

FIRST DRAFT

BATMAN
THE CLOCK KING'S CRAZY CRIMES

BY
BILL FINGER
AND
CHARLES SINCLAIR

EXECUTIVE PRODUCER
WILLIAM DOZIER

PRODUCER
HOWIE HORWITZ

JUNE 3, 1966

GREENWAY PRODUCTIONS
IN ASSOCIATION WITH
TWENTIETH CENTURY - FOX TELEVISION, INC.

BATMAN

"THE CLOCK KING'S CRAZY CRIMES"

by

Bill Finger

and

Charles Sinclair

FIRST DRAFT
June 3, 1966

August 9, 1966

"BATMAN"

"THE CLOCK KING'S CRAZY CRIMES"
(Revised Final Dated July 20, 1966)

LEMON YELLOW COVERS

TO ALL SECRETARIES:

Please discard old pages
from your script of the above date and insert
the attached REVISED PAGES in their place.

THIS IS IMPORTANT!

107 Cont.

A faded sign reads:

"TICK TOCK SYNTHETIC RUBIES INC.
REAR ENTRANCE."

The Dynamic Duo hop out of the Batmobile and scout their target.

ROBIN

A wise idea to make a surprise entrance through the rear of the building, Batman.

BATMAN

Wiser yet, old chum, if we make it up the outside of the building.

They retrieve Batarang and Batropes from Batmobile, and EXIT to:

108 BUILDING - IN REAR ALLEY - DAY 108

Batman and Robin ENTER SHOT, hoist the Batarang in usual manner, start climbing Batropes and we go into:

A-108 EXT. SIDE OF BUILDING - BATCLIMB - DAY A-108

Batman and Robin climb up side of building.

ROBIN

This should be good practice if something ever takes us to Mt. Everest, Batman.

BATMAN

I think we're going to be confining our activities to Gotham City for some time to come, old chum. It needs us.

They climb into:

B-108 ANGLE AT WINDOW B-108

As they reach one window in particular, it opens and SAMMY DAVIS looks out. Caped Crusaders hesitate.

SAMMY

Batman and Robin! What're you up to?

BATMAN

Just routine crime-fighting.

Cont.

B-108 Cont.

31-A
X
B-108
Cont.

SAMMY

Want to take a breather? I
rented a rehearsal hall here...

BATMAN

Thanks Citizen, but our pursuits
allow us few diversions.

ROBIN

Be seeing you.

Dynamic Duo climb OUT, Sammy calling after them:

SAMMY

Enjoyed your act! Try to catch
mine sometime!

BAT SPIN TO:

- 109 INT. BUILDING - CLOSE SHOT - DAY 109
- The Dynamic Duo enter through the window, then standing quietly inside, looking around. Batman spots something, and touches Robin's arm.
- 110 INT. BUILDING - ANOTHER ANGLE - BATMAN'S P.O.V. 110
- The interior is shrouded in darkness, except for the feeble light coming from a naked light bulb dangling from the ceiling. It casts a light over the figure of the Clock King seated at a table, seemingly absorbed in repairing a dismantled antique clock. His back is to them. He seems unaware of their presence.
- 111 FULL SHOT - PAST CLOCK KING 111
- Batman and Robin nod meaningfully at each other...then suddenly race toward the seated figure. To their dismay,

Cont.

Scene A-108

EXT. SIDE OF BUILDING - BATCLIMB - DAY

Batman and Robin climb up side of building.

ROBIN

This should be good practice if
something ever takes us to
Mt. Everest, Batman.

BATMAN

I think we're going to be con-
fining our activities to Gotham
City for some time to come, old
chum. It needs us.

They climb into:

Scene A-109

As they reach one window in particular, it opens and
SAMMY DAVIS looks out. Caped Crusaders hesitate.

SAMMY

Batman and Robin! What're you
up to?

BATMAN

Just routine crime-fighting.

SAMMY

Want to take a breather? I
rented a rehearsal hall here ...

BATMAN

Thanks Citizen, but our pursuits allow
us few diversions.

ROBIN

Be seeing you.

Dynamic Duo climb OUT, Sammy calling after them:

SAMMY

Enjoyed your act! Try to catch
mine sometime!

BAT SPIN TO Scene 109 -- Revised Final Script.

CAST AND SET LISTS WILL

ACCOMPANY REVISED SCRIPT

"THE CLOCK KING'S CRAZY CRIMES"

TEASER

FADE IN

1 EXT. FRONT OF HUMMERT GEM SHOP - DAY 1

A sedate and exclusive jewelry shop that obviously caters mainly to the wealthy. Its window is lettered chastely with the store name.

NARRATION

(o.s.)

In Gotham City, when the "jet set" or a society leader goes diamond-shopping, there is only one place to go...

2 CLOSEUP - LETTERED STORE WINDOW 2

The lettering shows us that the store is called "Harry Hummert Rare Gems, Ltd." NARRATION CONTINUES.

NARRATION

...and that place is Harry Hummert's, a veritable treasure house among the jewelers catering to the Gotham City elite. Such a store, of course, is carefully guarded against crime... that is, against ordinary crime...

3 INT. SALON OF SHOP - DAY 3

We are in a CLOSEUP of a beautiful French antique mantel clock. It looks like a miniature chateau with a large round attic window and double doors above and below the clock face respectively. The clock hands are at exactly thirty-six minutes after twelve noon.

MRS. FRONTENAC

(o.s.)

What an exquisite clock, Harry.

The CAMERA pulls back to include HARRY HUMMERT and MRS. FRONTENAC, store owner and wealthy customer respectively. Hummert is a suave, silver-haired gentleman-merchant in his early sixties. Mrs. Frontenac is a rich dowager who looks like an aggressive pouter pigeon.

MRS. FRONTENAC

(Coy, wagging
finger)

You're a naughty boy, Harry! I didn't see this when I was here last week.

Cont.

3 Cont.

3
Cont.

HUMMERT

Actually, Mrs. Frontenac, I only acquired it yesterday...It's a "shop piece"...Not for sale...

MRS. FRONTENAC

Oh...

HUMMERT

It blends beautifully with the decor of my modest little shop, wouldn't you say?

MRS. FRONTENAC

"Modest" indeed! Why, Harry, you know perfectly well that your shop is a perfect jewel...

HUMMERT

(Suavely
businesslike)

And speaking of jewels...you wanted to see something in a set of diamond-and-emerald clips, didn't you?

He discreetly signals a male ASSISTANT who unlocks a drawer, brings out a velvet tray of sparkling gem pieces, places it on the glass case, then steps back in deference to Hummert, who now takes over.

HUMMERT

Would you care to inspect these, Mrs. Frontenac?

She seats herself on a Louis XV chair, and starts to examine the jewels as CAMERA MOVES IN on the tray until it fills the FRAME, then PANS AWAY to the antique clock. HOLDING on it, CAMERA MOVES IN on the circular attic window until it fills the frame.

BAT SPIN TO:

4

CLOSEUP - A TV MONITOR SCREEN

4

It shows a view of the tray of gems in Hummert's shop, from the P.O.V. of the clock, as Hummert and Mrs. Frontenac study the pieces. Then, CAMERA PULLS BACK to reveal a colorful, unique criminal who we will learn is the notorious CLOCK KING. He is seated before a bank of several monitor screens. Only one is lighted (above it an "On The Air" lighted sign) showing view as above. His hands rest on a console of push buttons and controls for the monitors.

Cont.

4 Cont.

4
Cont.

Clock King is a big, plumpish, pseudo-jolly man. As a villain obsessed with clocks, his garb is appropriately bizarre. He wears a silk smoking jacket with clock-face designs -- a tie with a clock motif -- cuff links that are tiny clocks -- a watch in his tie pin -- even his socks have clocks. He wears no less than three wrist watches on one arm. He smiles smugly at the TV monitor with its view of the gem-laden tray, and Hummert and Mrs. Frontenac. Then glances O.S. as a soft, feminine arm comes into FRAME, to rest on his shoulder.

5

TWO SHOT - CLOCK KING AND MILLIE

5

The arm belongs to MILLIE SECOND, who is Clock King's lady love. She is a shapely blonde dish in a shorty skirt which emphasizes her distracting legs. The only odd note in her costume is a feather duster which she flicks over the control board, various clocks, etc. She nearly always has this duster handy, we will learn.

MILLIE

Clock King...I just love to watch
you operate. The way you do things
...so smooth...so neat...

CLOCK KING

Thank you, my dear Millie. Indeed,
I can see and hear everything perfectly.
Hummert would be astonished if he knew
that the tiny window in the clock is
actually the lens of a transistorized
TV camera unit.

(gesturing at
monitor)

Little do Hummert and Mrs. Frontenac
realize they are about to become the
leading players in a real-life TV
crime drama of which I, Clock King,
am the producer!

He reaches for the "Talk" button on a two-way radio,
pushing it and talking into a mike.

CLOCK KING

Calling Minute Men. Control calling
Minute Men...

WHIP PAN TO:

6

EXT. PARKED TRUCK - DAY

6

On a side street near Hummert's shop. It is a small,
closed-body truck, identified on its side panel as
"CLEPSYDRA CLEANERS". The driver's cab is empty.

7 INT. TRUCK - DAY

7

Inside the truck are three MINUTE MEN. Each wears a small black domino mask, dark sweater, dark pants. The back of each sweater has a bold clock face on it in white. The "clocks" have no hour hands, naturally, since they are Minute Men. One is known only as Number Three, another is Number Five, and finally Number Eight. The position of the minute hands (only) designates the names. Number Three is speaking tersely into the radio.

MINUTE MAN THREE

Number Three to Control. Reading
you...

INTERCUT:

8 CLOCK KING

8

CLOCK KING

The time is at hand. Get set to
strike in exactly ten seconds.

MINUTE MAN THREE

We're wound up and ready, Control.

CLOCK KING

Stand by, Minute Men...

He turns from the radio, hand hovering over the control board, a finger ready to push one particular button as he looks up at the TV monitor with its view of the salon of the Hummert store.

The CAMERA MOVES IN on the monitor screen until it fills the frame. We see the following: in the shop, Hummert and Mrs. Frontenac suddenly look up as the antique clock starts to chime the hour, even though it is only a quarter of one.

9 INT. HUMMERT'S SHOP

9

Hummert rises to his feet, Mrs. Frontenac following.

HUMMERT

That's odd...

They approach the clock. As they do, the little house's double doors open, and from them emerge a miniature shepherd and shepherdess, each holding a curved "crook" staff.

HUMMERT

It shouldn't be striking the hour
now. There must be something wrong
with the mechanism.

9 Cont.

9
Cont.

Mrs. Frontenac, however, is charmed.

MRS. FRONTENAC
A tiny French shepherd and
shepherdess! Quelle surprise!
Que c'est charmante!

10 CLOSEUP - FIGURINES

10

The "surprise" is not so "charmante". With mechanical movements, the tiny figurines raise their crooks. We suddenly realize they are more than ornaments, for streams of green gas hiss from them.

11 WIDE ANGLE - THE SALON

11

Mrs. Frontenac, Hummert, and the Assistant who hurries up are enveloped by the gas, clutching their throats and staggering about blindly.

HUMMERT
Gas!

MRS. FRONTENAC
How ghastly...

They slump to the floor, out cold.

12 ANOTHER INT. ANGLE TOWARD DOOR

12

The door flies open in the private salon, and the three Minute Men swarm in, wearing gas masks. They step over the unconscious figure, then proceed to corral the gem pieces from the tray, loading them into velvet bags.

13 CLOSE SHOT - THE CLOCK

13

The hands show that it is now forty-six minutes after twelve (fourteen minutes of one).

WHIP PAN TO:

14 CLOSE SHOT - CLOCK ON GORDON'S OFFICE WALL

14

The hands show that it is exactly nine minutes of one. CAMERA quickly pulls back to show COMMISSIONER GORDON at his desk, holding a phone and wearing a horrified expression.

GORDON
Hummert's? Robbed? In broad
daylight?

15 ANOTHER ANGLE

15

Through the office door barges CHIEF O'HARA. Gordon cradles the phone and turns to him grimly.

CHIEF O'HARA
Commissioner,...did you hear the news?

COMMISSIONER GORDON
Yes, Chief O'Hara. Ominous news, I'd say. The knock-out gas used by the criminals came from an antique clock!

CHIEF O'HARA
It's himself!

COMMISSIONER GORDON
Right! The method used in the perpetration of the robbery can be the trademark of only one criminal...

CHIEF O'HARA
That cunning crook who uses time for crime -- the Clock King.

COMMISSIONER GORDON
There's no time to lose, then. I'll contact the Caped Crusaders at once!

He reaches for the Batphone.

16 INT. BRUCE'S STUDY - DAY

16

In FOREGROUND is the Batphone, flashing. In the b.g., Alfred turns from his dusting. NARRATION OVER:

NARRATION
And in stately Wayne Manor, home of millionaire socialite Bruce Wayne and his young ward, Dick Grayson...

Alfred answers the Batphone.

ALFRED
One moment, Commissioner. I'll get him.

17 INT. GYMNASIUM - DAY

17

BRUCE and DICK are practicing judo throws. Both wear the traditional Japanese white costume for this ancient sport, including Black Belts. Dick has just finished flipping Bruce to the mat as AUNT HARRIET watches apprehensively. Aunt Harriet rises to her feet.

17 Cont.

17
Cont.

AUNT HARRIET

Oh, my!

Bruce bounces to his feet and smiles at Dick.

BRUCE

Very good, Dick. Excellent technique.

DICK

(bowing politely)

Arrigato, Bruce-San...

AUNT HARRIET

I do wish you boys would go in for gentler athletics...

BRUCE

You know the old adage, Aunt Harriet...
"A healthy mind in a healthy body."

DICK

You could pick up some pointers from us, Aunt Harriet. Imagine that some strange man should try to flirt with you...

AUNT HARRIET

Now, Dick...

DICK

Honest...Here's all you'd have to do...

18 TWO SHOT - DICK AND HARRIET

18

Her back is to CAMERA. (Note: a double can be used for Aunt Harriet) Dick takes Aunt Harriet's hands, positioning them for a toss.

DICK

Now...Put one hand here...And...
the other hand here...And...

He never finishes. With one swift, fluid movement, Aunt Harriet flips the surprised Dick on his prat.

19 GROUP SHOT - ANOTHER ANGLE

19

AUNT HARRIET

(to Dick)

Oh, dear...I hope I didn't hurt you.

Dick gets up, rubbing his backside, thunderstruck.

Cont.

19 Cont.

19
Cont.

AUNT HARRIET

I should confess. In my younger days,
I once spent part of my vacation on a
ship cruising the Pacific...And there
was this nice Japanese gentleman
aboard...

(remembering)

Well,..he wanted to learn how to play
shuffleboard, so we made a trade and
he taught me judo. I believe he was
captain of his country's Olympic
wrestling team...

20 TWO SHOT - DICK AND BRUCE

20

They can only stare at each other wordlessly. Little
did they know! They are, however, brought to earth by
the discreet cough, o.s. of Alfred. They turn.

21 CLOSE SHOT - ALFRED

21

ALFRED

Beg pardon, sir. A most important
phone call...

WHIP PAN TO:

22 INT. BRUCE'S STUDY

22

Bruce is speaking on the Hot Line. Dick nearby.

BRUCE

I quite agree, Commissioner. The
Clock King has obviously returned to
his life of crime in Gotham City.
Rest assured...we'll get on this
right away!

Bruce cradles the Batphone, and turns to Dick.

BRUCE

To the Batpoles, Dick.

Bruce opens the bust of Shakespeare, turns on the switch.
The wall door opens. They race to it and dive for the
Batpoles.

FADE OUT

END OF TEASER

FADE IN

23 INT. BATCAVE - (BATSTOCK) 23

Dynamic Duo darting to the Batmobile, leaping in, fastening safety belts, etc. Then, they gun the motors, and zoom away.

24 EXT. BATCAVE ENTRANCE - DAY (BATSTOCK) 24

The Batmobile streaking out, turning and careening down the road to Gotham City...and another crusade against crime.

25 EXT. BATMOBILE COCKPIT - DAY (PROCESS) 25

ROBIN

Where to now, Batman?
Police Headquarters?

BATMAN

No, Robin. When you're dealing with a villain like Clock King, you must use time wisely. We'll save time by going directly to Hummert's. I want to know just how he acquired that strange clock.

26 LONG SHOT - BATMOBILE 26

As it streaks along.

BAT SPIN TO:

27 CLOSEUP - CLOCK 27

It's the same large clock we saw before above the TV monitors in the Clock King's hideout. The clock hands are at two minutes of one. The clock's tick-tock SOUNDS loudly to punctuate and underline NARRATION OVER:

NARRATION

With relentless, measured beat, time marches on...and in the Clock King's secret hideout, crime marches on...

CAMERA TILTS DOWN to the seated Clock King, as he fondles some of the stolen gems spread out on a table.

CLOCK KING

Excellent! Every move right on schedule!

Cont.

27 Cont.

27
Cont.

Millie leans over his shoulder.

MILLIE

Just look at all those goodies. You were marvelous, Clock King.

CLOCK KING

That, my dear, is because I plan my moves like a timetable...

(his face hardens)

As my arch-enemies, Batman and Robin, will soon find out to their detriment.

(tapping his forehead)

Thinking...every minute...every second...thinking.

28 INT. OF HIDEOUT - FULL SHOT

28

Now, for the first time, we get a fairly complete view of the Clock King's hideout. To one side are the TV monitors and control console. Nearby is the bottom portion of a Navy-type periscope which goes up through the roof to the outside world. Everywhere there are clocks of every size and description, all busily ticking away, all showing the same moment of time. Near another wall is a work bench, on which are parts of a large, dismantled clock. Clock King turns and nods approvingly at the three Minute Men.

CLOCK KING

Minute Men...you've done well. I'm proud of you.

MINUTE MAN THREE

Chee...T'anks, Boss.

MINUTE MAN EIGHT

Yeah. (NOTE: This is the only word Eight will utter in the entire script.)

29 CLOSE SHOT - CLOCK KING

29

As he looks at one of the many clocks. The time is now five seconds before one o'clock.

CLOCK KING

Ah, I see it is almost at the hour...

He consults his three wrist watches, counting down.

Cont.

29 Cont.

29
Cont.

CLOCK KING

Zero minus five seconds ...four...
three...

(He continues this count down to zero.)

30 GROUP SHOT

30

The others exchange hasty, significant glances. Millie sighs.

MINUTE MAN THREE

Here it comes again...

With sure movements born of habit, the Minute Men take large wads of cotton from their pockets, stuff the wads in their ears. Millie delicately puts her hands over her ears. What's happening? It's all mysterious.

CLOCK KING

...one...ZERO!

Suddenly, all the clocks in the hideout start to strike the hour.

31 SERIES OF SHOTS

31

The din is tremendous. We see FLASH CLOSEUPS of various baroque clocks, cuckoo clocks, grandfather clocks, etc. etc., as well as the Minute Men, Millie and Clock King. Only the latter enjoys it, and he wears a beautiful smile on his face.

CLOCK KING

(loudly, over noise)

Lovely...lovely...an exquisite,
exciting, rhapsody of sound.

32 BACK TO GROUP SHOT

32

At last the mad din dies down. Clock King sighs. With great relief, the others uncover their ears. They've managed to get through another crisis.

33 FULL SHOT- DOOR OF HIDEOUT

33

As it suddenly opens to admit another Minute Man, whose real name is GREGORY. He rushes in, panting, worried, a tardy schoolboy. He wears a jacket over his Minute Man sweater.

Cont.

33 Cont.

33
Cont.

GREGORY

Er...hi, Boss.

34 BACK TO GROUP SHOT

34

As all turn to look at the tardy member. The Minute Men glance at each other, shocked. Clock King frowns. Gregory hastily takes off his jacket, hanging it on a wall hook. We see that the minute hand on the clock on his sweater stands at seven o'clock. Clock King turns, still frowning, to his work table, picking up the large minute hand from the dismantled clock. The Clock King now carries the long minute hand like a swagger stick. Tardy Gregory starts to cross toward Clock King, then suddenly realizes he's forgotten to do something that's most important.

35 CLOSER SHOT OF GREGORY

35

He goes to a time clock, and punches in with a "bong."

36 TWO SHOT - GREGORY AND CLOCK KING

36

As the Clock King removes the time card from Gregory. He scowls at it.

CLOCK KING

Minute Man Seven...Gregory...you're late again...four minutes late.

GREGORY

I...I'm sorry, boss...

(then)

My watch was slow.

37 CLOSE SHOT - CLOCK KING

37

He stares in disbelief. He cannot believe his ears.

38 ANOTHER ANGLE - THE GROUP

38

Clock King turns to the other stooges, as if for confirmation. He's just heard a major heresy.

CLOCK KING

His watch...was slow.

MILLIE

Tsk-Tsk.

The others can only shake their heads in pity.

Cont.

CLOCK KING

(returning to
Gregory)

I'm shocked...deeply shocked at your misuse of precious time...your negligence in keeping accurate such a marvelous instrument as a watch. I consider it an affront to my way of life.

He touches the Minute Man Sweater worn by Gregory with the point of his "swagger stick."

CLOCK KING

Remove that! You are not fit to be a Minute Man.

Gregory starts to protest, but looking at the stern Clock King peels off the sweater hurriedly, then starts to hang it on a wall hook.

CLOCK KING

I fear it was time that the number on your sweater...and you...were retired, permanently.

Gregory shivers apprehensively at those ominous words.

CLOCK KING

Hold out your wrist.

Gregory can only look fearful. What is the Clock King going to do? Slap his wrist with the clock hand, the way a teacher would slap a schoolboy's hand with a ruler?

39 CLOSE SHOT

39

Of Gregory's shaking wrist, as the Clock King snaps on a gorgeous, heavy, gold chronometer wrist watch with a gleaming metal band. There is the SOUND of a loud click as the band is snapped on.

40 TWO SHOT - CLOCK KING AND GREGORY

40

Clock King smiles silkily at the astonished Gregory.

GREGORY

It's a gold wrist watch!

Cont.

CLOCK KING

(suddenly, a
broad smile)

Naturally. Isn't it the custom to
give a gold watch to a retiring
employee? Unlike your old,
inaccurate watch, you'll find
this one will keep perfect time.

GREGORY

Gee, Clock King, I don't know
what to say.

CLOCK KING

Say nothing. Just go with my
good wishes, Gregory.

41 ANOTHER ANGLE

41

Clock King has his back to CAMERA as he watches Gregory
grab his jacket, go happily to the door and exit. As
Clock King turns to face CAMERA, his face is seen to be
set in hard lines. His eyes are cold and deadly as they
check off the time on one of his wrist watches with a
chronograph movement.

CLOCK KING

If my timing is correct...which it
always is, of course...he should be
just about ready for his little
surprise...four...three...two...
one...Now!

WHIP PAN TO:

42 EXT. STREET - FEATURE GREGORY - DAY

42

Gregory is walking along a busy downtown Gotham City street,
presumably near the gang hideout, happily looking at the
wrist watch he sports on his wrist. Suddenly, a noisy
alarm SOUNDS LOUDLY in the watch. Gregory reacts
immediately in discomfort and horror. Passers-by stop
and stare at him. He attracts even more attention to
himself as he tries to unsnap the watch's metal band,
but to his horror it won't open! The clangor on his
wrist grows louder, drawing a small crowd around the
frantic thug. He pulls, yanks, dances around -- to no
avail.

From the outskirts of the group, a large, muscular cop in uniform pushes his way. The attention of the COP is at first merely on the obvious.

COP

What's goin' on here?

He's close to Gregory now. Gregory sees him, and tries to melt into the crowd, but the cop puts a large hand on his shoulder.

COP

(looking closely)

Wait a minute, you. Haven't I...

(recognition dawns)

Well...if it isn't our old friend...

"Gatling Gun Gregory." Where have you been hiding yourself around the city?

A look of resignation comes over Gregory's face.

GREGORY

Oh, I've been around...

COP

Come along, Gatling Gun. You're goin' on a nice free trip...to Hollywood!

GREGORY

(startled)

To Hollywood!

COP

That's right. The police there want to talk to you about a little bank robbery you pulled out on La Cienega. Now move along!

He starts to lead him away.

WHIP PAN TO:

We OPEN WITH A CLOSE SHOT of Clock King who is looking through the eyepiece of a Naval-type periscope. He smiles as he watches. Then, having seen enough, he snaps up the handles. He turns toward Millie. The expression on his face is the one that would be worn by a U-boat Commander.

Cont.

44 Cont.

44
Cont.

CLOCK KING

Down 'scope...

CAMERA PANS to Millie. She pushes a button.

45

GROUP - ANOTHER ANGLE

45

The periscope hums as it slides away. Meanwhile,
Clock King addresses the group.

CLOCK KING

I'm afraid that Gregory seems to
have attracted considerable
attention to himself in the form
of the police.

(heaves a huge
sigh)

Well, at least he'll go to jail
on time.

MINUTE MAN THREE

But...Clock King...suppose he
talks?

CLOCK KING

He won't. He knows he got off
easy. I could have put an
explosive in the wrist watch...
if I'd wanted to. Remember...
Gregory knows he could never
look at a watch or clock again,
if he talked, without wondering
if it was going to dispose of him.

(then)

No...my Minute Men...gratitude
and fear will keep his mouth shut.
Gratitude for being alive...fear
of being dead.

(changes, now
businesslike)

Come, come...we're wasting time.
Millie...back to your dusting.
Minute Men...we have work to do.

BAT SPIN TO:

46 INT. HUMMERT'S JEWELRY SHOP - DAY

46

Hummert is speaking to Batman and Robin while they examine the deadly antique clock.

HUMMERT

...and that's all I know about it, Batman. I bought the clock at the Kruger Auction Gallery. I usually go there once a week...every Wednesday, in fact.

BATMAN

(to Robin)

Obviously, Clock King learned that it was Mr. Hummert's habit to go to that particular auction gallery.

ROBIN

(nods)

And he had the clock put up for sale, knowing he'd be sure to bid on it.

BATMAN

Thank you, Mr. Hummert.

He starts for the door.

BATMAN

Robin...let's pay a visit to the Kruger Auction Gallery. There may be no time to lose!

47 EXT. STREET BEFORE HUMMERT'S - DAY

47

Batman and Robin leaping into the Batmobile. It is gunned and roars away.

BAT SPIN TO:

48 INT. CLOCK KING HIDE-OUT - DAY

48

The Minute Men are seen arranging the folds of a tarpaulin that is covering a large, mysterious object. Clock King, checking a clip board pad, is nearby, ticking off items with a pencil. The large object, we will learn, is a "sculpture" that will be featured in the next Clock King crime, now in action.

CLOCK KING

Men...and Millie...according to my "crimetable," the next target is the Parkhurst Art Gallery, after which we will strike at the home of one of Gotham City's wealthiest young socialites.

48 Cont.

48
Cont.

MINUTE MAN THREE

No kiddin', Boss? A real double-header today!

CLOCK KING

Yes. Another of my clever little clocks was purchased by a dear old lady who lives in the home of a millionaire.

(picking up his
"swagger stick")

Then...after that pair of jobs... I have a real coup in store. In fact, it may well be the biggest "clock crime" of my distinguished career!

49 ANOTHER ANGLE

49

The Minute Men glance at him worriedly.

MINUTE MAN THREE

Boss, please don't hate me for mentioning them...but what about Batman and Robin?

The dreaded names drop like a bombshell. Nobody moves. Even Millie, flicking her feather duster over a nearby clock, stops and looks at Clock King.

CLOCK KING

(deep hatred)

Batman and Robin! The nights I've lain awake...scheming...plotting my revenge against that man and that teen-aged nuisance!

(smiles, evil)

However...if Batman and the Boy Blunder should attempt to interfere in my plans, they'll walk right into a little trap I have waiting for them. And when they do...

Suddenly, he rams the point of the minute hand "swagger stick" right into the wooden work table.

CLOCK KING

...then I'll strike hard!

The CAMERA MOVES IN CLOSE on the minute hand, quivering like an arrow in the table. CAMERA HOLDS.

WHIP PAN TO:

50 CLOSEUP - MINUTE HAND ON GRANDFATHER CLOCK

50

We PULL BACK and see that it is the minute hand on a large grandfather clock. The time is now nearly 1:30. We PAN AWAY and see that we are in an auction room full of the usual motley collection of furniture and other objects, all ticketed. We hold on Batman and Robin who are talking to the auctioneer, MR. KRUGER, a thin, wizened man with large spectacles.

51 CLOSER SHOT - GROUP

51

BATMAN

Do you recall the man who left the clock here to be auctioned? The one Mr. Hummert bought?

KRUGER

I'll have to consult my account book...

He turns to a large book, thumbing through the pages.

KRUGER

Ah! Here it is. Now I remember him. Yes...he was a heavy-set, bearded man. He said his name was...
(looks at book)
...Mr. Kronos.

ROBIN

(excitedly)

Kronos! The Greek word for Time!

BATMAN

Correct, Robin. Thanks to your diligence in language studies, we can now safely assume that the mysterious Mr. "Kronos" was actually the Clock King in disguise!

KRUGER

(awed)

Amazing! The way you two figured that out. I could never have done it.

BATMAN

(modestly)

Don't feel badly, Mr. Kruger. After all, you haven't been trained in deduction as we have.

Cont.

51 Cont.

51
Cont.

BATMAN (Cont.)

(beat, then)

Now, Robin, we must be on our way.
We'll have to patrol this area,
hoping to find a lead to Clock King's
next dastardly move!

As they start out --

BAT SPIN TO:

52 CLOSEUP - MAN'S WRIST WATCH - DAY

52

The hands read ten minutes of two. There is a TICKTOCK SOUND to punctuate the script's theme. CAMERA PULLS BACK TO REVEAL that the watch is on the arm of the DIRECTOR of a TV news live remote unit. He throws a "Go" signal. CAMERA PULLS BACK FURTHER and we see a camera setup and a TV ANNOUNCER, FRED FORBES, who nods at the Director, then turns to speak into a hand mike, facing the TV camera.

FORBES

Good afternoon, Gotham City viewers.
This is your roving TV reporter,
Fred Forbes, welcoming you once again
to the "What's New In Art" segment of
our "Gotham City Report," coming to
you today direct from the famous
Parkhurst Galleries...

53 FULL SHOT OF SCENE - ANOTHER ANGLE

53

We are in an exclusive Gotham City art gallery that deals in high-priced art. Some smartly-dressed art lovers are roaming about. A few watch the TV unit. Around the gallery are painting, sculptures, etc., in the "Pop" art vein. Forbes continues at his mike. Next to him stands MR. PARKHURST, a dignified art dealer in his fifties.

FORBES

For many years, as many of you viewers are aware, the Parkhurst Galleries have been known for their exhibitions and auctions of famed masterpieces that have stood the test of time. But now, Mr. Benson Parkhurst, the owner of the gallery, has bowed to the inevitable...and the galleries are having their first exhibit of "Pop" art...and it seems to be a hit.

Cont.

53 Cont.

53
Cont.

He walks quickly toward a young couple nearby. She is the latest thing in far-out Vogue fashion. He is the living end in Carnaby Street men's wear. Forbes thrusts the mike at the YOUNG WOMAN.

FORBES

What do you think of it, Miss...?

YOUNG WOMAN

It's very... "camp." So...
Liechtenstein...

YOUNG MAN

Actually, my dear, Warhol does it
all much better.

An argument is about to start, but there's commotion o.s.

54

ANOTHER ANGLE IN GALLERY - DOORWAY FEATURED

54

Clock King and his Minute Men are pushing their way into the gallery. They are, however, disguised. Clock King is wearing a goatee and dark glasses, as well as an artist's smock, bare feet and sandals, and a beret. The Minute Men are also wearing artist attire that covers the sweaters. They are lugging into the room a huge object covered with tarpaulin, and riding on a big dolly. Clock King imperiously waves people aside.

CLOCK KING

Make way! Make way!

As they carry it into the gallery, Forbes, the TV man, makes a signal to his cameraman, who swings around to focus on the intruders and the shrouded object.

FORBES

Hold on, folks. Something's
happening. Something that's
not on the program...

55

CLOSER SHOT - CLOCK KING AND HENCHMEN

55

Parkhurst hurries over to Clock King, indignant.

PARKHURST

What's going on here?

CLOCK KING

What's going on here, my dear sir,
is certainly not an exhibition of
true "Pop" Art!

Cont.

55 Cont.

55
Cont.

He gestures sneeringly at the other exhibits, especially a large "Pop" painting of Batman and Robin. (Production Note: Bob Kane, "Batman" artist, has done some large paintings of Batman; he might be convinced to loan them).

CLOCK KING

Inferior! All definitely inferior!

PARKHURST

And just who are you, sir?

CLOCK KING

I am Progress Pigment...the king of Pop Art, and apostle of its culture.
(then, quickly)

Now, if you'll excuse me...

Before Parkhurst can say anything, Clock King goes back to supervising his men. They are now placing the shrouded object against a far wall, near a large, solid door that has a heavy lock-bar across it. A sign on the door reads "Positively No Admittance."

CLOCK KING

That's it, boys...a little more to the left... Fine!

Clock King turns back to Parkhurst and the curious patrons watching him.

CLOCK KING

Now, I will let you have the honor of viewing my latest masterpiece.

At a nod from Clock King, the men pull off the covering.

56 GROUP SHOT - ONLOOKERS

56

reacting in mingled awe, astonishment, bewilderment.

57 FULL SHOT - OBJECT AND CLOCK KING

57

Clock King stands proudly beside the fantastic object that he points to. It is a huge mechanical sculpture with all sorts of gears, wheels, levers and such. The sculpture, in fact, has a large clock face in sight within its bowels.

CLOCK KING

(proudly)

I call it "Time out of Joint"!

Cont.

57 Cont.

57
Cont.

CAMERA MOVES IN on the sculpture's clock, which shows the time now to be six minutes of two. The clock's tick-tock SOUNDS loudly.

WHIP PAN TO:

58 EXT. GOTHAM CITY STREET - DAY 58

as the Batmobile cruises along.

59 CLOSER SHOT - BATMOBILE COCKPIT (PROCESS) 59

ROBIN

Gosh, if only we had some lead...

BATMAN

Patience, Robin. Patience...

60 EXT. BATMOBILE - DAY 60

As the Batmobile makes a turn, it approaches a large billboard with an arrow pointing at something alongside the road.

The sign reads:

"THIS WAY TO THE WELL-KNOWN HOWIE'S"

61 ANOTHER ANGLE - SIGN IN B.G. 61

The Batmobile stops. Robin stares at the sign.

ROBIN

Howie's! My favorite drive-in restaurant.

(then)

Holy Hamburgers! Batman, I'm starved!

Batman is most contrite.

BATMAN

Forgive me, Robin. Because of our search, I'd forgotten that even crime-fighters must eat...especially you. You are a growing boy, and you must have your nutrition.

62 ENTRANCE AREA TO DRIVE-IN - DAY 62

Batman swings into the parking area of "Howie's." When he stops in an open spot, diners in other cars parked nearby look over the Caped Crusaders.

63 SPORTS CAR NEARBY - BOY AND GIRL IN SEAT 63

They stare at the Batmobile, now o.s.

BOY

Hey! It's the Batmobile...just
look!

GIRL

I am looking! And isn't Robin a
dream!

64 BACK TO BATMOBILE AND OCCUPANTS 64

A cute, red-haired CAR HOP in a fetching costume not unlike those worn by the Bunnies comes over to take their orders.

CAR HOP

May I take your orders, Batman and Robin?

ROBIN

Hamburgers, medium-rare.

CAR HOP

Just...plain hamburgers, Boy Wonder?

Robin and Batman exchange a puzzled glance.

CAR HOP

May I recommend..."Batburgers"?

Again the Dynamic Duo exchange a glance.

BATMAN

(puzzled)

"Batburgers"? I'm afraid...I
don't...

The cute Car Hop smiles sweetly, and points o.s. They follow with their eyes.

65 CLOSE SHOT - SIGN 65

It is a large painted sign that had been out of FRAME before, but now we see it. The sign has a painting of the Batsymbol over a thick, steaming hamburger. The sign reads: "Trouble Stealing Your Appetite? Arrest it with our new BATBURGER!"

(Other possible Batburger slogans: "It's a crime if you don't try one!" - or - "We mask its secret ingredients in mystery!" - or - "A Dynamic way to arrest your hunger!" You get the idea...)

66 ANOTHER ANGLE - BATMAN, ROBIN AND CAR HOP

66

BATMAN

I'm deeply honored by this tribute.

(a beat)

Two Batburgers, of course...Medium-rare. And two glasses of orangeade.

The car hop notes the order and wiggles away, her hips making music as she leaves.

BATMAN

We can't stay here too long, Robin.
Remember...our mission is to stop
Clock King!

WHIP PAN TO:

67 INT. PARKHURST GALLERIES - DAY

67

Progress Pigment's unusual work has attracted a small crowd. The TV people are now covering the action around the insane sculpture. Parkhurst is annoyed.

PARKHURST

Get that piece of junk out of here!

CLOCK KING

Junk? Junk!!!? Sir...do you
realize what this is? You are
looking at the symbolization of
Time. Time, the ever-moving
balance wheel of the Universe.

(then)

Observe!

He presses a button on the side of the contraption, and it comes to life! It rocks, shudders, shakes, squeaks, groans, gives off puffs of steam. Wheels spin, lights flash, the huge object threatens to tear itself apart. Parkhurst steps back fearfully.

68 VARIOUS REACTION SHOTS

68

of the onlookers. They shrink back.

69 MED. SHOT - CLOCK KING

69

near the machine. He peeks in back of it.

70 CLOSE SHOT - REAR OF MACHINE

70

We now see that from the back of the sculpture a large electric sabre saw has sprung out. Operated by machinery

Cont.

70 Cont.

70
Cont.

inside the contraption, its sound masked by other noise, it is starting to saw through the wall against which it has been placed.

71 BACK TO CLOCK KING

71

He smiles evilly. His plan is working.

WHIP PAN TO:

72 EXT. HOWIE'S DRIVE-IN - AS BEFORE - DAY

72

In the cockpit of the Batmobile, Batman and Robin are munching on large Batburgers, which are triumphs of creative short-order cuisine, washing them down with orangeade.

ROBIN

I'd enjoy my Batburger more if I knew what Clock King was up to at this very moment. You suppose there's any news about him on TV?

Batman glances at the clock in the Batmobile control panel. It is now five minutes of two.

BATMAN

Let's try the "Gotham City TV Report" as a starter.

73 INT. BATMOBILE COCKPIT - ANOTHER ANGLE

73

Robin presses a button on the dashboard. A panel slides back to reveal a small TV screen that lights up. Robin adjusts the set. CAMERA MOVES IN TIGHT. The small TV screen shows the disguised Clock King, not immediately recognizable, standing partially obscured by his kooky sculpture.

FORBES' VOICE

(o.s.)

...a real sensation, folks, even though it's an uninvited entry, here at the Parkhurst Galleries' Pop Art Show. As you can see, the artist...Progress Pigment...has his contraption working, and the only word to describe it is "wild." He even has a name for it..."Time Out of Joint." Just watch it in action...

74 TWO SHOT - BATMAN AND ROBIN 74

They stare at each other.

ROBIN
"Time Out of Join"? Time? Do
you suppose...?

BATMAN
It's hard to tell. If only we had
a closer look.

75 CLOSEUP - TV SCREEN 75

FORBES' VOICE
(o.s.)
We're going to try to bring our
camera in for a closer look. I
want all you folks to see him.
Mr. Progress Pigment, a most
unusual artist...

The TV camera apparently moves in for we see a closeup of
the disguised Clock King. He's smiling.

76 BACK TO BATMAN AND ROBIN 76

BATMAN
That beret...beard...the dark
glasses...
(a beat)
But...there is a way we can make
sure.

77 INSERT SHOT 77

Batman's gloved hand, as he presses a button on the panel.
It is labeled "BATPHOTOSCOPE." He turns a dial.

78 CLOSE SHOT - BATMAN 78

BATMAN
The Batphotoscope.

79 CLOSE SHOT - ROBIN 79

ROBIN
Sure. It'll activate our microfilm
crime file in the Batcave and transmit
a photograph of the Clock King to us
here!

80 INSERT SHOT - DASHBOARD 80

A whirring sound from the dashboard. Then, part of a photo print suddenly emerges from a slot above the button Batman has just pressed. Batman's gloved hand comes into FRAME, pulls on the print, and tears it off. It's something like the Polaroid camera. He holds up the print. It is a "Rogues Gallery"-type photo of Clock King.

81 INT. BATMOBILE COCKPIT 81

Now, Batman quickly presses another button. From a compartment nearby comes a black pencil and pad. Resting the photo on the pad, Batman begins to retouch the photo, first drawing black glasses over the eyes...

82 CLOSEUP - ROBIN 82

watching the process.

83 BACK TO TWO SHOT 83

BATMAN

There...finished. What do you think, Robin?

84 INSERT CLOSEUP 84

Retouched print in Batman's hand. He's added glasses, beret, goatee beard. Sure enough...it's Progress Pigment!

85 BACK TO TWO SHOT 85

ROBIN

Holy Masquerade! It's Clock King!

The cute Car Hop is passing. Quickly, Batman hands her the trays with the partially-eaten hamburgers. He hands her a couple of dollar bills. She eyes the trays.

BATMAN

This will take care of our bill.
Thank you, miss.

CAR HOP

But you didn't finish your Batburgers!
(almost wailing)
Weren't they all right?

BATMAN

They were fine, miss. But you know how it is in our profession...business before pleasure. However, please convey our compliments to the chef.

Batman guns the motors...the car hop steps back...

86 INT. PARKHURST GALLERIES - DAY

86

Featuring the screwy sculpture and Clock King, who peeks behind the contraption. All has gone well. He pulls a lever that stops the mechanical operation. It is now, suddenly, very quiet. He nods to the Minute Men nearby.

CLOCK KING

It's time, men! The hour is at hand!

Swiftly, Clock King and his men put what appear to be some kind of heavy earmuffs over their ears.

87 PARKHURST AND A FEW PATRONS

87

Reacting, surprised. What is happening?

88 BACK TO CLOCK KING

88

He presses another button on the side of the sculpture. Suddenly, a high, shimmering, keening SOUND fills the air.

89 WIDE ANGLE SHOT OF GALLERY

89

The weird SOUND grows higher in pitch...higher...ever higher..Suddenly, Parkhurst, patrons, TV men and others begin to hold their hands over their ears, their faces reflecting pained surprise. They all begin to collapse to the floor, unconscious. Clock King looks at them with deep satisfaction. It was all so simple to do!

90 ANOTHER ANGLE

90

Clock King turns a switch on the clock sculpture, and instantly the keening SOUND is turned off. He and the Minute now remove the "earmuffs" and shed their artist smocks, assuming their real identities.

MINUTE MAN THREE

It worked...They're all out cold.

CLOCK KING

Of course it worked!..They're stunned into unconsciousness by the vibrations of super-sonic sound! Now, Minute Men, let's get what we came after.

They move the clock sculpture away from the wall, and now we see, as CAMERA MOVES IN CLOSER, that the sabre saw has cut a neat, large opening in the wall, making an entrance into another room.

Cont.

90 Cont.

90
Cont.

CLOCK KING

That fool, Parkhurst. The noise of this mechanical sculpture covered up the buzz of the sabre saw as it was cutting an entrance into his strong room...right before his eyes!

Clock King and henchmen start through the entrance.

91 INT. STRONG ROOM - DAY

91

The new "entrance" is featured. Clock King and the others climb through, and look around. In the room are many old and modern masters...including a large oil painting by Salvador Dali of a surrealistic scene, full of melting watches (Note: Possibly, it's the "Persistence of Memory" painting). Clock King spots it, and races toward it.

92 FEATURING CLOCK KING AND PAINTING

92

He surveys the painting, lovingly.

CLOCK KING

There it is!...A clock masterpiece by Salvador Dali!...And now it's mine.. all mine!

(then, remembering)
Come, my good Minute Men...It's time to go.

93 INT. GALLERY - DAY

93

The Minute Men emerge from the round entrance, followed by the Clock King carrying the Dali painting, which just barely fits through. He stops to consult his trio of wrist watches.

94 INSERT CLOSEUP - CLOCK KING'S WRIST

94

With its three wrist watches, all showing that it is now ten minutes after two o'clock.

CLOCK KING

(o.s.)
Right on schedule...We've completed a foolproof crime!

95 ANGLE SHOT

95

From Clock King and henchmen to the gallery door, through which are charging...Batman and Robin!

Cont.

95 Cont.

95
Cont.

BATMAN

(approaching rapidly)

You can only fool some of the
people some of the time,
Clock King.

CLOCK KING

(aghast)

Batman and Robin!

(then, frantic)

At them, Minute Men! I'll give a
personal bonus to the first man
who knocks out Batman!

BATMAN

(to Robin)

Only four against two. I would say
the odds are in our favor, Robin.

96 WIDE ANGLE SHOT

96

A battle royal in the gallery. SUPER EXPLODING TITLES:
"POW" "CRACK!" "BONK" etc., as well as various grunts
and wheezes. Some of the pop sculpture is used as props
or weapons, but nothing is really damaged, except possibly
the Minute Men.

97 FULL TWO SHOT - CLOCK KING AND BATMAN

97

Batman advancing upon the worried Clock King, who is standing
near his clock sculpture. As Batman draws back his cocked
fist, Clock King pleads hastily.

CLOCK KING

Wait! This valuable painting might
be damaged. Please...let me put it
down first. Agreed...?

Batman pauses and nods. The Clock King carefully props
the painting against a wall for safekeeping. Then, he
turns to Batman and nods. Batman then sends his fist
straight at Clock King's chin. SMACK! Clock King flounders
on the floor, his hands slipping about. He seems to have hurt
his wrist, for he touches it gingerly. This is the wrist
bearing his three watches. He is now alongside his crazy
sculpture. Robin, free for the moment, enters FRAME, looking
at Clock King, who seems to be floundering around.

BATMAN

Any time you're ready, Clock King.

CLOCK KING

No...I've had enough...Just give
me a moment...

8641

Clock King's hand shoots out, jabbing a button.

Cont.

97 Cont.

97
Cont.

CLOCK KING

...a moment to touch this button!

Instantly, the clock face on his contraption swings open, and a series of large, coiled, clock-type springs fly out, right at Batman and Robin. "Boingggg" sounds come from the released springs. Before Batman and Robin can move, the springs are flying at them!

98

ANOTHER ANGLE

98

The springs coil about the arms and bodies of the Dynamic Duo, clamping tight.

ROBIN

Holy Mainsprings! I can't move!

Clock King is now grinning at the Caped Crusaders, as they attempt to loosen the tight springs. The Minute Men, still dazed by the punches they've received, are now rising, meanwhile, shakily to their feet.

CLOCK KING

Ha! Ha! Perhaps I should have titled my creation..."The Dynamic Duo caught in the coils of time!" Ha! Ha!

Suddenly there is the SOUND o.s. of police sirens!

MINUTE MAN THREE

The cops!

BATMAN

(grimly)

That'll be Chief O'Hara. I contacted him on the mobile Batphone on our way over here.

CLOCK KING

(regretfully)

I'm afraid I'll have to abandon the painting, after all. I'd lose precious time lugging it to our getaway car. A pity...

(then)

Minute Men...it's time to leave!

They hurry to the door and exit.

99

TWO SHOT - BATMAN AND ROBIN

99

Batman manages to strain against the coiled springs, inching them up, until with a big BOINGGGG, the coils fly up over his head.

8641

Cont.

99 Cont.

99
Cont.

BATMAN

That's better.

Batman turns to Robin, starts to tug at the spring wound around the Boy Wonder.

BATMAN

I'll have you free in a jiffy, Robin.

100 ANOTHER ANGLE - DOORWAY IN B.G.

100

Chief O'Hara and two uniformed COPS come rushing in, to stare at the scene in astonishment. Just then, the spring comes off Robin with a mighty BOINGG sound.

CHIEF O'HARA

Dynamic Duo...are you all right?

BATMAN

I'm afraid our pride has been hurt, Chief O'Hara. The Clock King, and his cohorts, have escaped.

Looking at the Dali painting with some satisfaction.

BATMAN

But without their intended loot.

Meanwhile, we see that Parkhurst and some of the patrons are starting to sit up, although still groggy.

101 CLOSER SHOT - BATMAN

101

He's looking at the Dali painting. Then, he suddenly notes something shiny on the floor near it. He goes to it, and picks it up.

102 INSERT CLOSEUP - BATMAN'S HAND HOLDING WATCH

102

BATMAN

(o.s.)

One of Clock King's wrist watches!

103 TWO SHOT - BATMAN AND ROBIN

103

ROBIN

It probably got knocked loose when you socked him!

Cont.

103 Cont.

103
Cont.

BATMAN
(examining watch)
Hmmm. I see it is not the sealed
type.
(urgently)
Quick, Robin...to the Batcave. I
want to examine this watch...
carefully!

BAT SPIN TO:

104 INT. BATCAVE

104

The Dynamic Duo are huddled at a lab table, where Batman
has opened the watch. Robin listens attentively.

BATMAN
(as he works)
Not many people know it, Robin, but
when a watch is not the sealed
type, it literally "breathes"...

ROBIN
"Breathes"??!! But...how...?

BATMAN
Because of temperature changes,
the watch's metal case actually
expands and contracts...and minute
particles of dust are sucked into
the watch...

ROBIN
Is that why watches have to be
cleaned from time to time?

BATMAN
Yes. Now...I'm going to make a
spectrographic analysis of the
dust particles in Clock King's
watch. They may give us a clue
to his hide-out.

CAMERA PANS away to a clock on the wall. It is now
twenty-three minutes after two. The clock's tick-tock
signature is heard loudly. SOUND builds as CAMERA HOLDS
on clock.

RIPPLE DISSOLVE TO:

105 CLOSEUP OF CLOCK - AS BEFORE

105

Now, the hands show a quarter of three. CAMERA PANS BACK
to Batman and Robin at their analyzer equipment. Batman
is looking at a card thoughtfully.

105 Cont.

105
Cont.

BATMAN

Hmmm. According to our Batchemical Analyzer, the dust in the watch contains traces of Aluminum Oxide.

ROBIN

Is that important?

BATMAN

Indeed, yes, Robin. Aluminum Oxide is a metallic substance used in the manufacture of synthetic gems.

ROBIN

I still don't get it. How does that connect to Clock King?

BATMAN

It's obvious, Robin. Synthetic gems are widely used in jeweled watch movements.

ROBIN

Holy Sundials! Then...you mean...

BATMAN

Exactly! The Clock King's hide-out...

ROBIN

(anticipating)

...is a place where they make synthetic jewels for watches!

106

ANOTHER ANGLE - FEATURE BATCOMPUTER

106

Batman turns to it, operating controls like mad.

BATMAN

I'll just feed the necessary data into our Batcomputer.

He flips a switch. The read-out clatters. Batman takes a card from the machine and consults it.

BATMAN

This has to be it, Robin.
"Tick Tock Synthetic Rubies, Inc."
According to the Batcomputer, that firm went out of business four months ago.

Cont.

106 Cont.

106
Cont.

ROBIN

And what's more logical than for
Clock King to have his hide-out in
its deserted building! It all
fits!

BATMAN

Right, Robin! Let's move!

BAT SPIN TO:

107 EXT. GOTHAM CITY STREET - DAY

107

It's a slightly seamy area, presumably not far from the waterfront, full of lofts, warehouses, etc. Batman and Robin, in the Batmobile, brake to a halt at the curb before a seemingly deserted building a few yards off the thoroughfare. A faded sign reads: "TICK TOCK SYNTHETIC RUBIES INC." The Dynamic Duo hop out of the Batmobile and scout their target.

BATMAN

I think it would be wiser if we made a surprise entrance through the rear of the building.

ROBIN

Check!

108 EXT. BUILDING - IN REAR ALLEY - DAY -

108

Batman nods silently at Robin, and quietly, carefully, they start to enter through an open window in the back of the building.

109 INT. BUILDING - CLOSE SHOT - DAY

109

of the Dynamic Duo entering through the window, then standing quietly inside, looking around. Batman spots something, and touches Robin's arm.

110 INT. BUILDING - ANOTHER ANGLE - BATMAN'S P.O.V.

110

The interior is shrouded in darkness, except for the feeble light coming from a naked light bulb dangling from the ceiling. It casts a light over the figure of the Clock King seated at a table, seemingly absorbed in repairing a dismantled antique clock. His back is to them. He seems unaware of their presence.

111 FULL SHOT - PAST CLOCK KING

111

Batman and Robin nod meaningfully at each other...then suddenly race toward the seated figure. To their dismay, their feet slide out from under them almost immediately. They cannot regain their footing.

CLOCK KING

Welcome...I've anticipated your visit. That's why I coated that section of the floor with super-slick watch oil!

Cont.

111 Cont.

111
Cont.

Wearing special-soled shoes, Minute Men move out from the shadows toward our heroes, and club them down.

DISSOLVE TO:

112 CLOSE TWO SHOT - BATMAN AND ROBIN

112

Groggily awakening, rising. Suddenly, they stare about them in confusion. The CAMERA PULLS BACK to reveal that they are in an incredible situation -- they are apparently sealed into the lower half of a giant hourglass!

ROBIN

(realizing)

Batman...we're inside a giant hourglass!

113 WIDE ANGLE SHOT OF THE ROOM

113

Now well-lighted. Clock King and the Minute Men are amused at the Duo's plight.

BATMAN

You grinning devils!

His hands reach quickly to his waist, but to his dismay, his Utility Belt is gone. And so is Robin's. Clock King steps forward to look up at the trapped pair. (PRODUCTION NOTE: The "hourglass" device should have its base resting on a wooden platform about three or four feet from the rest of the floor, mostly for the contrast in heights between Duo and criminals.)

CLOCK KING

(indicating table
nearby)

Looking for your Utility Belts?
They're over there...Naturally,
I took the precaution of
removing them to prevent your
escape.

He steps to a control panel near the hourglass, and pulls a switch.

114 CLOSER SHOT OF BATMAN AND ROBIN

114

Suddenly, sand starts to trickle down from the upper half of the hourglass, to the horror of the Duo.

ROBIN

Batman...sand! It's starting to
trickle down...

115 MED. SHOT - CLOCK KING

115

He gloats, for he has waited for this moment.

CLOCK KING

Yes, Boy Wonder. Your fate can now be measured in a matter of minutes. You'll both be buried alive in the sands of time.

He steps closer to the hourglass, his face hard.

CLOCK KING

You fools! Haven't you guessed the truth yet? Don't you realize I deliberately planted Aluminum Oxide particles in my wrist watches...

116 REACTION SHOTS - CLOSEUPS - BATMAN AND ROBIN

116

CLOCK KING

(o.s.)
...and then deliberately dropped one at the Parkhurst Galleries... knowing you'd find it...analyze the dust...come here...and walk right into a trap I've had ready and waiting for you!!

117 CLOSE SHOT - CLOCK KING

117

CLOCK KING

(gloating)
What's more,...this seemingly-deserted building was merely the setting for my jewel of a trap. My real hide-out is elsewhere...

118 GROUP SHOT - CLOCK KING AND MINUTE MEN

118

CLOCK KING

Well, Dynamic Duo...I'm afraid we must leave now, if we're to keep to our timetable of crime!

(to the
Minute Men)

We certainly don't want to disappoint "Mr. Smith," do we? After all, he's going to be of invaluable help to us at exactly five o'clock this afternoon.

Cont.

118 Cont.

118
Cont.

The Minute Men chuckle appreciatively at this inside joke. They follow Clock King to the door, at which Clock King suddenly turns.

119 ANOTHER ANGLE

119

Clock King calls back to the trapped pair.

CLOCK KING

Some people kill time...but this
time...time is going to kill you!

He exits with his men, laughing.

120 FULL SHOT - LOWER PART OF HOURGLASS

120

Batman and Robin are trapped helplessly as sand trickles down past them. It's already risen nearly to their knees.

NARRATION (WITH TITLES)

Is this the zero hour for the
Dynamic Duo? Are the sands of
time really running out for
Batman and Robin? Tune in
tomorrow...same Bat-time...
same Bat-Channel!

FADE OUT

END OF PART ONE

PART TWO

FADE IN

121 REPRISE OF PART ONE 121

Action clips from PART ONE, becoming FREEZE FRAMES, with
NARRATION OVER:

- | | | |
|-----|---|--|
| (a) | "IN A JEWELRY SHOP...AN
ANTIQUE CLOCK THAT DOES MORE
THAN TELL TIME!" | SHOW gas coming from clock at
Hummert's. |
| (b) | "MINUTE MEN...IN A SPLIT-
SECOND ROBBERY!" | Minute Men robbing store. |
| (c) | "THE MENTAL MAINSPRING OF
THIS TIMETABLE OF CRIME...
THE CLOCK KING!" | Clock King at his control
console. |
| (d) | "BATBURGERS AT A DRIVE-IN.
(THEN) <u>BATBURGERS</u> ???!!" | The Dynamic Duo at Howie's
Drive-in. |
| (e) | "NOW IT'S THE CLOCK KING,
DISGUISED AS A POP ARTIST!" | Disguised Clock King at
Parkhurst Galleries. |
| (f) | "BATMAN AND ROBIN POP INTO
THE PICTURE!" | Batman/Robin socking crooks
at the gallery. |
| (g) | "THE DYNAMIC DUO CAUGHT IN
THE COILS OF TIME!" | Coiled springs flying from
crazy sculpture. |
| (h) | "BATMAN FINDS THE CLOCK
KING'S WATCH!" | Batman retrieves the lost
watch. |
| (i) | "A TRAIL IN THE DUST!" | Duo in Batcave working. |
| (j) | "BATMAN AND ROBIN FIND
CLOCK KING'S HIDE-OUT!" | Entering Tick Tock Rubies
deserted building. |
| (k) | "BLACKJACKS FIND THE
DYNAMIC DUO!" | Duo are slugged by the Minute
Men |
| (l) | "...AND THEY FIND THEY'RE
TRAPPED IN A GIANT
HOURGLASS!" | Awakening Crime Fighters find
themselves in the fiendish
trap. |
| (m) | "THE CLOCK KING'S WATCH WAS
A TRAP!" | Closeup of mocking face of
The Clock King. |
| (n) | "HOLY SAHARA!" | Inside bottom of hourglass as
horrified pair realize sand
will smother them. |

Cont.

121 Cont.

121
Cont.

- (o) "AND THEIR UTILITY BELTS... Clock King points to belts
OUT OF REACH!" on the table.
- (p) "...AND, MEANWHILE, THE Duo worriedly see sand level
SANDS POUR DOWN WITH rising.
RELENTLESS FORCE!"

IS THIS TO BE THE CAPED CRUSADERS'
LAST ADVENTURE? IN A MOMENT,
WE'LL COME FACE TO FACE WITH THE
TERRIBLE TRUTH!

FADE OUT

END OF REPRISE

FADE IN

122 THE HOURGLASS

122

Batman and Robin trapped in the hourglass. NARRATION
OVER:

NARRATION

Trapped within a great hourglass!
Are the sands of time running out
for Batman and Robin?

The level of sand in the lower half of the hourglass
continues to rise. Now the sand has reached their thighs.
Batman pounds his fist against the wall of the hourglass,
but to no avail.

BATMAN

No use, Robin...it's too thick.

ROBIN

(a sudden thought)
I've got it! Maybe we can plug up
the neck of the hourglass with my
cape...

BATMAN

(sadly)
For how long, Robin? You've
forgotten...this glass is airtight!
Even if the sand doesn't suffocate
us, the lack of air will!

Disconsolately, Robin watches the sand continue to trickle
down in a steady stream.

ROBIN

Well...I guess we're finished. We...
we might as well just wait it out...

BATMAN

Don't give up yet, Robin. As long
as we're alive, we've still got a
chance.

(struck by
wild idea)

Robin, I've an idea that may just
work! Slam your weight against your
side of the glass...then I'll do the
same on mine. Hurry!

Robin looks at Batman, mystified, then obeys orders. He
slams his body against the glass on his side of the
hourglass. Then...Batman does the same on the other side
of the hourglass.

122 Cont.

122
Cont.

They alternately repeat this procedure...and then it happens...the hourglass begins to rock. Robin is suddenly excited as he gets the idea.

ROBIN

The hourglass is starting to rock
on its base!

BATMAN

(slamming body
against glass)

Right! Keep slamming your weight
against it. Don't stop now!

Back and forth rocks the hourglass as the Duo slam their shoulders against the glass sides. Then...with a crash... it falls off the platform, and rolls a few feet along the wooden floor. The Duo is forced to stoop over now, for the width of the hourglass had not been nearly as wide as its length.

ROBIN

Holy Squirrel-cage! What do we do
now? The glass didn't break!

BATMAN

"Squirrel-cage" -- that's it, Robin.
(a beat)

Start running like a squirrel in a
cage!

ROBIN

Gotcha!

Like squirrels in a cage, they start churning their feet inside the hourglass and it starts to roll forward... slowly at first, then with gathering momentum. It speeds across the floor and crashes through the rotting, wooden doors of a delivery entrance. There is the SOUND of splintering wood.

123 EXT. THE BUILDING - DAY

123

Still churning their feet, Batman and Robin send the hourglass rolling down a delivery ramp. It rolls down with great speed now.

124 REVERSE ANGLE

124

The hourglass speeding down the ramp, toward a sidewalk fire hydrant directly in its path.

Cont.

124 Cont.

124
Cont.

BATMAN

Robin, bury yourself in the sand!
We're going to crash!

Batman and Robin duck down, burrowing into the sand. The hourglass crashes into the hydrant with terrific impact and the glass shatters into large shards. SOUND EFFECT.

125 MED. CLOSE SHOT - DYNAMIC DUO

125

Batman and Robin picking themselves up from the busted hourglass. Robin looks down at the scattered shards of glass.

ROBIN

Wow! All that sharp glass! It's a good thing we did bury ourselves a bit in the sand.

BATMAN

The Clock King would be a very angry man if he knew that instead of killing us, the sand helped save our lives.

126 ANOTHER ANGLE

126

Robin looks questioningly at grim Batman.

ROBIN

Now what?

BATMAN

First, I suggest we go back into the building and retrieve our Utility Belts. Then, to the Batcave.

BAT SPIN TO:

127 INT. CLOCK KING'S HIDE-OUT

127

The Clock King is ticking off items on a list as his Minute Men bring out folded uniforms...folded so that we cannot guess the use they will be put to.

CLOCK KING

Uniforms?

MINUTE MAN THREE

Check! Everything ready for the big job, Boss.

Cont.

127 Cont.

127
Cont.

The Clock King puts the list on the table. On the table is a largish square box, which has the letter "X" marked on one side. The lid is closed. The box has an air of great mystery.

CLOCK KING

(touching box)

Everything, including this box and its contents.

(gloating)

If only Batman knew what was in this box...but he'll never know...

(turning to

his Minute Men)

Batman will never know anything any more, eh, boys?

His men, and Millie, look at him with great admiration.

MINUTE MAN THREE

That's right, Boss. You did what nobody else coulda done -- you finished off Batman and Robin!

Suddenly, the Minute Men and Millie break into spontaneous applause. The Clock King acknowledges this tribute to his evil genius.

CLOCK KING

Thank you. I deserve it, of course... but thank you.

He glances at the wall clock over the TV monitors. The time is now exactly twenty minutes of four.

CLOCK KING

(businesslike now)

Time to go to work.

128 ANOTHER ANGLE

128

CLOCK KING

First, I want to check up on the colonial clock bought by that dear little old lady...

He crosses to the TV monitors, pressing the button on one.

CLOCK KING

Now let's see if it's been put to use yet.

129 CLOSER TO CLOCK KING AND TV MONITOR

129

As the TV monitor screen lights up, a face appears on the screen, looking straight at us. It is the face of Aunt Harriet!

AUNT HARRIET

(via monitor's
loudspeaker)

Alfred...just look at what I got
Bruce for his birthday! He'll be
so surprised.

On monitor screen, Aunt Harriet's face pulls back, as if she'd stepped back to allow Alfred to see. Alfred's face now also comes on the monitor screen.

ALFRED

(via monitor
loudspeaker)

He will be surprised, indeed. It
is a very lovely clock.

WHIP PAN TO:

130 INT. WAYNE LIVING ROOM - DAY

130

We see Aunt Harriet beaming as she admires the clock she'd obviously just placed on the fireplace mantel. Alfred stands beside her. The clock is a splendid example of an American colonial timepiece. Of course, it has a concealed TV camera lens. The house is a replica of a colonial house. Its little door is closed now.

AUNT HARRIET

Do you think Bruce will like it,
Alfred?

ALFRED

I'm certain Mr. Wayne will be most
pleased.

WHIP PAN TO:

131 INT. CLOCK KING HIDE-OUT - DAY

131

The Minute Men are awed as they watch the monitor screen with its view of Aunt Harriet and Alfred.

MINUTE MAN THREE

"Bruce"?... "Wayne"?

(a beat)

Bruce Wayne, the millionaire?

Cont.

131 Cont.

131
Cont.

CLOCK KING

(smugly)

Yes, by George! That lady is the Aunt of Dick Grayson, Wayne's ward. When I learned she was shopping for a suitable clock in a clock shop I knew about...I sold the clock to the shopkeeper, knowing he, in turn, would certainly sell it to that lady.

MINUTE MAN THREE

(admiringly)

Boss, that brain o' yours is always tickin' away. Just like a clock.

WHIP PAN TO:

132 INT. WAYNE LIVING ROOM - DAY

132

Aunt Harriet is putting on her bonnet as she speaks to Alfred.

AUNT HARRIET

Alfred, I'll be gone for a little while. I'm taking my car into town so I can pick up the birthday cake I ordered.

(delightedly)

Oh, Bruce will be so surprised!

WHIP PAN TO:

133 INT. CLOCK KING HIDE-OUT - DAY

133

The Clock King smiles wolfishly, as the TV monitor shows that Alfred is alone now, dusting the room.

CLOCK KING

Bruce Wayne certainly will be surprised...because he has a fine collection of Paul Revere silver that we're going to appropriate in a few minutes.

MINUTE MAN THREE

(protesting)

But, Boss...what about the big job?

Cont.

CLOCK KING

(turning)

You know my philosophy. I am not
a man who wastes time. To me,
every moment is precious, and
should be used for profit.

(a beat)

Especially illegal profit!

He turns back to the TV monitor.

CLOCK KING

Since Wayne Manor is nearby, we'll
make use of the spare time to loot
the Manor on the way. It should be
simple, now that the butler is
alone in the house.

The smiling Clock King beckons to Millie, and she comes
closer to him as he points to a particular button on the
control console.

CLOCK KING

Millie, my dear, you can be of great
help now.

MILLIE

(flattered)

Me? Gee! What do I do?

CLOCK KING

Just give us a ten minute head start.
Then press this button.

WHIP PAN TO:

134 INT. WAYNE LIVING ROOM - DAY

134

Alfred is suddenly attracted by a loud, insistent buzzing
SOUND coming from the colonial clock. Puzzled, he steps
toward the clock to inspect it. Suddenly, the door of the
tiny colonial house opens, and a tiny figure emerges. The
figurine is that of a colonial Minute Man, wearing cocked
hat, and holding a musket. Alfred is charmed. Until the
little figure mechanically raises its little musket which
fires with a POP SOUND, discharging a tiny dart at Alfred's
face, striking him on the cheek. Staggering back, Alfred
paws weakly at his cheek...then slumps unconscious to the
carpeted floor.

WIPE TO:

135 INT. BATCAVE

135

Batman and Robin before the BatAnalyser. Robin is handing Batman a sheaf of cards.

ROBIN

Here it is...Our entire file on crooks named "Smith"...

BATMAN

Good. I'll feed them into our BatAnalyser. Maybe it'll give us the data on mysterious "Mr. Smith" the Clock King mentioned.

ROBIN

I sure hope so.

(a beat)

Boy! What I'd give to know where the Clock King is right at this very minute!

136 INT. WAYNE LIVING ROOM - DAY

136

The Clock King and his Minute Men are entering via open French doors. NARRATION OVER:

NARRATION

Meanwhile up in the Wayne living room...

The Clock King leers down at the unconscious figure of Alfred sprawled on the floor.

CLOCK KING

The knockout potion on the tip of that dart will keep him unconscious long enough for us to complete the robbery, and depart.

137 ANOTHER ANGLE

137

The Clock King opens the glass doors of a breakfront housing gleaming Paul Revere silver. His Minute Men unlimber empty sacks, then start to reach for the silver.

138 INT. BATCAVE

138

Dynamic Duo watching the BatAnalyser as it clatters. NARRATION OVER:

Cont.

138 Cont.

138
Cont.

NARRATION

Meanwhile down in the Batcave...

ROBIN

Gosh! If we get the right information, we'll have the Clock King right where we want him.

139 INT. WAYNE LIVING ROOM - DAY

139

Minute Men filling sacks with silver as Clock King watches.
NARRATION OVER:

NARRATION

Meanwhile up in the Wayne living room...

140 INT. BATCAVE

140

Batman and Robin watching IBM-type punch cards dropping into a final slot. Batman reaches for the cards as Robin can hardly restrain his excitement. NARRATION OVER:

NARRATION

Meanwhile down in the Batcave...

ROBIN

It won't be long now, Batman.

141 INT. WAYNE LIVING ROOM - DAY

141

Minute Men are stuffing the final pieces of silver into their bulging sacks. The breakfront is almost depleted now. The Clock King consults his wrist watches.
NARRATION OVER:

NARRATION

Meanwhile up in the Wayne living room...

MINUTE MAN THREE

It won't be long now, Boss.

He and the other Minute Men grab the last pieces from the breakfront and shove them into the sacks.

CLOCK KING

(frowning)

Hmm! It took two minutes longer than I anticipated.

Cont.

141 Cont.

141
Cont.

He hurries toward the French doors, ahead of his men, gesturing to them impatiently.

CLOCK KING

Hurry, you dolts! Hurry!

MINUTE MAN THREE

Comin', Boss.

Flustered somewhat, the Minute Men hurry to the French doors, swinging their bulging sacks to their shoulders as they do so. The sack swung by dopey Minute Man Five slams against one jamb of the French doors. A secret alarm bell SOUNDS, clanging loudly.

142 INT. BATCAVE

142

Batman, in the act of taking out the punch cards, stops as he and Robin react to the SOUND of the alarm clanging in the Batcave. NARRATION OVER:

NARRATION

Meanwhile down in the Batcave...

BATMAN

The burglar alarm!

ROBIN

Somebody's broken into the house!

BATMAN

(dropping cards
back into slot)

Quick -- we'll cut off our intruder
at the front gate!

Batman and Robin hop into the Batmobile, snap on safety belts. Batman guns the motor, and the car roars forward.

143 EXT. BATCAVE ENTRANCE - DAY

143

The Batmobile charging out. Then it makes a turn, onto the road.

144 EXT. ROAD - DAY

144

Batmobile speeding up the road which leads around to the Wayne Manor grounds front gate.

- 145 EXT. MANOR FRONT GATE - DAY 145
- The Batmobile arrives just as the Clock King and his Minute Men are hastening with their loot to their waiting small truck parked across from the gate driveway.
- 146 REACTION SHOT - BATMAN AND ROBIN 146
- ROBIN
Holy Hijackers! The Clock King
and his Minute Men -- they've
robbed Wayne Manor!
- BATMAN
(aghast at this
effrontery)
The nerve of them!
- 147 REACTION SHOT - CLOCK KING AND MINUTE MEN 147
- CLOCK KING
(stunned)
The Dynamic Duo...alive!
- 148 WIDE SHOT 148
- Batman and Robin click off their safety belts, and hop out of the Batmobile...to the dismay of the Minute Men. The Clock King is still unable to believe what he sees.
- CLOCK KING
No! It can't be true! You're
dead! You have to be dead!
- ROBIN
Maybe we're living on borrowed
time, Clock King...
(a beat)
And now it's roundup time!
- Dynamic Duo charges into the crooks and a Donnybrook begins. Perhaps there are a couple of stone lions in front of the gates...or a stone deer or cupid on the grounds...which can serve as action props. The action, as well as SUPERED SOUND EFFECTS, at the director's discretion. QUICK PAN TO the road, where we see a non-classic vintage automobile chugging along.
- 149 CLOSER SHOT - THE VINTAGE CAR 149
- Aunt Harriet is at the wheel, happily driving along, a large cake box beside her on the front seat.

150 FULL SHOT

150

As Aunt Harriet's car starts to turn toward Wayne Manor driveway where the action-fight is taking place.

(Production Note: It is important that the combatants are placed properly. Clock King and Minute Men Eight are in the road, OUTSIDE the front gate. Batman and Robin are standing INSIDE the front gate, socking Minute Man Five and Three who are reeling back OUTSIDE the gate.)

151 REACTION SHOT - AUNT HARRIET

151

AUNT HARRIET
(horrorified)
Oh, my goodness!

She is so flustered that she throws up her hands in horror. The wheel now is out of control..

152 WIDE ANGLE SHOT

152

Aunt Harriet's car veers at an angle right between the combatants...thereby cutting off Batman and Robin from the Clock King and the Minute Men...and smacking right into the stone wall of the Manor Gate. SOUND EFFECTS.

153 INT. VINTAGE CAR

153

The impact stuns Aunt Harriet, and she slumps over the wheel. Make certain to show that Aunt Harriet wears a safety belt.

154 WIDE ANGLE SHOT - CLOCK KING AND MINUTE MEN

154

As they grin at the sight of Batman and Robin cut off from them...then wheel and hasten across the road to their getaway truck. They pile in, and it roars away.

155 TWO SHOT - BATMAN AND ROBIN

155

As the SOUND of the truck's motor is heard receding, Robin reacts...but Batman grimly starts to open the door of Aunt Harriet's car.

ROBIN
They're getting away.

BATMAN
Can't be helped now, Robin.
We've got to see to
Aunt Harriet first.

156 INT. VINTAGE CAR

156

The door open now, and Batman is reaching in to gently, carefully, push Aunt Harriet back from the wheel. Robin looks on worriedly.

ROBIN

Is...is she...?

BATMAN

Don't lose control, Robin.

Aunt Harriet lolls back, unconscious, against the car seat. Batman feels her wrist for a pulse beat as Robin watches anxiously. Batman slowly lets her wrist drop, and turns to look stony-faced at Robin.

ROBIN

She...she isn't...?

BATMAN

(reassuringly)

No, Robin. She's all right.
Just stunned a bit.

Robin lets out a big sigh of relief. Batman turns back to the car, and starts to unbuckle her safety strap.

BATMAN

(soberly)

However, it could have been worse if Aunt Harriet didn't have the good sense to install safety belts in her car.

(a beat)

We can all profit from this lesson in automotive safety, Robin.

ROBIN

(firmly agreeing)

That's right, Batman.

Batman reaches in, obviously about to lift Aunt Harriet from her car.

WIPE TO:

157 INT. WAYNE LIVING ROOM

157

Batman is looking thoughtfully at the tiny dart he holds gingerly between two fingers. Robin shakes his head as he looks at it. They turn as Alfred enters.

Cont.

157 Cont.

157
Cont.

BATMAN

How's Aunt Harriet now, Alfred?

ALFRED

Sleeping peacefully, sir. I
gave her a sedative, as you
suggested.

BATMAN

And you...how are you?

ALFRED

I'm quite recovered, thank you,
sir.

(a beat)

Although, I must admit that dart
accomplished the Clock King's evil
purpose.

Robin looks at the sacks of Paul Revere silver, abandoned
by the Minute Men, which now rest on the floor.

ROBIN

Not entirely, Alfred. He didn't
get away with the Paul Revere
silver.

BATMAN

I'm most glad of that, Robin.
That silver has been in our
family for many generations.

(then, purposefully)
purposefully)

Back to the Batcave, Robin.
We must see if the BatAnalyser
has come up with the lead to the
mysterious "Mr. Smith"...

ROBIN

(finishing)

And to the Clock King...
wherever he is now...

BAT SPIN TO:

158 EXT. HIGHWAY - DAY

158

The Clock King's getaway truck speeding along.

159 INT. CAB OF THE TRUCK

159

Minute Man Three is at the wheel, Clock King beside him.
The Clock King looks very miffed.

CLOCK KING

Batman! How could he have known
we'd strike at Wayne Manor?

MINUTE MAN THREE

Maybe he deduced it?

CLOCK KING

(impatiently)

Don't be idiotic! There was no
clue for him to follow up.

(a beat)

Well, one thing is certain...
he'll never be able to learn
where I'm going to strike next,
Never!

WIPE TO:

160 INT. BATCAVE

160

Batman and Robin poring over the punch cards.

ROBIN

How about this "Smith"?
Horatio Smith, the forger...

BATMAN

Impossible, Robin. He's serving
a jail term right now.

Robin disappointedly then checks another punch card.

ROBIN

Here's one... Martin Smith...alias
"Smitty" Smith...the safecracker.
According to the card, he was
released from Gotham State
Penitentiary a month ago.

BATMAN

(regretfully)

Read the rest of the data, Robin.
You'll see that "Smitty" Smith
was recently picked up for armed
robbery in a southern city. He's
now back pounding rocks in a
prison yard.

ROBIN

(musing)

I can just see him...Old
"Smitty" Smith...swinging a hammer
on a rockpile...

161 TWO SHOT - BATMAN AND ROBIN

161

Batman does a double take...then claps the startled
Boy Wonder on the back. Robin winces.

BATMAN

By George! I think you've got it.

Robin doesn't know what he's got, except possibly an
aching back. He can only stare, painfully, at Batman.

BATMAN

"Smitty...swinging a hammer"...
Of course! No wonder the
Clock King's men laughed when he
mentioned "Mr. Smith." The
Clock King was making a pun on
the word.

Cont.

161 Cont.

161
Cont.

Batman looks at the still-bewildered Boy Wonder.

BATMAN

Don't you understand it yet,
Robin?

(spelling it out)

A smith swings a hammer...in a
smithy!

ROBIN

You mean...

(he's got it)

Holy Horseshoes!

BATMAN

(grinning)

Exactly, Robin. "Mr. Smith" is a
blacksmith!

Robin's enthusiasm fades into puzzlement.

ROBIN

But what connection could there
be between a blacksmith and the
Clock King?

BATMAN

(musing)

A blacksmith...and a big clock
crime...Blacksmith...and a big
clock...

(breaking off

suddenly, staring)

Blacksmith...big clock...

ROBIN

The big Tower Clock in downtown
Gotham City!

(adding)

That has to be it! It's a
well-known Gotham City landmark.

162 CLOSEUP SHOT

162

A file drawer labeled "WELL-KNOWN GOTHAM CITY LANDMARKS."
Batman's hand is pulling the file drawer open, and then
extracts a drum of colored slides.

163 MED. SHOT - BATMAN AND ROBIN

163

Batman is dropping the slide drum into a nearby
projector, and nods at Robin...who flips a wall switch.
The Batcave's lights go out. Instantly, the projector

Cont.

163 Cont.

163
Cont.

flashes a picture on a pull-down screen. We see that the scene on the pull down screen is a medium-long shot of the city's great Tower Clock.

164 CLOSER SHOT - PICTURE ON SCREEN

164

The Tower Clock is on a mid-town building. It is indeed an unusual sight. It looks like one of those ornate medieval clocks one sees in Switzerland (from which, indeed, it has been copied). It has a great clock face, and above it, a peaked tower. The tower has a sort of revolving "stage" and when the clock strikes the hour (as we'll see later in story) life-size mechanical figures rotate into view. On this slide shot of the clock, we see the figure of a knight on horseback, the knight holding a lance.

165 BACK TO BATMAN AND ROBIN

165

BATMAN

Let's take a look at another view of the clock.

Batman punches a button on the projector, and another view replaces the previous one.

166 BACK TO CLOSE SHOT - THE SCREEN

166

This slide still-picture shows the interior of the Clock Tower, with its three mechanical figures on the round stage. One figure is that of a grey-bearded Father Time clad in toga, an hourglass dangling from a neck strap, a scythe in his hands. Part of the knight is seen, outside, on the part of the stage protruding into open air. The third figure is that of a muscular blacksmith, wearing leather apron, his hammer poised over an anvil. The blacksmith is in foreground, indicating it was closest to the camera that shot the still-picture.

ROBIN

(o.s.)

There he is! There's the blacksmith!

BATMAN

(o.s.)

Yes, Robin. And on the hour, that mechanical blacksmith brings his hammer down on the anvil... to strike the hour in time with the clock's bell.

167 TWO SHOT - BATMAN AND ROBIN

167

We see their faces in the light reflected from the screen and the projector.

BATMAN

(thoughtfully)

If you recall, Robin...the Clock King mentioned that "Mr. Smith" would be assisting his crime at exactly five o'clock...

ROBIN

I know what you're getting at. You figure the Clock King is going to put something on the anvil.

BATMAN

Right, Robin...something that will be triggered by the blow of the mechanical blacksmith's hammer...when it strikes five o'clock!

168 CLOSEUP - BATMAN

168

BATMAN

(concentrating)

Now we know there's nothing of real value inside the Clock Tower. Therefore the Clock King's real objective must be something facing the Clock Tower.

169 TWO SHOT - BATMAN AND ROBIN

169

BATMAN

Robin, let's see what just does face the Clock Tower!

170 ANOTHER ANGLE

170

Batman punches button again on the projector, and a new slide view replaces the previous one. This is a long view of the Tower Clock building, with other buildings around it. The only building nearby, on the same level with the Clock Tower...and facing it...has a rooftop heliport. Indeed, we see a helicopter over it, poised for a landing.

Cont.

170 Cont.

170
Cont.

ROBIN

Batman, the only building facing
the Clock Tower...and on the same
level with it...is that building
with a rooftop heliport!

BATMAN

We've pin-pointed it, Robin! The
heliport has to be the Clock King's
target!

(then)

Lights, Robin!

171 ANOTHER ANGLE

171

Robin flips wall switch, and the Batcave lights come on.

BATMAN

(switching off
projector)

Someone...or some thing of value,
is going to land on the heliport
at exactly five o'clock.

Batman reaches for the Batcave Batphone.

BATMAN

(lifting it off
cradle)

Maybe Police Commissioner Gordon
can provide us with the answer.

WIPE TO:

172 INT. COMMISSIONER GORDON'S OFFICE - DAY

172

Commissioner Gordon is speaking on Batphone, as he holds
a clip board on which are some papers.

COMMISSIONER GORDON

Five o'clock, Batman? Let me
see...

(consulting clip
board)

Yes...There is one due at that
time. A helicopter from the
Nuclear Laboratory of the
Gotham Institute of Technology.

Cont.

172 Cont.

172
Cont.

COMMISSIONER GORDON (Cont.)

(a beat)

The noted physicist,
Dr. Rolf Malcolm, will be on
board. He's delivering a "Cesium"
clock to the A.S.C. Corporation...
All very routine, of course.
We've taken no special precautions.

WIPE TO:

173 INT. BATCAVE

173

Batman on Batphone, very grim now.

BATMAN

A Cesium clock, you say. Thank
you very much, Commissioner.

He hastily cradles the phone. Robin starts to question
him, but Batman is now striding toward the Batmobile.

ROBIN

What's all that about a Cesium
clock?

BATMAN

There's no time for explanation
now, Robin. I'll tell you about
it on the way!

BAT SPIN TO:

- 174 EXT. GOTHAM CITY STREET - DAY 174
The Clock King truck pulling up before the Clock Tower building. The clock hands show that it is now twenty-eight minutes before five o'clock.
- 175 EXT. CLOCK TOWER SERVICE DOOR - DAY 175
The Clock King and Minute Men are pushing open a service door, and are about to enter. Minute Man Three carries a valise. Clock King carries that mysterious box noted previously in his hideout.
- 176 EXT. HIGHWAY - DAY 176
The Batmobile streaking like a shot along the highway.
- 177 INT. CLOCK TOWER BUILDING - DAY 177
In a hallway, the Clock King watches as his Minute Men finishing tying a gag around the head of a uniformed guard who is already bound, hand and foot. They start toward a steep flight of stairs...a sign on the wall reads: TO THE TOWER CLOCK. They start to climb the stairs.
- 178 EXT. HIGHWAY - DAY 178
Batmobile tearing around a curve. Just ahead is the nearing skyline of Gotham City.
- 179 INT. BATMOBILE COCKPIT 179
As Batman hunches grimly over the wheel, Robin can no longer restrain his curiosity.

ROBIN
(bursting out)
Holy Cliffhangers! This suspense is killing me! What's a Cesium clock?!!

BATMAN
It's a super-accurate, true-time clock... Unlike the usual windup or electrical clock, a Cesium clock is regulated by controlled atomic energy.

Robin is properly impressed, and Batman goes on to explain.

BATMAN
Cesium clocks have many uses...Especially to regulate satellite tracking and space probes!

Robin is too awed to speak.

BATMAN

Not long ago, I read something about the A.S.C. Corporation...the Amalgamated Satellite Communications Corporation...

Batman yanking on the wheel, to suggest he is making a sharp turn.

BATMAN

A.S.C. is going to launch a new multi-channel communications satellite next month...so they bought a Cesium clock for their satellite tracking facilities...

(a beat)

The very same Cesium clock that's being delivered by helicopter at five o'clock today!

Robin lets that startling fact sink in, then looks puzzled again.

ROBIN

Buy why would the Clock King want to steal a Cesium clock? What use would it be to him?

BATMAN

I suspect the Clock King intends to grab the clock...and hold up the A.S.C Corporation for ransom!

(a beat)

You see, Robin, a Cesium clock costs about half a million dollars!

Robin's startled reaction is very understandable.

ROBIN

Half a million...Holy Moneybags!

180 EXT. BATMOBILE

180

As it roars along, and starts to enter the environs of Gotham City.

BAT SPIN TO:

181 INT. CLOCK TOWER - DAY

181

A door is pushed open, and the Clock King and Minute Men enter the clock tower. The Minute Men stare in awe at the silent, unmoving mechanical figures.

Cont.

181 Cont.

181
Cont.

Just overhead, hang the clock weights that regulate the clock's great gears. The gears protrude somewhat up in the center of the tower, within the bagel-shaped "stage"...

CLOCK KING

Get the uniforms out. We have just twenty-one minutes for this entire operation.

The Clock King crosses to the figure of the blacksmith and places the box on the anvil...the X-marked side of the box facing outward, toward the heliport across the street.

182 GROUP SHOT

182

Minute Man Three has opened the valise and is taking out the folded uniforms. Minute Man Five takes one, and holds it out, unfolded now, and we can plainly see the initials A.S.C. on it.

CLOCK KING

(calling for attention)

All right...now I'll go over the plan once again so there won't be any mistakes...

(carefully spelling it out)

Those A.S.C. Corporation uniforms, and forged credentials, will get us up to the heliport. We'll simply tell the heliport personnel, that A.S.C. sent us over to supervise the unloading of the Cesium clock.

The Clock King indicates the blacksmith, anvil and box.

CLOCK KING

Then, at exactly five o'clock, when the clock strikes the hour...that hammer will come down on the box.

(a beat)

The impact will trigger the mechanism inside the box...the side of the box marked with an "X"...will flip open...and the mechanism will hurl a knockout-gas bomb across to the heliport roof.

The Minute Men grin as the Clock King continues. They've all been listening, and haven't donned those uniforms yet.

Cont.

182 Cont.

182
Cont.

CLOCK KING
Everyone will be rendered unconscious
by the gas...Everyone but us, because
we'll already have put on gas masks...

183 CLOSEUP - CLOCK KING

183

He smiles smugly as he finishes his briefing.

CLOCK KING
...then we'll pile into the helicopter,
and I'll fly it, and the Cesium clock,
to our hideout.
(breaking into triumphant laughter)
Ha! Ha! When the hammer strikes -- the Clock
King strikes! Ha! Ha! Another perfect-
time crime!

Clock King's face suddenly registers mingled dismay
and amazement, as a VOICE is heard.

BATMAN
(o.s.)
Robin, it seems we got here in the nick
of time!

184 ANGLE SHOT

184

From the Clock King in f.g., as he whirls to stare
at the figures of Batman and Robin charging in from
the open tower door.

ROBIN
Yeah...we made a timely entrance, Batman...
And now it's curtain time for the Clock
King!

185 WIDE ANGLE SHOT - AND VARIOUS SHOTS

185

A wild, sprawling fight erupts in the clock tower.

(TO BE REWRITTEN FOR SPECIFIC FIGHT ACTION)

Cont.

HIGHLIGHTS: A Minute Man whips out a gun, levels it at Batman -- but the Caped Crusader scoops the box off the anvil, and hurls it at the Minute Man's midriff -- the shot goes wild -- the bullet hits a lever within the clockworks, and jars the delicately balanced mechanism -- the circular stage starts moving before the hour is up.

As the stage rotates, the mechanical figures are animated.

Another Minute Man tries to jab Robin, who ducks under the oncoming fist -- Robin returns the punch -- and sends the Minute Man sprawling so that he sags over the anvil -- he starts to recover, but the mechanical blacksmith brings his hammer down -- BONK! -- and the Minute Man is kayoed cold.

Robin whirls and flips another oncoming Minute Man with a Judo toss -- and when the dazed thug rises to his knees, the moving knight on horseback rides near -- the knight's mechanical arm thrusts the lance through the cloth of the Minute Man's sweater -- the lance lifts up -- and as the stage revolves, the helpless, wriggling thug is carried about as though on a merry-go-round.

The desperate Clock King starts to level a revolver at Batman -- but Batman leaps up, grabbing one of the clock weights dangling from the vaulted roof of the tower -- Batman swings out on the weight's chain -- his feet drive into the Clock King's chest -- the Clock King reels back -- back toward the moving figure of Father Time -- Father Time's scythe hooks up, neatly slicing through the Clock King's pants belt -- the Clock King's pants drop -- revealing that he is wearing wild undershorts covered with clock designs.

Batman looses his grip on the weight's chain -- and alights right in front of the Clock King -- Batman's knotted fist whistles forward, landing flush on the Clock King's chin -- and the Clock King drops, inert.

186 WIDE ANGLE SHOT

186

Batman and Robin looking around at the beaten bandits. Robin hears the SOUND of the tower bell tolling the hour.

Cont.

186 Cont.

186
Cont.

ROBIN

Five o'clock! Not bad timing, eh, Batman?
We finished just as the clock bell is tolling
the hour.

BATMAN

Yes, Robin...and it is tolling the end of
the Clock King's crimes!

BAT SPIN TO:

187 INT. COMMISSIONER GORDON'S OFFICE - DAY

187

Batman and Robin are acknowledging the admiration of
Commissioner Gordon and Chief O'Hara

CHIEF O'HARA

A great job, Batman...I couldn't have
done better myself!

BATMAN

Thank you, Chief O'Hara. That is high
praise, indeed.

Commissioner Gordon gives Chief O'Hara a withering
look. Chief O'Hara shuts up, looking quite
uncomfortable. Then Commissioner Gordon turns back
to the Dynamic Duo.

COMMISSIONER GORDON

You and the Boy Wonder deserve a great
deal of credit. Thanks to you, the Clock
King is behind bars, at last...

(then, righteously)

And high time, too!

BATMAN

I agree, Commissioner...And I find it
most fitting that the Clock King, who
~~made time~~ serve his crimes should now be
~~made to~~ serve time...in prison.

There is a pregnant silence as Gordon, O'Hara, and
Robin let this great philosophical comment sink in.
CAMERA HOLDS on the group, as we...

FADE OUT

END OF PART TWO

TAG

FADE IN

188

INT. WAYNE MANOR DINING ROOM - NIGHT

188

Bruce and Dick are seated at the dining table, having just finished a late supper. Dick leans back, patting his stomach gently as Alfred fills his glass again with milk. Aunt Harriet is starting to rise from the table, and smiles at Dick and Bruce.

AUNT HARRIET

My! You two certainly cleaned off your plates in a hurry.

DICK

All that exercise gives a guy an appetite, Aunt Harriet.

AUNT HARRIET

(puzzled)

Exercise...?

(brightening)

Oh, of course...all that fishing you were planning to do.

DICK

(seizing the opportunity)

Yes, Aunt Harriet...all that fishing.

ALFRED

(smoothly)

I trust you caught a big one today?

BRUCE

(loaded with meaning)

Indeed, Alfred. We caught quite a big one.

Aunt Harriet, meanwhile, has gone to the nearby pantry and is coming back now with a large birthday cake, its candles glowing.

189

ANOTHER ANGLE - FAVOR BRUCE

189

He is seemingly astonished as the others ad-lib birthday greetings to him all at once.

Cont.

189 Cont.

189
Cont.

BRUCE
(pretending like mad)
Well...what a wonderful surprise!
Thank you...all of you!

Aunt Harriet places the cake on the table, but she looks somewhat unhappy, despite the festive occasion. She fights back her tears.

AUNT HARRIET
Oh, Bruce, I bought you such a nice birthday gift. But that ~~terrible~~ Clock King spoiled it...

190 GROUP SHOT - FAVOR ALFRED

190

He's the ever perfect butler. He gives Aunt Harriet a small, reassuring smile.

ALFRED
(discreetly)
Not quite, Mrs. Cooper. I removed the tiny figurine of the musket-bearing Minute Man from the clock you purchased as a gift for Mr. Wayne. I assure you, the clock works perfectly now.

AUNT HARRIET
(protesting mildly)
But Alfred...it was that little figure popping out of the clock on the hour... it made the clock so...so clever...

ALFRED
I took the liberty of replacing that figure with other figurines I purchased in a shop today...
(a beat)
If you will wait one moment, please...

Alfred turns and leaves the dining room.

191 TWO SHOT - BRUCE AND DICK

191

staring at each other, wondering what Alfred is up to.

192 AS BEFORE - ALFRED FEATURED

192

Alfred returns, carefully holding the colonial clock. He sets it down on the table, as his mystified observers look at it. The clock hands show seven-thirty.

Cont.

192 Cont.

192
Cont.

ALFRED

The little figures I purchased are only plastic, of course. But I think you'll find them most appropriate to the situation.

He opens the glass cover over the clock face, and looks at Bruce.

ALFRED

May I demonstrate, sir?

BRUCE

Of course, Alfred...

With one finger, Alfred moves the clock's minute hand up, so that it is now on the hour. The clock has been thus artificially moved ahead so that now it will chime. It starts to do so, and the little colonial house's door opens, and out pop two tiny, plastic figurines...of Batman and Robin! CAMERA PROVIDES CLOSEUP.

(Production Note: These little figures, about three or four inches high, are being sold just about anywhere... Woolworth's....drugstores, etc. Should present no problem, although a full-color paint job makes them look better.)

193 TIGHT GROUP SHOT

193

AUNT HARRIET

(exclaiming)

Why...they're Batman and Robin!

(delighted)

How clever of you, Alfred...

(to Bruce)

Wasn't that clever of Alfred, Bruce?

BRUCE

Uh, why, yes...Aunt Harriet. Very clever.

Alfred smiles a small smile at Bruce.

ALFRED

I hope you don't object, sir, but I thought the sight of "Batman" and "Robin" and a clock would be a timely reminder of this most eventful day.

Bruce returns the smile knowingly. Aunt Harriet smiles blissfully, unaware of the undercurrents and hidden meanings... as Bruce and Dick smile at each other...then turn their heads to look back at the clock.

194 CLOSEUP - THE CLOCK

194

It has finished chiming. The tiny figures are being moved by the machinery back into the house and the door is closing. CAMERA HOLDS ON CLOCK as we:

FADE OUT

THE END