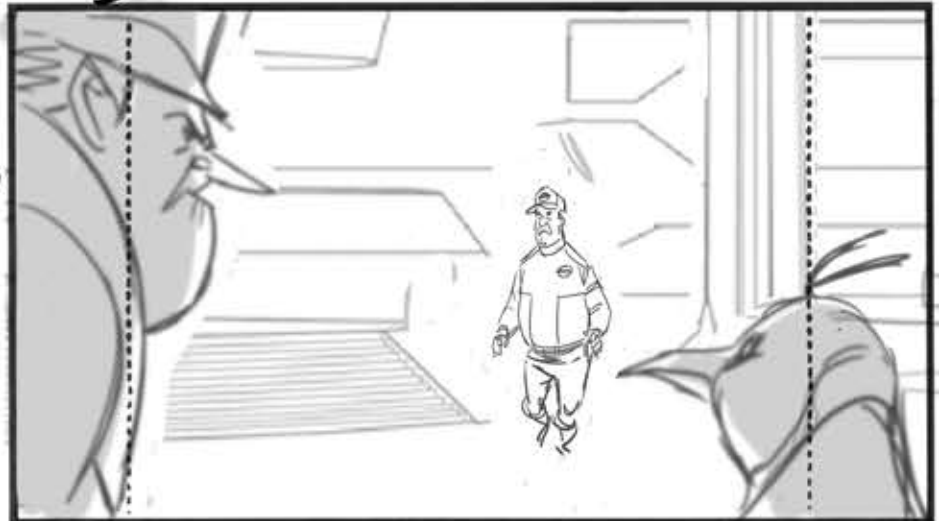
ACTION	day	night
THEY REACT & LOOK AT		
DIAL		
G: WHO'S THERE?		



3

SC. 3

ACTION	day	night
OTS TO GUARD STEPPING FORWARD		
DIAL		



1

SC. 3 CONTD

ACTION	day	night
GUARD REACTS-		
DIAL		
G: MR COBBLEPOUT, YOU'RE BACK, SIR.		



2

C04



DC
NATION™



PAGE 4

SC. 3 CONT'D

ACTION day night

DIAL
G: WE HAVEN'T SEEN
YOU FOR SOME
TIME



3

SC. 4

ACTION day night

DIAL
P: YOU'RE GOING TO BE
SEEING A LOT OF ME
NOW...

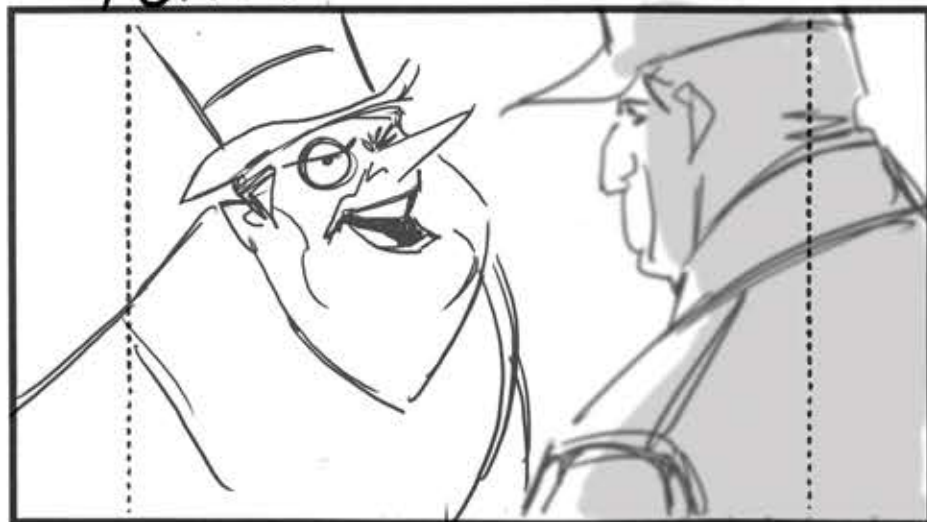


1

SC. 4 CONT'D

ACTION day night

DIAL
CAN'T TO KNOW WHY?



2

CO 4



DC
NATION™

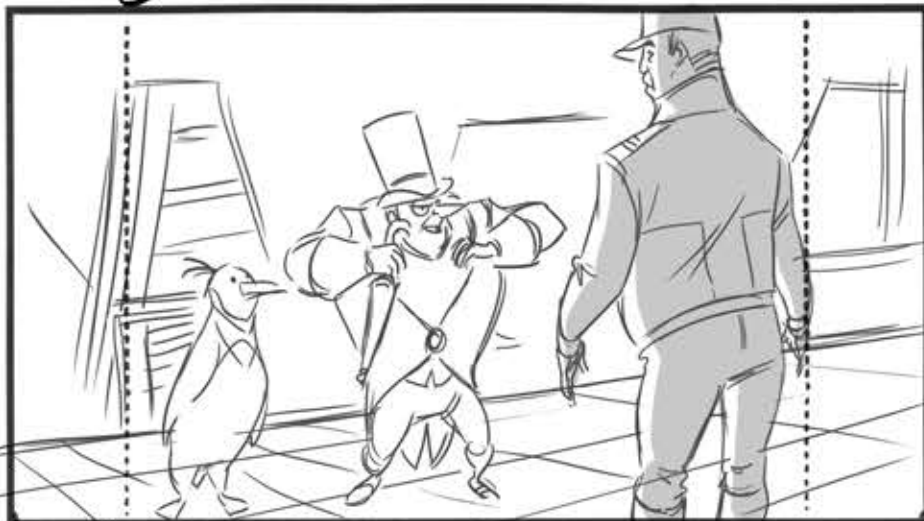


PAGE

5

SC. 5

ACTION	day	night
DIAL P: BECAUSE GOTHAM...		



1

SC. 5 CONT'D

ACTION	day	night
DIAL ... BELONGS TO ME NOW!		



2

SC. 5 CONT'D

ACTION	day	night
DIAL <LAUGHTER>		



3

C04



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PAGE 6

SC. 6

ACTION	day	night
DIAL <LAUGH>		



1

SC. 6 cont'd

ACTION	day	night
DIAL AND NOT EVEN BATMAN CAN DO ANYTHING ABOUT IT!		



2

SC. 7

ACTION	day	night
GUARD REACTS		
DIAL <LAUGH>		



1

CO4



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PAGE 7

SC. 7 CONT'D

ACTION	day	night
DIAL P:OH, YES!!!		



2

SC. 8

ACTION	day	night
DIAL "MEET MY RIGHT HAND"		



1

SC. 8 CONT'D

ACTION	day	night
PUSH IN		
DIAL "PENGUIN, BUZZ!!!"		



2

COY



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PAGE

8

SC. 8 cont'd

ACTION

day night

DIAL

I'M NAMING HIM HEAD
OF SECURITY -



3

SC. 8 cont'd

ACTION

day night

BUZZ HOLDS OUT
A FLIPPER -

DIAL



4

SC. 9

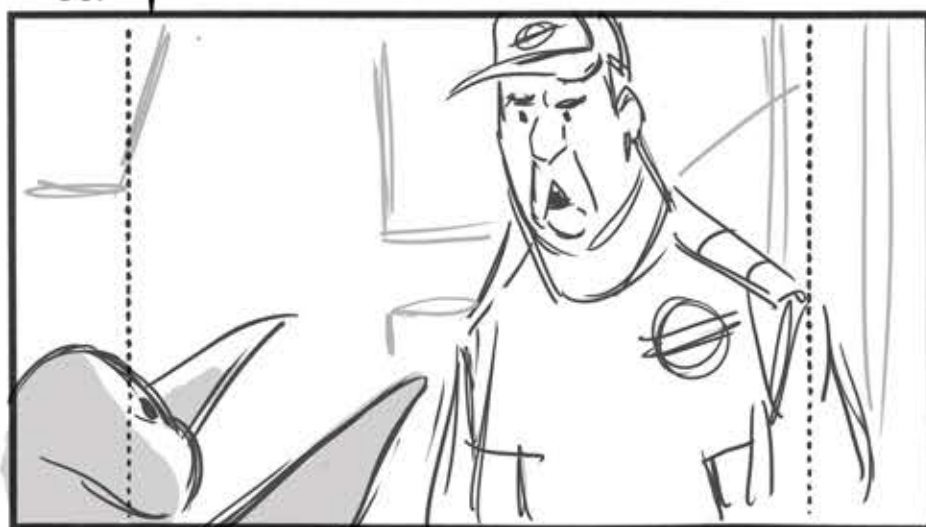
ACTION

day night

GUARD STUDIES
THE FLIPPER

DIAL

G: UH!!!



5

CO4



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PAGE 9

SC. 9 cont'd

ACTION	day	night
He shakes the puppet		
DIAL		
"NICE TO MEET YOU..."		



2

SC. 9 cont'd

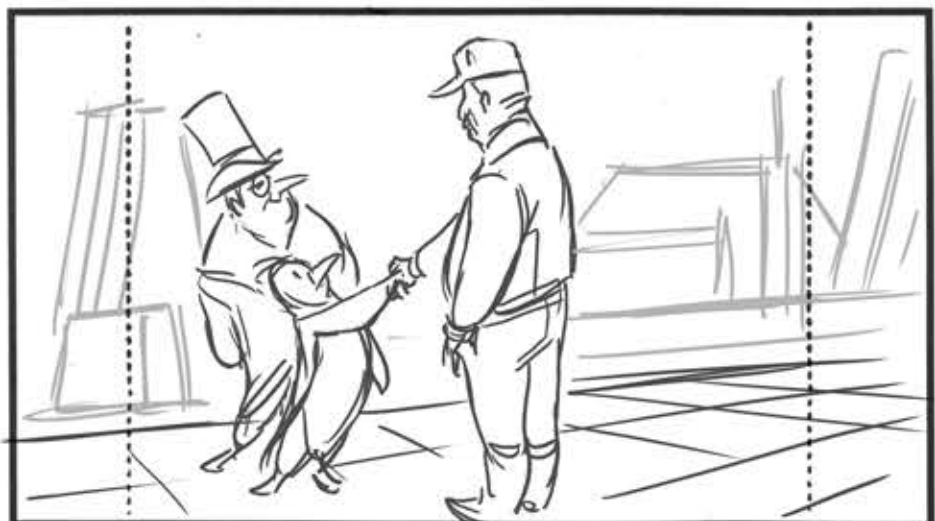
ACTION	day	night
DIAL		
"Boss?"		



3

SC. 10

ACTION	day	night
DIAL		



4

c04



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PAGE 10

SC. 10 CONT'D

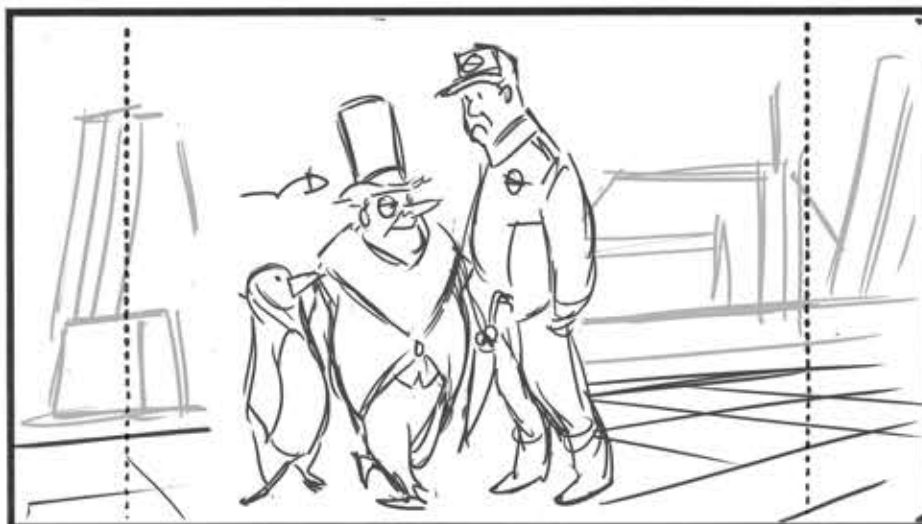
ACTION	day night
They stop shaking	
DIAL	



2

SC. 10 CONT'D

ACTION	day night
PENGUIN WALKS AWAY—	
DIAL	



3

SC. 10 CONT'D

ACTION	day night
BUZZ FOLLOWS— CAM FOLLOWS ACTION—	
DIAL	



4

COY



DC
NATION™

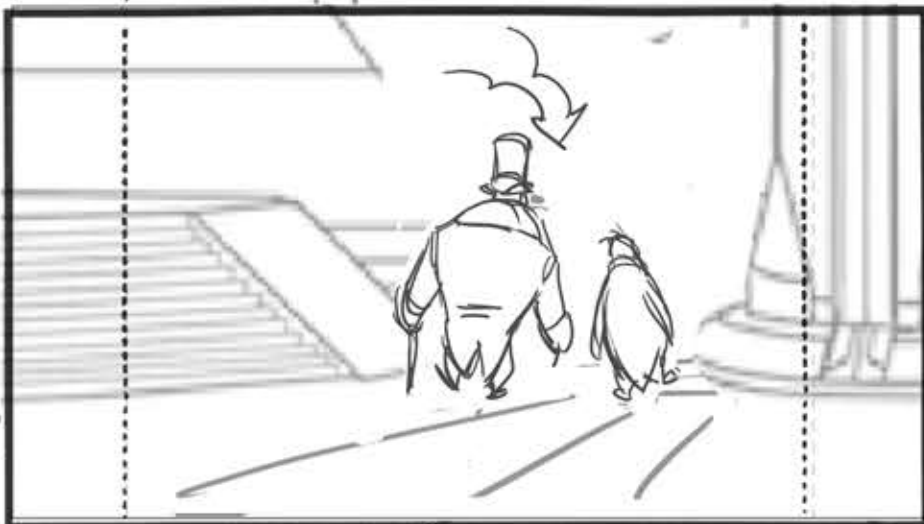


PAGE

11

SC. 11

ACTION	day	night
GUARD PUN- PENGUIN & BUZZ WADDLE AWAY		
DIAL	AWAY	



1

SC. 12

12

1

ACTION	day	night
GUARD STARTS OS		
DIAL		



1

SC. 12 CONTD

ACTION	day	night
DIAL	G: YEAH...	



2

CO4



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PAGE 12

SC. 12 CONTD

ACTION	day	night
HE TURNS & WALKS AWAY		
DIAL		
"I THINK"		



3

SC. 12 CONTD

ACTION	day	night
DIAL		
"IT'S TIME TO RETIRE"		



4

SC.

ACTION	day	night
DIAL		

