

12/22
FINAL

BATMAN

THE CLOCK KING'S CRAZY CRIMES

BY

**BILL FINGER
AND
CHARLES SINCLAIR**

EXECUTIVE PRODUCER

WILLIAM DOZIER

PRODUCER

HOWIE HORWITZ

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BATMAN

"THE CLOCK KING'S CRAZY CRIMES"

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CAST LIST

	<u>PART</u>
BATMAN	1 and 2
BRUCE	1 and 2
ROBIN	1 and 2
DICK	1 and 2
ALFRED	1 and 2
AUNT HARRIET	1 and 2
COMMISSIONER GORDON	1 and 2
CHIEF O'HARA	1 and 2
HARRY HUMMERT (Jeweler)	1
MRS. FRONTENAC (Matron)	1
SHOP ASSISTANT (Young Man)	1
CLOCK KING (The Heavy)	1 and 2
MILLIE SECOND (Heavy's Girl)	1 and 2
SECOND HAND THREE (Henchman, lines)	1 and 2
SECOND HAND FIVE (Henchman, no lines)	1 and 2
SECOND HAND EIGHT (Henchman, no lines)	1 and 2
FORBES (Jolly TV Announcer)	1
BENSON PARKHURST (Art Dealer)	1
CAR HOP AT DRIVE-IN (Very Cute)	1
BOY AND GIRL AT DRIVE-IN	1
EXTRAS AT SHOP, ART GALLERY AND DRIVE-IN	1

SET LIST

INTERIORS:

HUMMERT'S JEWELRY STORE
CLOCK KING'S HIDE-OUT AND TV MONITOR ROOM
COMMISSIONER GORDON'S OFFICE
BRUCE'S STUDY, WAYNE MANOR
GYMNASIUM, WAYNE MANOR
BATCAVE
PARKHURST ART GALLERY
STRONGROOM AT PARKHURST'S GALLERY
DESERTED LOFT BUILDING
WAYNE MANOR LIVING ROOM AND DINING ROOM
CAB OF SMALL TRUCK
HALLWAY IN CLOCK TOWER BUILDING
CLOCK TOWER AND CLOCK MACHINERY

EXTERIORS:

FRONT OF HUMMERT'S JEWELRY STORE
DOWNTOWN CITY STREET NEAR STORE
ROADS NEAR WAYNE MANOR
BATMOBILE COCKPIT (Various Angles)
ANOTHER DOWNTOWN STREET
LARGE PLEXIGLAS HOUR-GLASS
FRONT GATE AND DRIVEWAY, WAYNE MANOR
CITY STREETS (Various Angles)
ENTRANCE AND PARKING AREA OF DRIVE-IN RESTAURANT
SHABBY LOFT BUILDING, NEARBY STREET AND ALLEY

"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 society 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.

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...

(suavely
businesslike)

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
a lighted on-the-air-type sign which reads "VIDEO VICTIM"
His hands rest on a console of push buttons and controls
for the monitors.

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.

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

CLOCK KING

Calling Second Hands. Control calling Second Hands.

WHIP PAN TO:

6 OUT

6

7 INT. TRUCK - DAY

7

Inside the truck are three SECOND HANDS. Each wears a small black domino mask, dark sweater, dark pants. The front of each sweater has a bold clock face on it in white. 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.

INTERCUT:

8 SECOND HAND THREE AND CLOCK KING

8

SECOND HAND THREE

Number Three to Control. Reading you...

CLOCK KING

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

Cont.

8 Cont.

8
Cont.

SECOND HAND THREE

We're wound up and ready, Control.

CLOCK KING

Stand by, Second Hands...

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.

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. 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 Second Hands 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.

WHIP PAN TO:

13 OUT 13

14 INT. GORDON'S OFFICE - CLOSE SHOT 14

COMMISSIONER GORDON is at his desk, holding a phone and wearing a horrified expression.

COMMISSIONER GORDON
Hummert's? Robbed? Broad daylight?

15 ANOTHER ANGLE 15

Through the office door barges CHIEF O'HARA. Commissioner 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 knockout gas used by the criminals came from an antique clock!

CHIEF O'HARA
Then it's himself! That cunning crook who uses time for crime -- the Clock King.

COMMISSIONER GORDON
I fear we're in over our heads, Chief O'Hara. 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:

Cont.

16 Cont.

16
Cont.

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
arrange for his presence.

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 from a nearby chair. Aunt Harriet rises
to her feet.

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. Suppose
some strange man should try to
flirt with you...

AUNT HARRIET

(giggling)
Now, Dick...

DICK

(rising)
Here's all you'd have to do...

18 TWO SHOT - DICK AND HARRIET

18

Her back is to CAMERA. Dick takes Aunt Harriet's hands,
positioning them for a toss.

DICK

Now...Put one 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

Dick gets up, rubbing his backside, thunderstruck.

AUNT HARRIET

I should confess. When I was...
er, a bit younger, I took a vaca-
tion on a ship cruising the Pacific...
And there was this nice Japanese
gentleman aboard...Captain of his
Olympic team...

(remembering)

Well,..he wanted to learn shuffle-
board, so we made a trade and he
taught me judo.

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. There's a
gentleman on the phone...with
some news about the special
fishing line you wanted.

BAT SPIN TO:

22 INT. BRUCE'S STUDY

22

Bruce is speaking on the Hot Line. Dick nearby.

BRUCE

I quite agree, Comissioner Gordon.
From what you tell me, the
robbery at Hummert's clearly
indicates the modus operandi
of the Clock King!

Bruce cradles the Batphone, and turns to Dick.

BRUCE

To the Batpoles!

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. EPISODE TITLES OVER.

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 go directly to Hummert's. I want to know just how he acquired that strange clock.

26 LONG SHOT - BATMOBILE 26

as it streaks along.

27 INT. CLOCK KING'S HIDE-OUT 27

CAMERA IN CLOSE SHOT OF 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!

Millie leans over his shoulder.

MILLIE

Just look at all those goodies.
You're 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.

Cont.

27 Cont.

27
Cont.

CLOCK KING (Cont.)
(tapping his forehead)
Thinking...every minute...every
second...thinking.

28 INT. OF HIDE-OUT - FULL SHOT

28

Now, for the first time, we get a fairly complete view of the Clock King's hide-out. To one side are the TV monitors and control console. 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 Second Hands.

CLOCK KING
Men...you've done well. I'm
proud of you.

SECOND HAND THREE
Chee...T'anks, Boss.

SECOND HAND 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.

CLOCK KING
Zero minus five seconds...four...
three...

(He continues this count down to zero.)

30 GROUP SHOT

30

The others meanwhile exchange hasty, significant glances. Millie sighs.

SECOND HAND THREE
Here it comes again...

Cont.

30 Cont.

30
Cont.

With sure movements born of habit, the Second Hands 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 hide-out 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 Second Hands, Millie and Clock King. Only the latter enjoys it, and he wears a beautiful smile on his face.

32 BACK TO GROUP SHOT - CLOCK KING FEATURED

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.

CLOCK KING

Lovely...lovely...an exquisite,
exciting, rhapsody of sound.
Millie...back to your dusting.
Second Hands...we have work
to do.

BAT SPIN TO:

33- OUT
45OUT 33-
45

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
Parkhurst Gallery. I usually go
there once a week...every Wednesday,
in fact. Benson Parkhurst is an
old friend of mine...

Cont.

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 Parkhurst Gallery.

47 EXT. STREET BEFORE HUMMERT'S - DAY

47

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

48 INT. CLOCK KING HIDE-OUT - DAY

48

The Second Hands 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.

SECOND HAND 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.

48 Cont.

48
Cont.

CLOCK KING (Cont.)

(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 Second Hands glance at him worriedly.

SECOND HAND 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 those flat
footprints in the sands of time...
those shadows on the sundial of
true criminal genius...

(smiles, evil)

However...if Batman and the
Boy Blunder should attempt to
interfere in my plans, they'll
find they're just in time to
count their final seconds. And
when they do...

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

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 the director's office of a well-to-do art gallery, handsomely furnished with French antiques. We hold on Batman and Robin who are talking to the gallery's owner, MR. BENSON PARKHURST, a distinguished man in his fifties, seated at an antique desk.

51 CLOSER SHOT - GROUP

51

PARKHURST

I'll be glad to help you in any way, Batman...things are a little hectic here today...

(with distaste)

We're getting ready upstairs for our first "Pop Art" show. I suppose it's a form of progress...

BATMAN

We'll try not to detain you, Mr. Parkhurst.

(then)

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

PARKHURST

I'll have to consult our auction book for that day...

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

PARKHURST

Ah! Here it is. Now I remember him. Yes...he was heavy-set, with a white beard. 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!

Cont.

51 Cont.

51
Cont.

PARKHURST

(awed)

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

BATMAN

(modestly)

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

(beat, then)

Robin, we must be on our way.
We'll have to find a lead to
Clock King's next dastardly move...
something that'll tell us where
Clock King will strike next!!

As they start out --

52 CLOSEUP - MAN'S WRIST WATCH - DAY

52

The hands read ten minutes of two. 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 paintings, sculptures, etc., in the "Pop"
art vein. Forbes continues at his mike. Parkhurst enters
nearby.

FORBES

For many years, the Parkhurst Galleries
have been known for their exhibitions
and auctions of art that has 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!

53 Cont.

53
Cont.

FORBES (Cont.)

(looks o.s.)

Wait a minute....

54 ANOTHER ANGLE IN GALLERY - DOORWAY FEATURED

54

Clock King and his Second Hands 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 stooges 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!

He gestures sneeringly at the other exhibits, especially a large "Pop" painting of Batman and Robin, if possible.

CLOCK KING

Inferior! All definitely inferior!

PARKHURST

And just who are you, sir?

Cont.

55 Cont.

55
Cont.

CLOCK KING

I am Progress Pigment...the king
of Pop Art, and apostle of its
culture!

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"!

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.

58 EXT. GOTHAM CITY STREET - DAY

58

as the Batmobile cruises along, then stops for traffic light.

59 CLOSER SHOT - BATMOBILE COCKPIT 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!

Cont.

63 Cont.

63
Cont.

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, comes over to take their orders.

CAR HOP
May I take your orders, Batman
and Robin?

ROBIN
Hamburgers, medium-rare.

CAR HOP
May I recommend... "Batburgers"?

The Dynamic Duo exchange a glance.

BATMAN
(puzzled)
"Batburgers"?

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!"

66 ANOTHER ANGLE - BATMAN, ROBIN AND CAR HOP

66

BATMAN
I'm 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.

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.

Cont.

67 Cont.

67
Cont.

PARKHURST

Get that 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 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.

Cont.

72 Cont.

72
Cont.

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

BATMAN

Turn on the Batscope, Robin.
Let's see what's on the
"Gotham City TV News Report."

73 INT. BATMOBILE COCKPIT - ANOTHER ANGLE

73

Robin presses a button marked "BATSCOPE" 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.)

There it is, folks...an uninvited entry, here at the Parkhurst Galleries... 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."

74 TWO SHOT - BATMAN AND ROBIN

74

They stare at each other.

ROBIN

"Time Out of Joint"? Time?
Do you suppose...?

BATMAN

If only we had a closer look at him...

75 CLOSEUP - TV SCREEN

75

FORBES' VOICE

(o.s.)

We're going to bring Progress Pigment in for a closer look. I want all you folks to see 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 another 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 trans-
mit a normal 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 OUT 82

83 BACK TO TWO SHOT 83

BATMAN
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, miss.

CAR HOP

(almost wailing)
But you didn't finish your
Batburgers!

BATMAN

Business before pleasure.
However, please give our
compliments to the chef.

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

BAT SPIN TO:

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 henchmen nearby.

CLOCK KING

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 Second Hands now remove the " earmuffs " and shed their artist smocks, assuming their real identities.

SECOND HAND THREE

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

CLOCK KING

Naturally! They've been stunned into unconsciousness by the vibrations of supersonic sound! Now, 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 lock around. In the room are many old and modern masters...including a large oil painting by Salvador Dali of a surrealist scene, full of melting watches. Note from H.H. - "Call Jack Briggs to order a print from museum. No one will know difference. Any Dali clock or watch painting. There are several."

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 Second Hands... It's time to go.

93 INT. GALLERY - DAY

93

The Second Hands 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, Men! I'll give a bonus to
the first one 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 Second Hands.

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. He seems to
have hurt his wrist, for he massages it gingerly. This
is the wrist bearing his three watches. He is now along-
side 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

I seem to have strained my wrist...
Just give me a moment...

A-97 INSERT CLOSEUP

A-97

Clock King's wrist. One of the watches "accidentally" falls to the floor.

B-97 BACK TO SCENE

B-97

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

CLOCK KING

...a moment to touch my counterattack activator!

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 are now coiled 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 Second Hands, 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!

SECOND HAND 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

Men...it's time to leave!

He picks up the framed Dali painting. He and the Second Hands 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 BOINGGG, the coils fly up over his head. 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

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

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

101 CLOSER SHOT - BATMAN

101

He suddenly notes something shiny on the floor.
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

He must have accidentally loosened
the strap when he massaged his
sprained wrist...and it fell off
later!

BATMAN

(examining watch)

Hmmmm. I see it is not the sealed
type.

(urgently)

Quick, Robin...to the Batcave. I
want to examine this watch...
carefully!

BAT SPIN TO:

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

So that's why watches have to be cleaned from time to time.

BATMAN

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

They turn to a formidable-looking piece of scientific apparatus. Batman puts a dust sample on a small "carrier" and turns on the machine. It buzzes, lights flash, etc. Then, a printed card pops out of a slot.

BATMAN

Hmmmm. 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?

Cont.

104 Cont.

104
Cont.

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!

105 OUTOUT

105

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.

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

Cont.

107 Cont.

107
Cont.

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!

The Second Hands, moving quietly, glide out from the shadows toward our heroes. They raise special gas pistols ...fire...and drop the Dynamic Duo.

BAT SPIN TO:

112 CLOSE TWO SHOT - BATMAN AND ROBIN 112

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 Second Hands 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.

A-113 INSERT CLOSEUP A-113

Utility Belts on table nearby.

B-113 BACK TO CLOCK KING B-113

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

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. I knew you'd find it...analyze the dust...and walk right into a trap I've had ready and waiting for you!!

117 CLOSE SHOT - CLOCK KING

117

CLOCK KING

(gloating)

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 SECOND HANDS

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 Second Hands)

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.

The Second Hands 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"THE CLOCK KING GETS CROWNED"

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) | "SECOND HANDS...IN A SPLIT-SECOND ROBBERY!" | Second Hands 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 Second Hands. |
| (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) "...MEANWHILE, THE SANDS OF Duo worriedly see sand level
TIME POUR DOWN WITH RELENTLESS rising.
FORCE!"

IS THIS TO BE THE CAPED CRUSADERS' FINAL
ADVENTURE? IN A MOMENT, WE'LL COME
FACE TO FACE WITH THE MOMENT OF
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. Action continues, silent, with TITLES and CREDITS over the Dynamic Duo's struggle.

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 air-
tight! 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.

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

Cont.

122 Cont.

122
Cont.

hourglass. Then...Batman does the same on the other side of the hourglass. 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 rolls out of FRAME. There is a huge crash, o.s., as the glass shatters into large shards.

125 MED. CLOSE SHOT - DYNAMIC DUO

125

Batman and Robin picking themselves up from the now-broken 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 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 Second Hands bring out folded uniforms...folded so that we cannot guess the use they will be put to.

CLOCK KING

Uniforms?

SECOND HAND 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 men)

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

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

SECOND HAND THREE

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

Suddenly, the 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.

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.

131 INT. CLOCK KING HIDE-OUT - DAY

131

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

SECOND HAND 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.

SECOND HAND THREE

(admiringly)

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

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!

She EXITS.

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.

SECOND HAND THREE

(protesting)

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

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.

Cont.

133 Cont.

133
Cont.

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!

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 gas jet at Alfred's face. 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 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 gas 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 break front housing gleaming Paul Revere silver. His 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:

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

The Second Hands fill sacks with Paul Revere 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:

Cont.

140 Cont.

140
Cont.

NARRATION

Meanwhile, down in the Batcave...

ROBIN

It won't be long now, Batman.

141 INT. WAYNE LIVING ROOM - DAY

141

Second Hands are stuffing the final pieces of silver into their bulging sacks. The break front is almost depleted now. The Clock King consults his two wrist watches. NARRATION OVER:

NARRATION

Meanwhile, up in the Wayne living room...

SECOND HAND THREE

It won't be long now, Boss.

He and the other Second Hands grab the last pieces from the break front and shove them into the sacks.

CLOCK KING

(frowning)

Hmm! It took two minutes longer than I anticipated.

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

CLOCK KING

Hurry, you dolts! Hurry!

SECOND HAND THREE

Comin', Boss.

Flustered somewhat, the Second Hands hurry to the French doors, swinging their bulging sacks to their shoulders as they do so. The sack swung by Second Hand 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...

Cont.

142 Cont.

142
Cont.

BATMAN

The burglar alarm!

ROBIN

Somebody's broken into the house!

BATMAN

(dropping cards)

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
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 Second Hands -- they've
robbed Wayne Manor!

BATMAN

(aghast at this
effrontery)The nerve of them!

147 REACTION SHOT - CLOCK KING AND SECOND HANDS

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 Second Hands.
The Clock King is still unable to believe what he sees.

148 Cont.

148
Cont.

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 cast-iron deer or furniture 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 ordinary automobile chugging along.

149 CLOSER SHOT - THE CAR

149

Aunt Harriet is at the wheel, happily driving along, a large cake box beside her on the front seat. Her safety belt is strapped on.

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 Second Hand Eight are in the road, OUTSIDE the front gate. Batman and Robin are standing INSIDE the front gate, socking Second Hands 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 Second Hands...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 SECOND HANDS 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.

Cont.

156 Cont.

156
Cont.

BATMAN

(soberly)

However, it could have been worse
if Aunt Harriet didn't have the
good sense to fasten her safety
belt!

(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.

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
mechanical device accomplished
the Clock King's evil purpose.

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

ROBIN

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

Cont.

157 Cont.

157
Cont.

BATMAN

I'm most glad of that, Robin.
That silver has been in our
family for many generations.
(then, 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 OUTOUT 158

159 INT. CAB OF THE TRUCK

159

Second Hand 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?

SECOND HAND 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"?
"Edgar-the-Engraver" Smith,
the forger or... "Sable Sam"
Smith, who specializes in
stealing valuable furs.

BATMAN
Impossible, Robin. They're
serving a jail term right now.
And so is "Sticky Fingers" Smith,
the noted jewel thief.

Robin disappointedly then checks another punch card.

ROBIN
Here's one... Gilbraltar Smith...
alias "Smitty" Smith... the safe-
cracker. According to the card, he was
released from Gotham State Penitentiary
a month ago. Maybe he's "Mr. Smith"...

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... He used to be a
swinger on the safe-and-lock circuit.
Now he's 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.

Cont.

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.

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.

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 lights go out. Instantly, the projector 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.
(H.H. NOTE - Adjust to clock we have and stock clock tower from "Bookworm".)

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 f.g., 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)

Clock King mentioned that "Mr. Smith" would be assisting his crime at exactly five o'clock...Possibly, he's going to put something on the anvil...Something that will be triggered by the blow of the mechanical blacksmith's hammer...when it strikes five! Therefore the Clock King's real objective must be something facing the Clock Tower.

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 the 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.

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!

168- OUT
170

OUT 168-
170

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.

Cont.

171 Cont.

171
Cont.

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.
(a beat)
The noted physicists Dr. Rolf Malcolm
and Dr. Herbert Simonoff will be on
board. They're delivering a "Cesium"
clock to the A.S.C. Corporation...
All very routine, of course. We've
taken no special precautions.

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)

Holly 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...

Cont.

179 Cont.

179
Cont.

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

But 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

Second Hand Three has opened the valise and is taking out the folded uniforms. Second Hand 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)

Now...I'll go over the plan again...
(carefully spelling
it out)

Those A.S.C. Corporation uniforms,
and forged credentials, will convince
the heliport personnel that we're to
supervise the unloading of the
Cesium Clock.

The Clock King indicates the blacksmith, anvil and box.

CLOCK KING

Then, exactly five o'clock, when
the clock strikes the hour...that
hammer will come down on the box.
(a beat)

The impact will trigger a mechanism
inside that will hurl a knockout gas
bomb across the heliport.

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

CLOCK KING

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

183 CLOSEUP - CLOCK KING

He smiles smugly as he finishes his briefing.

CLOCK KING

...then we'll fly the helicopter and the Cesium Clock to our hideout.

(breaks 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

185

As the charging Duo nears the Blacksmith, Second Hand Five whips out a gun, and starts to level it at Batman. Robin shouts a warning to Batman.

ROBIN

Batman! Look out! -- His gun!

186 INSERT SHOT - BATMAN'S HANDS

186

as they swiftly scoop the box off the anvil.

187 BATMAN AND SECOND HAND FIVE

187

Batman hurls the box into Second Hand Five's midriff, knocking the wind out of the thug. SUPER TITLE: "OOF!"

188 ANGLE SHOT

188

Second Hand Five clutches at his midriff. Pained, his convulsive hand triggers the gun...and, of course, the shot goes wild...the bullet hitting, and caroming from a lever within the clockworks. SOUND EFFECTS "SPANNG".

8641

The impact shifts the delicately balanced lever.

189 WIDE ANGLE SHOT

189

The circular stage starts to move before the hour is up.
SOUND EFFECTS: the grinding of gears.

ROBIN

(aghast)

Holy Merry-go-round! That wild
shot has started the clockworks
moving!

Everyone is shocked that the entire circular stage is
moving. But the Clock King recovers first, and screams
at his two surviving henchmen, Second Hands Eight and Three.

CLOCK KING

Get them! Get them before they
get you!

190 ROBIN AND SECOND HAND EIGHT

190

Second Hand Eight swings, but Robin ducks and counters
with a hard punch that sends the thug sprawling over
the blacksmith's anvil. The thug starts to struggle up,
but the mechanical Blacksmith brings his hammer down,
kayoiing the thug. SUPER TITLE: "BONK!"

191 ROBIN AND SECOND HAND THREE

191

Robin whirls just in time, as Second Hand Three charges
at him. Robin flips him with a judo toss...so that when
the hoodlum rises to his knees, dazed, the moving Knight
on horseback rides near. The mechanical Knight's lance
thrusts forward...right through his sweater. The lance
then lifts, and the helpless, wriggling hoodlum is
carried about, squawking, as though on a merry-go-round.

SECOND HAND THREE

Halp! Halp!

192 WIDE ANGLE SHOT

192

Now, as Batman and Robin stalk him, the desperate
Clock King starts to yank a revolver from his pocket.
Seeing this, Batman leaps up, grabbing one of the clock
weights dangling via a chain from the tower's vaulted
roof.

Batman swings out on the chain, and his feet drive the
Clock King back...near the mechanical figure of
Father Time.

193 CLOCK KING AND "FATHER TIME"

193

The scythe of Father Time 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.

193 Cont.

ROBIN

Wow! Dig those crazy shorts!

193
Cont.

194 BATMAN AND CLOCK KING

194

Batman steps into FRAME, and as the Clock King can't retreat because of his pants tangling his ankles, he can only take Batman's knotted fist that lands flush on his chin. SUPER TITLE: "POW!"

195 WIDE ANGLE SHOT

195

Batman and Robin looking around at the beaten bandits, the Clock King lying inert at their feet. Then Robin hears the SOUND of the tower bell tolling the hour.

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:

196 INT. COMMISSIONER GORDON'S OFFICE - DAY

196

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! No pun intended, Batman.

X

Cont.

196 Cont.

BATMAN

That's okay, 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.

196
Cont.
X

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

197

INT. WAYNE MANOR DINING ROOM - NIGHT

197

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 rising, smiles at Dick and Bruce.

AUNT HARRIET

My! You two cleaned your plates
in a hurry.

DICK

Exercise gives a guy an appetite,
Aunt Harriet.

AUNT HARRIET

(puzzled)
Exercise...?
(brightening)
Oh, of course...all that fishing
you did.

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 set a large birthday cake on the table. Bruce is seemingly astonished as the others ad-lib birthday greetings to him all at once.

BRUCE

(pretending like
mad)
Well...what a wonderful surprise!

Aunt Harriet looks somewhat unhappy, despite the festive occasion.

AUNT HARRIET

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

Cont.

197 Cont.

197
Cont.

ALFRED

(discreetly)

Not quite, Mrs. Cooper. I took
the liberty of replacing the clock's
tiny figure with other figurines
I purchased in a shop today...

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

ALFRED

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

He opens the glass cover over the clock face, and with one
finger, moves the clock's minute hand up, so that it is now
on the hour and 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.)

198

TIGHT GROUP SHOT

198

AUNT HARRIET

(exclaiming)

Why...they're Batman and Robin!

(delighted)

How clever of you, Alfred...

(to Bruce)

Wan't that clever of Alfred, Bruce?

BRUCE

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

Alfred smiles a small smile at Bruce.

ALFRED

I thought the sight of "Batman" and
"Robin" and a clock would be a timely
reminder of this most eventful day.

Cont.

198 Cont.

198
Cont.

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

199 CLOSEUP - THE CLOCK

199

With its tiny figure of the Dynamic Duo. CAMERA HOLDS ON CLOCK as we:

FADE OUT

THE END