



REVISED FINAL

BATMAN
THE CLOCK KING'S CRAZY CRIMES

BY
BILL FINGER
AND
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EXECUTIVE PRODUCER
WILLIAM DOZIER

PRODUCER
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BATMAN

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CAST LIST

	<u>PART</u>
BATMAN/BRUCE	1 and 2
ROBIN/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
BATCAVE
PARKHURST ART GALLERY AND OFFICE
STRONGROOM AT PARKHURST'S GALLERY
DESERTED LOFT BUILDING (TWO SETS)
WAYNE MANOR LIVING ROOM AND HALL
CAB OF SMALL TRUCK
CLOCK TOWER AND CLOCK MACHINERY
HOURGLASS

EXTERIORS:

LARGE PLEXIGLASS HOURGLASS
DRIVE-IN RESTAURANT
SHABBY LOFT BUILDING

REVISED - 7/22/66

"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 social set goes diamond shopping, there is only one place to go... X

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 antique clock. 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...gee...

X

CLOCK KING

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

X

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

OUT 6

7 INT. TRUCK - DAY

7

Inside the truck are two SECOND HANDS. Both wear 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, the other is Number Five. 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.

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.

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

Mrs. Frontenac, however, is charmed.

MRS. FRONTENAC
Such adorable cherubs and other figurines! Que c'est charmante!

10 CLOSEUP - FIGURINES

10

But the figurines are not so "charmante". We suddenly realize they are more than ornaments, for streams of green gas abruptly hiss from the clock.

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 two Second Hands swarm in, wearing gas masks. They step over the unconscious figures, then proceed to corral the gem pieces from the tray, loading them into velvet bags.

A-12 ANGLE ON CLOCK KING - IN FRONT OF MONITOR SCREEN

A-12

grinning and rubbing his hands together gleefully, when he sees the caper is a success.

BAT SPIN TO:

13 OUT

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
shall contrive his presence.

17 OUT

OUT 17

A-17 INT. WAYNE LIVING ROOM - DAY

A-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...

BRUCE

Better take it easy, Dick.

X

DICK

Don't worry, Bruce. I know
my own strength.

X

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
vacation 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, Commissioner Gordon.
From what you tell me, the robbery
at Hummert's clearly indicates the
modus operandi of the Clock King!

Bruce cradles the phone, and turns as Dick reacts.

DICK

Clock King?????

BRUCE

Apparently, Dick. And this time
I think we'll by-pass Police Head-
quarters. When one's dealing with
a villain like Clock King, one must
use time wisely. We'll go directly
to Hummert's Gem Shop. And pick up
the trail from there.

(gestures)

To the Batpoles!

And as they make their established EXIT from study --

FADE OUT

END OF TEASER

PART ONE

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.
- BAT SPIN TO:
- 25 OUT OUT 25
- 26 LONG SHOT - BATMOBILE 26
at 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.
(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 two Second Hands.

CLOCK KING

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

SECOND HAND THREE

Chee...T'anks, Your Highness.

X

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 ten seconds...nine... eight...

(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...

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.

Cont.

30 Cont.

30
Cont.

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-
45 OUTOUT 33-
45

46 INT. HUMMERT'S JEWELRY SHOP - DAY

46

Hummert is speaking to Batman and Robin while they examine the deadly antique clock. In b.g. shop assistant seen earlier is taking inventory.

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 in an
old friend of mine..

Cont.

46 Cont.

46
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.

BAT SPIN TO:

47 OUT

OUT 47

48 INT. CLOCK KING HIDE-OUT - DAY

48

The two Second Hands are seen arranging the folds of a tarpauling 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', Your Highness? A real triple-header today!

X

CLOCK KING

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

Cont.

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!

MILLIE

The biggest, Clock King? Gee...!

49

ANOTHER ANGLE

49

The Second Hands glance at him worriedly.

SECOND HAND THREE

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

X

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. Robin, we must be on our way.

They nod polite good-byes to Parkhurst, start out.

A-51 ANOTHER ANGLE - MOVING WITH BATMAN AND ROBIN

A-51

BATMAN

(to Robin, as they go)

We'll have to find a lead to Clock King's next dastardly move, Robin ... something that will tell us where our evil enemy will strike next! And I have an idea just where we may find that lead.

ROBIN

Where, Batman?

BATMAN

Dunbar's Drive-in.

Robin double-takes this, looking at Batman as if the Caped Crusader has flipped his Batlid as they continue 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 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!

(looks o.s.)

Wait a minute....

54 ANOTHER ANGLE IN GALLERY - DOORWAY FEATURED

54

Clock King and two Second Hands seen earlier are pushing their way into the gallery. They have now been joined by a third SECOND HAND (for purposes of our action sequences). 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?

Cont.

55 Cont.

55
Cont.

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?

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.

Cont.

57 Cont.

57
Cont.

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-
62OUTOUT58-
62

A-62

EXT. DUNBAR'S DRIVE-IN - DAY

A-62

TO ESTABLISH small, busy drive-in, appropriately identified and with usual drive-in activity. Batmobile PULLS INTO SHOT, swings into drive-in's parking area and stops. During this, the occupants of other cars parked nearby look over the Caped Crusaders in Batmobile.

63

SPORTS CAR NEARBY - BOY AND GIRL IN SEAT

63

as they stare at Batmobile.

BOY

Hey! It's the Batmobile! Just look!

GIRL

I am looking! And isn't Robin too much!

64

BACK TO BATMOBILE - BATMAN AND ROBIN

64

ROBIN

At the risk of sounding naive, Batman, how do you expect to find a lead to Clock King in this drive-in?

BATMAN

(simply)

At one point in his sordid career, Robin, Clock King had a feminine accomplice named Thelma Thymepiece.

ROBIN

Of course. How could I have forgotten?

BATMAN

The last report from her probation officer stated she had secured employment here at Dunbar's.

Cont.

64 Cont.

64
Cont.

ROBIN

And maybe she can furnish us with
some information?

BATMAN

My questions will be simple -- and
guarded. Far be it from me even to
imply the young lady isn't completely
rehabilitated.

At this point, a cute red-haired CAR HOP sashays IN in
a fetching costume, to take their orders.

CAR HOP

Welcome to Dunbar's, Batman and
Robin. What'll it be today?

BATMAN

We're looking for someone who might
be working here. Thelma Thymepiece...

CAR HOP

(vague)
Thelma... ?

(brightens)
Oh, yes! Thelma!

(shakes head)
Sorry, Batman. You can't win 'em
all. She quit last week. I think
she went back to her home town in
the Midwest.

(with menu, eagerly)
But I'd be glad to take your orders.

Batman is about to wave her aside, but Robin speaks up
hopefully.

ROBIN

You know, Batman, I am a little
hungry.

BATMAN

Of course, Robin. Even crime-
fighters must eat ... especially
you. You're a growing boy, and
should have your nutrition.

ROBIN

(to car hop, pleased)
Hamburgers, medium-rare.

Cont.

CAR HOP

May I recommend... "Batburgers"?

The Dynamic Duo exchange a glance.

BATMAN

(puzzled)

"Batburgers"?

The cute Car Hop smiles sweetly and produces a menu on which we see a painting of the Batsymbol over a thick, steaming hamburger. Beneath this: "Trouble Stealing Your Appetite? Arrest it with our new BATBURGER!"

65 OUT

OUT 65

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 GALLERY - 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 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.
- BAT SPIN TO:
- 72 EXT. DUNBAR'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
Thelma Thymepiece or no, I'd enjoy
my Batburger much more if I knew
what Clock King was up to at this
very moment.
- 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.

Cont.

73 Cont.

73
Cont.

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 disguised Clock King moves more closely INTO SHOT. 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 transmit
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 OUTOUT 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!

Cont.

BATMAN

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

CAR HOP

And if I ever hear anything from
Thelma ... ?

BATMAN

Just tell her we dropped by.

Batman guns the motors...the Car Hop steps back...

BAT SPIN TO:

86 INT. PARKHURST GALLERY - 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 appears 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, and others begin to hold their hands over their ears, their faces reflecting pained surprise. Some rush out, some huddle stupefied in one corner of gallery, all are apparently in various degrees of shock. Clock King looks at them with deep satisfaction. It was 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!

CLOCK KING

Naturally! Few people can stand 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 look around. In the room are many old
and modern masters...including a large oil painting of a
surrealistic scene, full of watches. X

92 FEATURING CLOCK KING AND PAINTING

92

He surveys the painting, lovingly.

CLOCK KING

There it is!... A clock masterpiece!
And now it's mine...all mine!
(then, remembering)
Come, my good Second Hands... It's
time to go.

X

93 INT. GALLERY - DAY

93

The Second Hands emerge from the round entrance, followed
by the Clock King carrying the 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 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:

104

INT. BATCAVE

104

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

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 OUT

OUT 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. SHABBY LOFT BUILDING - DAY

X
107

Batman and Robin, in the Batmobile, brake to a halt in
small alley at building's rear.

Cont.

107 Cont.

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.

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.

111 Cont.

111
Cont.

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, appear out of shadows
on edge of this confusion. 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. Clock King holds a small hand
mike obviously connected to a sound system rigged up in
hourglass, so his voice can be heard inside it and Batman
and Robin's voices heard outside.

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.

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? At long last have they met a gritty, granulated, inglorious fate? 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) BATBURGERS???!!" The Dynamic Duo at Dunbar'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-HOURLASS!" 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.

A-122 FULL SHOT IN HOURGLASS

A-122

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!

B-122 NEW ANGLE

B-122

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. As it speeds across the floor --

123 EXT. BUILDING - REVERSE ANGLE TOWARD BIG DOUBLE DOORS

123

The hourglass containing Batman and Robin crashes through doors and INTO SHOT. As it starts rolling down a ramp leading from doors to an alley-like street --

A-123 EXT. BUILDING - ANOTHER ANGLE

A-123

REVEALING a cross-street, along which a car is coming. There is a breath-taking near miss as the car manages to avoid hitting hourglass, rolling with increasing speed. Car continues OUT.

- B-123 REVERSE - ON STREET B-123
A TRUCK COMES IN from another direction, and there is another breath-taking near miss. Truck drives OUT, hourglass continuing on its merry way.
- C-123 DIFFERENT ANGLES ON STREET C-123
as the hourglass plummets along it.
- D-123 NEW ANGLE ON STREET D-123
REVEALING small hot dog stand, mobile food dispensary (or whatever), around which a small group of PEOPLE are standing. Hourglass heads toward this, scattering the surprised and alarmed people, then at the last minute veers away from this target.
- E-123 DIFFERENT ANGLES ON STREET E-123
as hourglass continues its cliff hanging progress.
- F-123 REVERSE TOWARD END OF STREET F-123
A big truck COMES AROUND another corner, obviously directly in hourglass' path.
- G-123 INT. FRONT SEAT OF TRUCK G-123
The DRIVER and COMPANION look ahead with alarm.
- H-123 REVERSE ON STREET - THEIR P.O.V. H-123
The hourglass hurdles directly toward them.
- I-123 ANGLE ON HOURGLASS I-123
about to hit.
- J-123 REVERSE CRANK - HOURGLASS P.O.V. J-123
A crash and tremendous EFFECT OF GLASS SHATTERING ON IMPACT!

BAT SPIN TO:

- | | | | |
|------|----------------------------|------------|------|
| 124- | <u>OUT</u> | <u>OUT</u> | 124- |
| 126 | | | 126 |
| 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?

127 Cont.

127
Cont.

SECOND HAND THREE
Check! Everything ready for the
big job, Your Highness.

X

MILLIE
(excited)
This is sure tingly...

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, Your Highness. You did
what nobody else coulda done -- you
finished off Batman and Robin!

X

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
windmill clock bought by that dear
little old lady...

MILLIE
What dear little old lady?

128 Cont.

128
Cont.

CLOCK KING

You'll see in a moment, Millie.

During this, he crosses to the TV monitors, pressing the button on one.

CLOCK KING

And we'll see if the clock's been put to use yet.

129 CLOSER TO CLOCK KING AND TV MONITORS

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.

130 INT. WAYNE LIVING ROOM - DAY

130

We see Aunt Harriet beaming as she admires the clock she's obviously just placed on the piano along with some X other wrapped birthday presents. Alfred stands beside her. The clock is a splendid example of an antique windmill clock. Of course, it has a concealed TV camera lens.

AUNT HARRIET

It's a rare antique. There're very
few clocks like it left in the world
today.

ALFRED

It's beautiful, Mrs. Cooper. 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.

131 Cont.

131
Cont.

SECOND HAND THREE

'Bruce'?... 'Wayne'?

(a beat)

Bruce Wayne, the millionaire?

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)

That brain o' yours is always tickin' away, Your Highness. Just like a clock.

X

132 INT. WAYNE LIVING ROOM - DAY

132

where Aunt Harriet continues to Alfred:

AUNT HARRIET

I'm a little tired after my shopping, Alfred. I think I'll take a nap, and be nice and fresh for Bruce's surprise birthday party tonight.

(delightedly,
about clock)

Oh, he'll be so pleased!

She EXITS.

133 INT. CLOCK KING HIDE-OUT - DAY

133

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

CLOCK KING

Bruce Wayne certainly will be surprised. Because he has a fine collection of old antique pocket watches we're going to appropriate in a few minutes...

During this, he turns off TV monitor. Also during this, Second Hand Three's face has fallen considerably.

SECOND HAND THREE

(finally)

There's one thing that worries me, Your Highness...

X

133 Cont.

133
Cont.

CLOCK KING
Nothing should be worrying any of
us now. So near to our great goal.

SECOND HAND THREE
(pursues)
But that clock, on that lady's
table, is the one I thought you
wanted me to put the funny little
button on.

X

CLOCK KING
It is. The control for the knockout
gas. One whiff...the butler will
be out cold... and the antique
pocket watches will be all mine!

SECOND HAND THREE
(very dejected)
No. Not that button. I mean the...

His sentence trails off despairingly. However, his dire
meaning has gotten through to Clock King.

CLOCK KING
(darkening)
You mean the Atomic Energy Directional
Control Switch?

SECOND HAND THREE
Well, whatever it is...

CLOCK KING
Whatever it is, dumbkopf, is
supposed to be in this --
(indicates
marked box)
-- box! Not in that Clock!

SECOND HAND THREE
That's what worries me, I think I
made a mistake.

CLOCK KING
(explodes)
A mistake?????? You've just pulled
the biggest boneheaded blunder of
the century! Now, if we don't get
the windmill clock back from
Bruce Wayne's mansion in short
order, our big job is ruined! Our
whole elaborate plan kaput! In vain!
There isn't a minute to lose!

Cont.

133 Cont.1

133
Cont.1

SECOND HAND THREE

I'm sorry, Your Highness. I never
thought a funny little button...

X

CLOCK KING

(interrupts)

An Atomic Energy Directional Control
Switch isn't a funny little button,
dumbkopf! That one's worth a cool
million dollars to us.

(beckons)

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

MILLIE

(flattered)

Me? Gee? What do I do?

CLOCK KING

Stay here. And keep your eyes open.
But stay out of sight.

MILLIE

I'll certainly try. If I can
remember all that. Gee!

134 OUT

OUT 134

BAT SPIN TO:

135 INT. BATCAVE - DAY

135

Batman and Robin before the BatAnalyser, Robin scratching at his neck and collar with annoyance.

ROBIN

I think I got a little sand down my neck.

BATMAN

You're lucky it's only sand, old chum. An hourglass isn't always the most practical of conveyances.

During this, Robin stops scratching his neck and hands Batman a sheaf of cards.

ROBIN

Anyway, 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 date 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 Second Hands, Three and Five, are entering via open French doors. Clock King now wears a top hat, in the front of which a clock is prominent. Somewhere on the crown is a button or lever which controls Clock's alarm bell. NARRATION OVER.

NARRATION

Meanwhile, up in the Wayne living room...

A-136 CLOSER - AT FRENCH DOORS

A-136

Seeing someone in living room o.s., Clock King gestures to Second Hands to pause.

B-136 REVERSE - THEIR P.O.V.

B-136

Alfred, unaware of the visitors behind him, is meticulously dusting the windmill clock on table.

X

C-136 BACK TO CLOCK KING AND SECOND HANDS C-136

Clock King makes a gesture for Second Hand Three to knock out Alfred. Then they can retrieve the clock!

D-136 WIDER ANGLE - IN LIVING ROOM D-136

Second Hand Three advances on the unsuspecting Alfred from behind, and chops him down with a blow to back of his neck (either by hand, or with something Second Hand Three carries). As Alfred slumps to the floor out cold, Clock King and other Second Hand step over his body and Clock King lifts the windmill clock off the table.
X

E-136 CLOSER - CLOCK KING AND SECOND HANDS AT MANTEL E-136

CLOCK KING
(examining clock)
Ah! The Atomic Energy Directional
Control Switch is intact.

SECOND HAND THREE
I'm sure sorry about that mistake,
Boss.

During this, Clock King has been looking around and his eyes fall on --

F-136 CLOSE REVERSE - HIS P.O.V. F-136

A handsome break front stands nearby, behind the glass doors of which is Bruce Wayne's collection of valuable antique pocket watches.

137 BACK TO ANGLE FAVORING CLOCK KING 137

His eyes gleam avariciously.

CLOCK KING
While we're here, I might as well
pick up that collection of antique
pocket watches.

SECOND HAND THREE
I thought you said there isn't
a minute to lose.

CLOCK KING
(impatient)
It won't take long, dumbkopf!

During this, he hands windmill clock to Second Hand Five, produces a couple of small empty jewel-type sacks, and starts opening the break front.

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

Clock King fills sacks with pocket watches, as Second Hands
watch. 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

Clock King is just finishing stuffing the last of the
pocket watches into his little bags, with Second Hands
in immediate b.g. NARRATION OVER:

NARRATION

Meanwhile, up in the Wayne living
room...

A-141 INT. WAYNE ENTRANCE HALL - ANGLE TOWARD STAIRS

A-141

Aunt Harriet, refreshed from her nap, is coming down the
stairs but stops near the bottom when she hears:

B-141 INT. WAYNE LIVING ROOM - DAY

B-141

Clock King closes break front doors, and turns to
Second Hands.

Cont.

B-141 Cont.

B-141
Cont.

CLOCK KING

That was quick. And time is of
the essence. Let's go!

They start past entrance to hall, then freeze when they
hear a sudden o.s. SCREAM from Aunt Harriet.

C-141 THEIR ANGLE - P.O.V. INTO HALL AND TOWARD STAIRS C-141
Aunt Harriet also stands frozen, staring at them.

AUNT HARRIET

Who are you? What are you doing
here? Help! Alfred! Alfred ... !

D-141 ANGLE TO INCLUDE CLOCK KING AND SECOND HANDS D-141

SECOND HAND THREE

It's that dear little old lady,
your Highness.

X

CLOCK KING

(nods dourly)

Dick Grayson's aunt. We better
take her along with us.

As they advance on her:

E-141 INT. WAYNE LIVING ROOM - DAY E-141

ANGLE ON Alfred, who has regained consciousness and rises
to his feet somewhat groggily. But not so groggily he
doesn't realize help is needed, and fast, and fumbles at
his belt buckle.

F-141 INSERT - ALFRED'S BELT BUCKLE F-141

We see Alfred's finger press a little button in the buckle.

G-141 BACK TO ALFRED G-141

the job done.

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
Alfred's burglar alarm!

ROBIN
There must be trouble upstairs!

In accord, and unison, they leap OUT in direction of Batpoles.

143 INT. WAYNE ENTRANCE HALL - DAY

143

Aunt Harriet remains frozen near foot of stairs, as Clock King and Second Hands approach and reach her.

AUNT HARRIET
(frightened but
defiant)
What do you mean, take me with
you? Where? How ... ?

SECOND HAND THREE
(to Clock King)
That's a good question, Your Highness. X
What'll we put her in?

For answer, Clock King hands Second Hand Three the sacks of watches (Second Hand Five carries the clock).

CLOCK KING
(so doing)
You take these. I'll handle
her.

He reaches for Aunt Harriet, but she pulls back sharply.

AUNT HARRIET
No! Help! Alfred ... !

144 ANGLE TOWARD LIVING ROOM

144

BRINGING IN Alfred, in entrance from living room to hall.

ALFRED
(obsequious, but still
a little groggy)
You called, Mrs. Cooper?

145 ANGLE TOWARD STUDY

145

Before Aunt Harriet can answer Alfred, Bruce and Dick APPEAR in entrance hall doorway leading into study, taking in the situation in a glance.

146 CLOSER - BRUCE AND DICK

146

in quick sotto to each other.

DICK

(whisper)

Holy Hijackers! Clock King and
his Second Hands! Robbing
Wayne Manor...

BRUCE

(aghast at this
effrontery)

The nerve of them! But watch
what you say. After all, we're
not supposed to know them.

DICK

Don't worry.

147 ANGLE IN ENTRANCE HALL

147

During this, and with their backs to Bruce and Dick,
Clock King has grabbed Aunt Harriet and started toward
main door with her, Second Hands behind them.

DICK'S VOICE

(over)

Unhand my aunt!

Clock King wheels, with Aunt Harriet in his grasp, as
Second Hands also turn with surprise. WIDEN ANGLE TO
INCLUDE Bruce and Dick, advancing from study doorway.
Alfred remains in living room doorway, uncertain which
way to move. Clock King now pulls Aunt Harriet in front
of him as a kind of shield as he retreats toward main door.

CLOCK KING

Sorry, gentlemen. We hoped to
make a safe getaway after lifting
a few baubles from this handsome
residence.

(with Aunt Harriet)

And perhaps this sweet lady will
provide that safety.

BRUCE

(warningly)

You can take your baubles. But
you're not taking Mrs. Cooper
out of this house as a hostage.

Cont.

147 Cont.

147
Cont.

CLOCK KING

We may have a difference of
opinion about that, Mister...

But before he can add the "Wayne", the somewhat befuddled
Second Hand Three drops the sacks of pocket watches!

SECOND HAND THREE

Whoops...

He stoops to pick them up, at which point Bruce and Dick
take advantage of this brief diversion to gain the upper
hand. Bruce rushes Clock King and pries Aunt Harriet out
of his grasp, Clock King stumbling backward slightly during
this. Simultaneously, Dick lands a short blow to
Second Hand Three which also sends him staggering. Realizing
they've lost the advantage, Clock King wheels toward main
door, opens it and shouts an order to Second Hand Five.

CLOCK KING

Out! With that clock!

Second Hand Five rushes past him and OUT with clock,
Clock King following with Second Hand Three bringing up the
rear.

148 BACK TO BRUCE, DICK AND AUNT HARRIET - IN ENTRANCE HALL 148

Before Bruce and Dick can follow in pursuit, Aunt Harriet
lets out a weak bleat.

AUNT HARRIET

Imagine! Me! A hostage! Oh,
Bruce, I think I'm going to faint...

She slumps in his arms, but she doesn't faint.

149 ANOTHER ANGLE

149

TO BRING IN Alfred, joining group.

Cont.

149 Cont.

149
Cont.

ALFRED

(to Bruce)

I'm sorry I was of so little
help, sir. They gave me a
rather bad time when they entered.

BRUCE

That's all right, Alfred. Just
see Mrs. Cooper to her room, please.

Cont.

149 Cont.

149
Cont.

He turns Aunt Harriet over to Alfred, who escorts her up the stairs and OUT -- CAMERA WITH Bruce and Dick, who look after them. Then Bruce crosses hall, closes main door, stoops and picks up the sacks of pocket watches Second Hand Three dropped and rises with them -- as Dick mulls over Clock King's escape.

DICK

Are we going to let them get away just like that?

BRUCE

By the time we got down to the Batmobile, they'd be long gone, Dick.

(examines sacks)

At least, Clock King didn't get away with my valuable collection of antique pocket watches.

DICK

He seemed more concerned about that clock they had. Maybe it could be a lead, Bruce. Wherever it came from ...

BRUCE

I still think the mysterious 'Mr. Smith' is going to provide us with our lead, Dick. Back to the Batcave....!

Dick nods and they turn and stride toward study and OUT.

BAT SPIN TO:

150 INT. CAB OF THE TRUCK - DAY

150

Second Hand Three is at the wheel, Clock King beside him holding the windmill clock. We can assume (or see) that Second Hand Five is in the rear of truck.

CLOCK KING

At least we have the Atomic Energy Directive Control Switch back. Even if you did drop Bruce Wayne's valuable collection of antique pocket watches...

SECOND HAND THREE

Sorry about that, your Highness.

X

CLOCK KING

(ignores this)

Though I didn't expect to see Bruce Wayne and his young ward.

SECOND HAND THREE

At least they weren't Batman and Robin.

CLOCK KING

Batman and Robin? We'll never see them again, dumbkopf! Though they never would have figured out my biggest move of all, anyway.

At this point, the alarm in the clock in Clock King's top hat RINGS.

SECOND HAND THREE

Your alarm's ringing....

X

CLOCK KING

I'm well aware of that, dumbkopf.

With this, he presses button or lever in hat's crown which shuts off the alarm. Then:

CLOCK KING

(now looks at his various wrist watches)

Time's flying. Let's pick up Millie, then strike the final blow!

BAT SPIN TO:

151- 159	<u>OUT</u>	<u>OUT</u>	151- 159
160	INT. BATCAVE		160

Batman and Robin poring over the punch cards.

ROBIN

How about this? 'Sable Sam' Smith,
who specialized in stealing valuable furs.

Cont.

160 Cont.

160
Cont.

BATMAN

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

Robin disappointedly checks another punch card.

ROBIN

Here's one...Gilbraltar Smith...
alias 'Smitty' Smith...the
safecracker...

BATMAN

(regretfully)

'Smitty' Smith was recently picked
up for armed robbery. He's back
pounding rocks...

ROBIN

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.

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

BATMAN

I think you've got it, Robin!

Robin doesn't know what he's got, and only stares at Batman.

BATMAN

The Clock King was making a pun
on the name 'Smith.'

(spelling it
out)

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

ROBIN

(he's got it)

Holy Horseshoes!

BATMAN

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

ROBIN

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

Cont.

166 Cont.

166
Cont.

protruding into open air. The third and most prominent figure is that of a muscular blacksmith, wearing leather apron, his hammer poised over an anvil.

ROBIN

(o.s.)

There's the blacksmith!

BATMAN

(o.s.)

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

167 TWO SHOT - BATMAN AND ROBIN

167

BATMAN

(thoughtfully)

Clock King mentioned that "Mr. Smith" would be assisting his crime at exactly five o'clock. Perhaps he's going to put something on the anvil that will be triggered by the blow of the hammer! Thus the Clock King's real objective may 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.

ROBIN

The only building facing the Clock Tower is that one with a rooftop heliport!

BATMAN

Then the heliport must be the Clock King's target!

BATMAN

(switching off projector)

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

Cont.

167 Cont.

167
Cont.

Batman reaches for the Batcave Batphone.

BATMAN

Maybe Police Commissioner Gordon
can provide us with the answer.

WIPE TO:

168- OUT
171

OUT 168-
171

172 INT. COMMISSIONER GORDON'S OFFICE - DAY 172

Commissioner Gordon is speaking on Batphone. He holds.

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)

Two noted physicists will be
delivering a 'Cesium' clock to the
A.S.C. Corporation. Purely routine.
We've taken no special precautions.

173 INT. BATCAVE

173

Batman on Batphone, very grim now.

BATMAN

A Cesium clock? Thank you,
Commissioner.

He cradles phone, as Robin looks at him curiously.

ROBIN

What's a Cesium clock?

BATMAN

One that's regulated by controled
atomic energy, Robin. Especially
useful in regulating satellite
tracking and space probes.

ROBIN

Holy lift-off!

Cont.

173 Cont.

173
Cont.

BATMAN

Recently, I read that the
Amalgamated Satellite Communications
Corporation was buying a Cesium clock
for their satellite tracking facilities...
(beat)

The same clock that's being delivered
by helicopter at five o'clock today.

ROBIN

But what use would a Cesium
clock be to the Clock King?

BATMAN

A lot of use, if he grabbed the clock --
then held up the A.S.C. Corporation
for ransom!

(beat)

A Cesium clock, Robin, costs at
least a million dollars!

(realizes)

We haven't much time, Robin. To
the tower!

They leap toward Batmobile, as --

174 OUTOUT

174

BAT SPIN TO:

175 INT. CLOCK TOWER - DAY

175

A door is pushed open and the Clock King and three Minute Men ENTER the clock tower, along with a somewhat baffled Millie. Minute Men and Millie stare in awe at the silent, unmoving mechanical figures. 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".

MILLIE

(taking it all in)

Gee. What a setup. But why did you want me here, Clock King?

CLOCK KING

(winningly)

Any man wants a beautiful woman at his side, Millie, at the climax of his career.

MILLIE

Gee.

Enough of this for Clock King, who now snaps into action, barking sharply to Minute Men.

CLOCK KING

Get the uniforms out! We have little time left for this whole operation!

During this, he crosses to the figure of the blacksmith and places the box on the anvil ... the X-marked side of it facing outward, toward heliport across the ~~street~~.

176 ANOTHER ANGLE

176

Second Hand Three has opened the valise and is taking out the folded uniforms. Second Hand Five takes one, unfolds it, and we see the initials A.S.C. on it.

CLOCK KING

(in action, turning to them)

Now! Those uniforms, forged credentials and identification badges should give us carte blanche to unload the Cesium Clock.

SECOND HAND THREE

But how are ... ?

Cont.

176 Cont.

176
Cont.

CLOCK KING

No questions, dumbkopf! You've
already thrown us off schedule!
We haven't a minute to waste!

(indicates figure
of blacksmith)

Then, when the clock strikes five,
that hammer will come down on the
box and trigger the knockout gas
bomb across to the heliport.

(adds)

Which won't effect us. In our
gas masks.

(concludes)

We transfer to the heliport, and
fly the Cesium Clock out on the
helicopter. So Simple. So very
simple ...

MILLIE

I didn't know you could fly a
helicopter..

CLOCK KING

For a million dollars, a man can
do most anything, Millie.

(snaps fingers)

Into our uniforms! It's a matter
of minutes, now ... !

He starts to take his uniform from Second Hand Three,
then stops dead with dismay and amazement at what he sees
immediately o.s.

CLOCK KING

(blanching)

No! It can't be true ... !

177 ANOTHER ANGLE

177

REVEALING Batman and Robin charging IN from open tower door.

CLOCK KING

You're dead! You have to be dead!

ROBIN

Maybe we're living on borrowed time,
Clock King.

BATMAN

And now it's roundup time!

178 FULL SHOT

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!

179 INSERT SHOT - BATMAN'S HANDS

179

They swiftly scoop the box off the anvil.

180 BATMAN AND SECOND HAND FIVE

180

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

181 BACK TO FIGHT ACTION

181

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". The impact shifts the delicately balanced lever. The circular stage starts to move before the hour is up.

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!

During this, a frightened Millie rushes IN to Clock King.

MILLIE

I'm afraid you're going to have to face this climax of your career without me, Clock King.

She hurries OUT -- and that's the last we see of Millie Second.

182 ROBIN AND SECOND HAND EIGHT

182

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, kayoing the thug. SUPER TITLE: "BONK!"

183 ROBIN AND SECOND HAND THREE

183

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 mechanical Knight's lance thrusts forward through his sweater. The lance then lifts, and the helpless hoodlum is carried about as though on a merry-go-round.

SECOND HAND THREE

Halp! Halp!

184 WIDE ANGLE SHOT

184

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...so that he is hooked or trapped in some manner by the clock's mechanical devices, and then collapses in defeat.

185- OUT
187

OUT 185-
187

188 WIDE ANGLE SHOT

188

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

Cont.

188 Cont.

188
Cont.

ROBIN

Five o'clock! Not bad timing, eh,
Batman?

BATMAN

Yes, Robin...and that clock's tolling
the end of the Clock King's crimes!

FADE OUT

END OF PART TWO

TAG

FADE IN

189

INT. COMMISSIONER GORDON'S OFFICE - LATE - DAY

189

Batman and Robin are acknowledging the praise 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's 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.

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, himself...

There is a pregnant silence as Commissioner Gordon, Chief O'Hara and Robin let this great philosophical comment sink in. Then:

COMMISSIONER GORDON

Well put, Batman. Very well put.

(then, glancing at his watch)

And speaking of time, Chief O'Hara and I are late right now for the birthday party Dick Grayson's aunt is giving for millionaire Bruce Wayne.

BATMAN

Robin and I had the honor of being invited too, Commissioner Gordon. Unfortunately, we couldn't accept.

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ROBIN

Other business...

COMMISSIONER GORDON

Too bad. It should be quite an
affair. It's a surprise party,
you know...

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A-189

ANGLE FAVORING BATMAN

with double-meaning:

BATMAN

And I'm sure Millionaire Bruce Wayne
will be quite surprised...

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199

OUT

OUT

190-
199

FADE OUT

THE END