

[BATMAN: FLY AWAY]

By

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work intended as portfolio sample only

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Cover Ideas:

Seedy waterfront district. Retro 1930s bootlegger cars speed towards the viewer. The lead one has a JOKER BOMB strapped to the roof.

A RETRO-STYLE BATMOBILE is in HOT PURSUIT!

Solicit:

Batman arrives at the bloody aftermath after a gangwar confrontation between henchmen of the Joker and Two-face.

The time is late 20s, early 30s. It's a ELSEWORLDS style Batman. Retro, out of time, but quintessentially still Batman.

As Batman's investigating the carnage, one of the cars, still with a bomb attached to the stop, roars off. Batman races to the Batmobile in hot pursuit, only to discover the driver is not who he thinks it is...

(See attached PDF for Rough Layout)

PAGE 1

PANEL 1 (TWO PAGE SPREAD)

WIDE, UP ANGLE: A massacre in an alley! Dozens of dead bodies: TWO-FACE'S HENCHMEN, in a scheme to intercept a shipment of bootleg liquor have instead been poisoned and "Joker-fied" by TAINTED BOOZE planted by the JOKER -- and then shot full of holes. Dressed in two-toned suits, and DOMINO MASKS, the henchmen lay in a tangle of oozing barrels, broken bottles and spent machine gun shells.

One car, half-hidden in the shadows has something strapped to its roof -- TANKS of JOKER GAS -- though we can't see them clearly yet. (There's a shadow of someone climbing in)

Above it all on the rooftop, silouetted by a full, sagging moon, is BATMAN!

BATMAN: (OFF, IN SEVERAL BEATS ACROSS
THE PAGE)

The Fruits of Prohibition...
I bet Two-Face's gang figured they'd
scored big with this unguarded shipment
of bootleg liquor...
...too bad it all belonged to the
Joker. At least no one else will be
drinking it.
...but there's no one left alive to
question. The Joker and his men are
long gone.
...I'm too late.

PAGE 2

MASSACRE, TWO PAGE SPREAD, CONT.

PAGE 3

PANEL 1

HIGH ANGLE, BATMAN'S POV: The GAS-RIGGED CAR roars to life in a cloud of exhaust and speeds out of the alley way.

BATMAN: (OFF)
Or maybe not. Someone's still around to talk. And they're running.

PANEL 2

BATMAN swings from one building to the next

BATMAN:
Why do they run? Do they think they can get away from me?

PANEL 3

BATMAN drops into the waiting BATMOBILE, as the RIGGED CAR speeds away in the BG. We see a hint of extra SMOKE coming from the fleeing car.

BATMAN: (OFF)
I always catch them. *Always.*

PANEL 4 (INSET)

CLOSE ON: Batmobile's jet turbine roaring to life.

BATMAN: (OFF)
Always.

PAGE 4

PANEL 1 (INSET)

CLOSE ON: Batman, grimly enjoying the ride, the thrill of the chase.

PANEL 2

The BATMOBILE roaring down the street. High tech for the 1930s. Shiny, new. Bad Ass.

BATMAN: (OFF)
The new model handles like a dream. Gas
Turbine eats up the road...

PANEL 3

WIDE: Batmobile and RIGGED CAR veer out of the alley way onto the wharf. Cranes loom large in the FG. Dockworkers and fisherman scatter. The flames on the CAR are getting worse, but

BATMAN: (OFF)
...but somehow, I can barely keep up.
This driver's good. He knows just where
to somehow, he manages to not to hit
any longshoremen.

PANEL 4

MED. CLOSE: Batman driving. He's also struggling to avoid fleeing pedestrians.

BATMAN: (OFF)
...But I've got to stop this before
someone gets hurt.

PAGE 5

PANEL 1

BATMAN pulls alongside the bullet-ridden CAR. A DEAD TWO-FACE THUG hangs out the passenger side window, his DOMINO MASK dangles loose on his face. We barely glimpse driver. There are TWO TANKS OF JOKER GAS AND A TIMER strapped to the roof of the car.

BATMAN:(OFF)

Of the goons is already dead. He looks to young to be mixed up with Two-Face. Then I see the Joker-Gas strapped to the roof. And The clock's ticking towards midnight.

PANEL 1A (INSET)

THE TICKING CLOCK: 45 seconds.

PANEL 2

MED. CLOSE ON: GIRL, age 12. Wearing yellow raincoat. Red hair and freckles. Pigtails. She's crying. Face contorted in fear?

BATMAN:(OFF)

The driver... Is a kid! Girl can't be more than twelve years old... What the hell is she doing behind the wheel?

PANEL 3

SUPER CLOSE: The GIRL's eye, tears and freckles.

BATMAN:(OFF)

Not a hardened criminal, though... She's scared out of her mind...

PANEL 4

MED WIDE: RIGGED CAR is careening out of control, dockworkers scattering, so are the rats!

DOCKWORKER

Look out!

BATMAN: (OFF)

That kid's sure got some reflexes. She cuts it close, but steers right around all these civilians.

PAGE 6

PANEL 1

CLOSE ON: The GIRL, crying but not from fear -- from sheer determination and concentration.

BATMAN: (OFF)
Now I know why she doesn't stop.

PANEL 2

Low angle: GIRL's foot pumping brakes.

BATMAN: (OFF)
She doesn't want anyone to get hurt.

PANEL 3

FLAMING CAR'S POV: Screaming towards dockworkers and a load of cargo. A ship looms in the background!

BATMAN:(OFF)
But she's headed right for those workers. If she hits that ship, there'll be Joker Gas all over the waterfront.

PANEL 3B (INSET)

The TICKING CLOCK: 30 seconds.

PANEL 4

Batman, in the batmobile, veering towards the GIRL's CAR.

BATMAN:(OFF)
Perhaps I can help... Steer her away.

PANEL 5 (INSET)

A GRAPPLE HOOK pops up from a hidden hatch on the BATMOBILE.

PAGE 7

PANEL 1

MED WIDE: BATMOBILE fires the grapple but it MISSES! CAR speeds towards dockworkers and ship in the distance.

BATMAN:(OFF)
Damn! Missed! I never miss!

PANEL 2

CLOSE ANGLE UP: Batman, driving

BATMAN:(OFF)
It's all up to her, now.

PANEL 3 (4,5)

Various Angles on: The CAR slams to a stop, and she throws it into full reverse, and executes a skillfull BOOTLEGGER TURN, reversing course from the workers and instead towards abandoned docks. Batman watches her fly past, a little amused at her skill. Can't help himself but be impressed.

BATMAN: (OFF)
A Bootlegger Turn! Way to go, kid!...

PAGE 8

PANEL 1

WIDE: CAR rushing towards abandoned docks.

PANEL 2

MEDIUM: POV GIRL, looking in rearview mirror, she can see the BATMOBILE turning around in pursuit, but he's far behind. She's coming to a decision.

PANEL 2

Angle on, BATMOBILE racing to catch up, but he'll never make it.

BATMAN (OFF)
She's still got time to jump...

PANEL 3

WIDE: POV from Batman -- CAR is nearly at the docks.

BATMAN (OFF)
..come on, girl, jump!

PANEL

ANGLE UP: CAR speeds off dock into empty air. (Cranes in FG).

BATMAN: (OFF)
JUMP!!!

PANEL 5 (INSET)

The ticking clock. ~20 Seconds left.

PAGE 9

PANEL 1 (INSET).

EXTREME CLOSE: Batman's EYE.

BATMAN:(OFF)

NO!!

PANEL 2

WIDE, UP ANGLE: Batmobile follows the car off the dock. Moon in BG.

PANEL 3 (INSET).

CLOSE ON: Batman's hand pushes a LEVER forward.

BATMAN:(OFF)

One last chance to save her.

PANEL 4

WIDE, UP ANGLE: The BATMOBILE transforms into the BATPLANE!

BATMAN:(OFF)

...I've still got a few surprises left.

PANEL 4B (INSET).

THE TICKING CLOCK: 12 SECONDS.

PAGE 10

PANEL 1

WIDE: Batman swings down from the BATPLANE towards the falling, flaming CAR. (OPTIONAL: inset panels of Batman's action, swinging down)

BATMAN: (OFF)
The automated pilot keeps the Batplane steady...
...and it's just a short drop down from there.

PANEL 2

Batman's hand in FG. Reaching for the GIRL. We see her in BG, climbing out of the falling car.

BATMAN:
Kid! Grab my hand!

PANEL 2B (INSET)

The Ticking Clock: 5 Seconds!!

PANEL 3

Batman has the grateful GIRL in his arms. The CAR drops away out of frame, crashing into the harbor with a splash.

BATMAN:
Gotcha!

PAGE 11

PANEL 1

2 PAGE Spread: BATMAN and GIRL swing away framed on either side by CARGO CRANES, and silouetted by the big EXPLOSION of the CAR as it hits the harbor. BOOM!

BATMAN:(OFF,)

It's a hell of an explosion, but there's no trace of the madman's murderous gas.

...There was probably never any in those tanks at all.

...A sick joke, but for once I'm glad of the punchline.

PANEL 2

MED CLOSE: GIRL's Face as she leaps away from Batman, swinging on a crane line alongside him. Despite the danger, she's calm, enjoying the adventure.

BATMAN (OFF)

The girl finally jumps -- her reflexes are good even when she's not behind the wheel.

PAGE 12

BIG BOOM TWO PAGE SPREAD, CONT.

PAGE 13

PANEL 1

Medium Wide: Batman lands with the GIRL along the dock.

BATMAN

What the hell were you doing in that car, kid?!

GIRL

Me and my brother Jake and I used run bootleg out in the country...

PANEL 2

Flashback, Wide: An dilapidated JALOPY truck loaded with bootleg booze hurtling down a country dirt road, towards FG. GIRL is driving and her BROTHER is in the cab of the truck, laughing. Having a hell of a time. In BG, a POLICE CAR is half-submerged in a pond, perplexed COW looking on. BUMPKIN COPPERS shake their fists in mute frustration at the escaping, no-good kids.

GIRL (OFF)

Our folks were gone. And we were starving. Weren't many other ways to make a little dough.
... And it was even fun sometimes, I admit.

PANEL 3

Medium, At the Family Farm: BROTHER is talking to some shady looking hoods from the city. Two-Face's henchmen. GIRL is looking on, disapprovingly.

GIRL (OFF)

Jake heard you could make a mint in Gotham driving for Two-Face. His goons were very persuasive.

PANEL 3A

Later, another angle on the ramshackle Farm. JAKE, reassuring his sister. Hand on her shoulder. She's clearly unhappy with the idea.

"We'll fly away from here, Little bird," he said.

PANEL 3B

Close: GIRL's head is down, face in shadow. We could be looking at her in the flashback or in her present confessional to Batman.

GIRL (OFF)
Little Bird. That's what he always called me.

PANEL 4

FLASHBACK, CONT. Wide: GIRL and JAKE arrive in Gotham in their jalopy. A SLEEK CAR greets them on the outskirts, a MYSTERY MAN in silhouette gets out.

GIRL (OFF)
I wanted to give it all up, but Jake went to the city anyway. I couldn't let him go alone.

PANEL 5

MED: very unhappy GIRL in car. The MYSTERY MAN in BG is TWO-FACE, shaking hands with JAKE.

PANEL 6

CLOSE on TWO-FACE, leering at the GIRL.

PAGE 14

PANEL 1

MEDIUM: Favoring GIRL.

GIRL

So we went to work for Two-Face, what choice did we have?

BATMAN

There's always a choice.

PANEL 2

CLOSE: GIRL

GIRL

And that's why I jumped in that car. The Joker's men put those tanks on the roof, and I knew they were no good. I could help!

PANEL 3

Medium Angle on Both: GIRL holds up a DOMINO MASK, like one of the one's Two Face's men was wearing. She's smiling, fiercely determined.

GIRL

My name's Carrie. Let me help you again, Batman. We make a good team. (Sad). And I o-owe Two Face one. For Jake.

BATMAN

Impossible. I work alone.

GIRL/CARRIE

But everyone needs help sometimes. Even me. Even *you*.

PANEL 4

VERY CLOSE: Batman, thinking about her admonition. A little surprised.

PANEL 5

WIDE ON: CARRIE in FG, the mask and her rain coat flutter-- like a cape! The Batmobile roars off.

BATMAN:(OFF)

Kid's still holding that mask when I pull away. She's got a point. I can't be everywhere all the time.
...And though I never thought much about getting a partner...

PANEL 6

Close on CARRIE. She's wearing the DOMINO MASK on and smiling bravely, a real GIRL WONDER!

...I have to admit: That kid can
DRIVE!!

END

// ENDS