

#8678

B A T M A N

"THE FUNNY FELINE FELONIES"

by

Stanley Ralph Ross

Treatment

9/25/67

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(NOTE: In the tag of the Londinium Larcenies, we establish that Catwoman has escaped from prison. She will also perform a midnight robbery at the Library, but Batman and Robin and, indeed, no one will know what she has stolen. The discovery of that crime will take place later.)

TEASER

FADE IN:

INT. WARDEN CRICHTON'S OFFICE - DAY

BRUCE WAYNE, as chairman of the parole board, is present while WARDEN CRICHTON performs his customary mustering-out ceremony on the JOKER. Joker has been on his best behavior for the past several months and, in keeping with the parole board's liberal policies, they are releasing him considerably ahead of time. Like 64 years ahead of time. Crichton makes his time-honored speech regarding the duties and obligations of good citizenship and Joker appears to be very contrite and eager to demonstrate that he has mended his ways. He wears an ordinary gray suit manufactured by the inmates. Crichton gives him a ten dollar bill as his stake and Joker hands Crichton and Bruce cigars to celebrate the occasion. Bruce foregoes the pleasure as he never uses tobacco but Crichton accepts the stogie. Joker lights the warden's cigar with the ten dollar bill as a gesture of distain. It promptly explodes!

Joker explains that he just couldn't resist doing it and giggles with glee. There's nothing they can do to punish him for that joke as there is nothing illegal in what he did. Joker leaves. Bruce and Crichton wonder if he's really straightened out. They also wonder who will pick him up for the long drive back to Gotham City. They lean out the window to see.

EXT. PRISON FRONT GATE - DAY

Joker strolls through small door adjoining gate and looks both ways for a cab. CATWOMAN drives up in her KittyCar (a customized job with whiskers coming out of fenders) and offers Joker a lift. He refuses, saying he'd rather not as getting involved with known criminals would mean revocation of his parole. Catwoman pulls a gun on him and orders him to get in! She's kidnapping him! Joker looks up, sees Bruce and Crichton, shrugs and gets in. They drive off as Catwoman has one eye on the road and one on Joker.

INT. CRICHTON'S OFFICE - DAY

Bruce and Crichton watch this wide-eyed. Bare minutes out of prison and Joker has already violated parole. That must be some sort of record. Crichton wants to notify Gordon. Bruce says perhaps Crichton can get some of his men after the criminal pair and capture them before they get too far away. Crichton leaves and Bruce says he'll call Gordon. Bruce phones home instead.

INTERCUT BATCAVE - DAY

ALFRED and ROBIN are tinkering with the Batmobile when black phone rings. Alfred answers. Bruce tells him to plug black phone into Batphone and stand by. Bruce now presses 'hold' button on Crichton's phone and dials Gordon's office.

INTERCUT GORDON'S OFFICE - DAY

BARBARA GORDON is about to go out to lunch with her father, COMMISSIONER GORDON and CHIEF O'HARA when phone rings. Bruce tells Gordon what happened. Gordon asks Bruce to hold on while he calls Batman. Gordon walks to Batphone.

INTERCUT BATCAVE

Batphone rings, is automatically switched into other phone. Bruce, as Batman, talks to Gordon who tells him to please come to police headquarters. Batman says he'll be there shortly.

CEASE INTERCUT

INT. CRICHTON'S OFFICE - DAY

Crichton returns, says he's already set up roadblocks, hopes Catwoman and Joker have still not left general area. Bruce, who was supposed to make his monthly inspection, begs off and says he must leave.

EXT. ROAD - DAY

A roadblock is hastily being set up by some HIGHWAY POLICE. Kittycar smashes through the saw horses and goes racing up the road. The police fire weapons after the flashing car but to no avail.

FADE OUT

ACT ONE

FADE IN:

INT. WAYNE MANOR STUDY - DAY

Bruce races into the venerable wood-paneled room, flips open the Shakespeare head, slides down the Batpole. SUPER SEGMENT TITLE.

INT. BATCAVE - DAY

Robin is already seated and belted in the Batmobile as Batman slides down the pole, runs across the legendary domicile, leaps into the car, switches on the engine and roars out.

.SUPER GUEST VILLAINESS.

EXT. ROAD - DAY

Catwoman and Joker tootle along in a DRIVEBY. SUPER GUEST VILLAIN.

BATSTOCK OF BATMOBILE ALONG THE ROAD - DAY

SUPER PRODUCER CREDIT.

BATSTOCK OF BATMOBILE ON NEW YORK STREET - DAY

SUPER WRITER CREDIT.

BATSTOCK OF BATMOBILE IN FRONT OF POLICE HEADQUARTERS - DAY

SUPER DIRECTOR CREDIT.

EXT. HERO INN HOTEL - DAY

Sign tells us the name of the hotel plus the fact that they rent rooms by the year, month, day, week or hour.

INT. HOTEL ROOM - DAY

It is very sleazy, barely furnished with ordinary, moth-eaten accouterments. Joker is just completing dressing in his beloved purple suit provided by Catwoman, whose partner he's reluctantly agreed to be -- though he also suspects his kidnapping will be misinterpreted by the authorities, who will think this is his idea and not Catwoman's. Catwoman has a parchment scroll tucked under her belt and is noodling with a high-powdered rifle and scope. This room is directly across from Police Headquarters and affords a perfect view of the Commissioner's office. Catwoman is inserting a long bullet in the rifle, and Joker assumes she's going to use it to kill Batman. But Catwoman shakes her head, and says: "The only way I'll ever kill Batman is with love and kindness." Joker suggests this is a great way to die, as Catwoman sets herself on the window ledge and takes careful aim across the street.

ING. GORDON'S OFFICE - DAY

Barbara and Chief O'Hara are there and the window is closed. Batman and Robin realize they have their work cut out for them. Anytime two arch-criminals join forces, Gotham City and perhaps the world is in for big trouble. The bullet crashes through the window pane and imbeds itself in a wall. They all hit the deck. Batman crawls over to the wall and pulls out the strange-looking bullet. Inside it is a message. Batman reads it aloud:

"This one was just a warning, Batman. The next one will be between your eye-slits." Batman and Robin peek out the window and see nothing. Then Batman, using his amazing mathematical mind, figures the angle and trajectory and velocity and wind resistance of the shot and points to the exact room in the hotel across the street. He and Robin race out. A few seconds later, Barbara follows.

BAT SPIN TO:

INT. HOTEL ROOM - DAY

Batman looks for clues, finds none. Batgirl arrives and discovers a piece of parchment in a crevice in the floor. She doesn't say anything to the masked man-hunters and leaves instead after depositing it in her belt. She tells Batman and Robin she'll be in touch with them. They still haven't been able to figure out how she manages to always keep on top of a coper.

INT. CATLAIR - DAY

This particular lair is done up in combination of fur and fun. Joker is beginning to feel quite at home in this hideout which is in the basement of a Novelty Manufacturing Company. Catwoman introduces Joker to their aides-de-camp - GIGGLER, a yegg who giggles in a high pitch, LAUGHTER, a criminal with a big raucous laugh, CHORTLER, who makes his noise somewhere between a chuckle and a snort, and GRINNER, who walks around with a dopey grin on his face all the time. One by one they

demonstrate their laughs for the Joker, who pronounces them perfect. Now he asks Catwoman who she kidnapped him to become her partner as she usually works alone. She says she needs him to throw Batman and Robin off the track while she does the planning. And she can't do it all herself. Now she pulls out the parchment she stole from the Library. It is incredibly old and she handles it with great delicacy as one little piece has already been torn off the edge. It was handwritten by the notorious criminal who operated during the French and Indian wars -- Garcon Maltese. It's a clue to one million pounds of gunpowder he stole and was never found. She wants to use the gunpowder to blow a hole in the Federal Money Depository and steal several millions in cash. If they were to attempt to heist that much dynamite anywhere else, Batman and Robin and their accursed Crime Computer would figure out their plan. So it must be done this way. She reads the poem.

Gunpowder is what you shall find
 Should you have a most logical mind
 In riches you'll wallow
 If you carefully follow
 The clues I have herein consigned

My old nightshirt will do for a start
 In its hem is a clue that's a chart
 Then from there, find my crib
 On its side is a fib
 And my powder is yours if you're smart.

Catwoman says she's located the nightshirt and the crib. It's up to Joker to steal them and make them appear unrelated. She begins to give him the details, laughing about the fact

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that this is the only copy of the poem and Batman and Robin couldn't possibly know a thing about it.

INT. LIBRARY - DAY

Barbara is busy looking for something. She finds the parchment missing. Now she moves to the micro-film cabinet. In this Library, they make microcopies of everything! She finds the right film, flicks it on the screen and copies it down. Now she moves to a section of film storage marked: "ANTIQUES".

BAT SPIN TO:

INT. BARBARA GORDON'S APARTMENT - DAY

Barbara walks in, goes through her Bat-change (after a few lines with Charlie, the Parrot) and leaves.

BAT SPIN TO:

INT. GORDON'S OFFICE - NIGHT

Batgirl comes in through window, no one is there. She goes to Batphone and rings it.

INT. WAYNE MANOR STUDY - NIGHT

Alfred is about to answer it when Bruce walks in and takes it. When Alfred hears that it's Batgirl he is quite relieved that he did not answer it, as she might have recognized his voice and everything would have been lost!!

INTERCUT

Batgirl tells Bruce (as Batman) to meet her at the home of Little Louie Groovy, the tycoon of teen who has never missed producing a million seller record. Bruce asks why. Batgirl

says they've no time to talk as the robbery may be taking place already. Bruce and Dick go down the Batpoles.

INT. LITTLE LOUIE GROOVY'S APARTMENT - DAY

A very fancy apartment with antiques and stuff. LITTLE LOUIE GROOVY, flanked by two fawning and obsequious record company EXECUTIVES, is about to go to bed. He works all night, sleeps during the day and is the hottest thing to hit the recording business since the Beatles gave up lyrics for lysergic acid. At the moment, he is in his shorts practicing his Karate in front of the mirror. He puts on his ornate nightshirt and yawns a few times. The executives take this as their cue to leave. They do. Louie is very small and has long hair like a Strippie (which is a Sunset Strip hippie). He also has a very small goatee, mainly because he is too young to grow a full beard. As he gets into bed and puts a sleeper shade over his eyes, Catwoman and Joker walk in, followed by their henchmen. Louie leaps out of bed and warns them that he is a Karate expert and can hurt them. He assumes his Karate pose. After a few yells, during which Joker and Catwoman patiently wait, Louie gets a sore throat. Catwoman realizes that now Louie can't yell anymore so his Karate effectiveness has been diminished. Two of the henchmen walk over, bop Louie on the head and take off his nightshirt. Batman and Robin appear and a FIGHT ensues during which they break all of Louie's precious antiques which sets the teenage

millionaire to crying bitterly. Batman says he'll make sure restitution is made for the damage. Catwoman and Joker now say they are willing to give themselves up without a struggle. Batman can't understand why they went to all this trouble to steal a nightshirt. Joker says it was all Catwoman's fault; after all, she kidnapped him! She also told him Louie was a hipcat, and it might be fun if they stole "The Cat's Pajamas". Joker, who obviously couldn't resist a practical joke, went along with the caper --- with apparent reluctance. Patiently, Batman explains the derivation of the phrase, "The Cat's Pajamas", to a rather puzzled Robin, then tells Joker he must have flipped his lid for/^{a)}allowing himself to be kidnapped by Catwoman and b) allowing her to talk him into something so foolhardy as the present situation. Now Batman tells Joker he's going back to prison. In a surprising show of humility, Joker wants to be Batman's and Robin's friend so he offers to shake hands and let bygones be bygones. Robin is wary but Batman, ever trusting and hopeful that these fiends are repentent, accepts. Finally, so does Robin. Joker takes both their hands and buzzes their palms with an American Legion palm buzzer. Or so they think at first. But what ~~is~~ really is is a sense duller and temporarily removes all five senses: speech, sight, hearing, touch, and smell, above the knees. Left this way they are easy cannon fodder for the henchmen. The criminals place Batman and Robin on the floor, remove their boots and set up a small machine at

their feet. Now they tie the Dynamic Duo so they can't move and set the machines working. They're sort of like metronomes with feathers on the end of them and they tickle the soles of our heroes' feet. Joker says they will be tickled to death! They'll laugh so hard that they can't breathe and, in due course, will die. Joker, Catwoman and men leave and Batman and Robin begin laughing hysterically.

FADE OUT ACT TWO

TAG

FADE IN:

INT. LITTLE LOUIE GROOVY'S BEDROOM - DAY

Batman and Robin laugh for about twenty seconds then Batgirl arrives and frees them. They wonder what took her so long and she tells them that the lights were against her and she wouldn't speed. Batman can well understand that. Batman asks how she knew Joker and Catwoman were up to something. She tells him the poem but evades the question of her source of information. As Robin revives Little Louie Groovy (who keeps crying weakly... "Champagne, Champagne" as Robin feeds him water), Batman wonders who owns the cradle referred to in the poem. Batgirl says it's in the possession of Seymour Katz, the devil-may-care playboy accountant who prides himself on his collection of ancient sleeping curios. They race out.

BAT SPIN TO:

INT. KATZ HOUSE LIVING ROOM - DAY

Batman, Batgirl and Robin arrive too late! KATZ is just regaining his senses after being brutally pummeled. He tells them that the criminals overlooked his safe and his wife's jewels and stole only a small child's cradle - circa 1769. Katz says that Joker kept crowing over the fact that he'd robbed the Cat's Pajames and now The Katz Cradle. The Dynamic Trio are stumped. They have no further clues. It looks as if Joker and Catwoman have escaped scott free!

EXT. KATZ HOUSE - DAY

But they are closer than Batman, Robin and Batgirl dare to imagine. Joker, Catwoman and the henchmen are lurking in the bushes outside, waiting to ambush our heroes. What will happen when they walk out into this trap? Tune in next week and learn the devastating answer!

FADE OUT

SHOW TWO

TEASER:

FADE IN:

INT. KATZ HOUSE - DAY

Mr. Katz bemoans the fact that he is not insured for the loss of his precious antique. Batman assures him they'll do everything in their power to recover the item. Batman, Robin and Batgirl leave as Katz wipes his eyes to stem the tide of tears trickling down.

EXT. KATZ HOUSE - DAY

The Batmobile and Batgirl's cycle are parked near each other. Batman and Robin make their adieus to Batgirl with the promise that the first person to garner any clues will call the other. Batman and Robin climb into the Batmobile and drive off. Batgirl is about to board her cycle when she is waylaid by Catwoman, Joker and their henchmen. And it takes all six of them to contain her as she is battling for her life. Finally, the weight of numbers takes its toll and Batgirl is gagged, then bound with Cat's Whiskers, a fiendish invention of Catwoman's. It is very fine twine that automatically contracts when placed in close contact with the heat of the human body. It is carefully wrapped around Batgirl's throat and, sigh, chest. Catwoman is happy to note that within minutes, it will strangle Batgirl, thereby ridding Gotham City of one third of the Terrific Trio. They didn't dare attack Batman and Robin as

well because they knew that the six of them would never have been able to vanquish the Trio. Joker applauds Catwoman's inventiveness. Catwoman says it's high time they get back to the Novelty Company and plan their next move; the final stitch in this tapestry of crime. They leave in the Kittycar. Batgirl begins to struggle with the Cat's Whiskers but the more she struggles, the more overheated she becomes and the quicker the Cat's Whiskers contract. She is beginning to black out as we...

FADE OUT

FADE IN:

EXT. KATZ HOUSE - DAY

Not a second has passed while the commercial was on. Batgirl continues her struggle to keep alive as we SUPER TITLES AND CREDITS. Soon, she is reduced to very little strength. It looks like the end. Then she spies something OS, a concrete birdbath/fountain with approximately two feet of water in it. With effort born of desperation, she struggles her way to the birdbath and, with an Herculean effort, throws herself in. (All we need see is the bath filled with water, then, from ground level shot, her getting into it and a few drops of water splash out. No need for an actual dunking if cheated properly) Almost immediately, she crawls out and the NARRATOR tells us that the coldness of the water more than counteracted the heat of her body and caused the Cat's Whiskers to expand. She slips the evil twine off her body and lies on the ground panting for a bit. She is absolutely dry, and NARRATOR tells

us that, aside from its other benefits, Batgirl's outfit is waterproof. Batgirl creaks to her feet and weaves her way towards the Katz house. She knocks at the door and Mr. Katz answers. He can't believe his rheumy eyes. What could she possibly be doing swimming in his birdbath?? She suggests she change into something more comfortable, but she merely wants the use of his telephone.

INT. BATCAVE - DAY

Batman and Robin arrive and everpresent Alfred is there with a snack and their vitamin tablets. After a short speech about their dilemma, the Batphone rings. Batman takes it.

INTERCUT GORDON'S OFFICE - DAY

Commissioner Gordon tells Batman that he has been contacted by Batgirl who asked that he notify Batman to be at the corner of Wideway and 20th Street as soon as possible. Batman knows the area. It is the novelty manufacturing center of Gotham City. Batgirl is waiting on the other phone and Batman tells Gordon to tell her that they will be there post haste.

CEASE INTERCUT - STAY IN BATCAVE

Batman says: "If I were Catwoman and I had my headquarters in a novelty company, what would the name of that company be?" Together, he and Robin go through all the synonyms for 'cat' and feed them into the cross-index of novelty manufacturers in Gotham City (via a button on Batcomputer called the "Guide To Gotham City Businesses".) They finally wind up with a firm

named the Grimalkin Novelty Company at 2809 West 20th Street! That must be the place! They leap into the Batmobile and cut out.

EXT. BATCAVE - BATSTOCK - DAY

Standard Batexit as NARRATOR says: And while the Dynamic Duo make the 14 mile drive back to Gotham City, Catwoman and Joker already have put their plan in motion."

EXT. NOVELTY COMPANY BUILDING - DAY

Sign on door reads: GRIMALKIN NOVELTY COMPANY.

INT. CATLAIR - DAY

Catwoman and Joker pore over their work. Firstly, the map stitched in the hem of the nightshirt shows them that the location of the gunpowder cache is at the leeward end of Phoney Island. (Named Phoney Island by the early Gotham City settlers because it was not an island at all, rather a peninsula) But where exactly is this treasure trove of explosives? For that answer, we must turn to the inscription on the cradle leg. There is an X on the map but that is not the hiding place. It is the starting place. She reads the inscription. It is in French and written backwards so it must be held up to a mirror to be read. As Catwoman reads it in flawless French, Joker leafs frantically through a French/English dictionary and makes notes. When they have completed their cryptographical efforts, the words are as follows:

FROM X ON THE MAP, WALK FIFTY YARDS NORTH, THEN FIFTY PACES RIGHT, THEN TRY TO FIND A STONE THAT'S VERY, VERY TIGHT. But Catwoman knows this to be a fib, as the poem stated. Therefore, they must reverse all the directions and do precisely the opposite: WALK FIFTY YARDS SOUTH, THEN FIFTY PACES LEFT, THEN TRY TO FIND A STONE THAT ANYONE CAN HEFT. Thus armed, Joker and Catwoman and the men leave the building.

EXT. WIDEWAY AT 20TH STREET - DAY

Batman, Robin and Batgirl are about to go inside and capture the villains when they walk out. Batman is interested to know what it is they have gone to all this trouble for. Therefore, he decides not to risk a fight on the street (where innocent bystanders might be hurt) but to follow them and learn what they are up to. Catwoman, Joker and the men get into the Kitty car. The Dynamic Trio get into the Batmobile and trail the Kitty car with radar.

BAT SPIN TO:

STOCK SHOT - LIGHTHOUSE - DAY

Narrator informs us that this is a relic from the past and currently almost inoperative.

EXT. BUILDING - DAY

(Need not see it's a lighthouse) Catwoman, Joker and the henchies start a distance away at a rock marked with a small X and follow the clues as outlined earlier. It leads them inside the lighthouse. (also known as a Catstone in earlier days).

They search the first floor of the place and are interrupted by an AGED COUPLE, Mr. and Mrs. NORTH who are the lighthouse-keepers. The Dynamic Trio arrive and peek through the window. When they see Joker and Catwoman about to bop the old folks at home, they race in and prepare to do battle. Surprisingly enough, Catwoman tells the others to give up without a struggle. Joker wants to fight but Catwoman holds him back saying she thinks a jury will bear them out as not having done anything remiss. Batman wants to know what she was looking for but she refuses to answer until she has had benefit of counsel. She asks to make one phone call. That is her right so Batman agrees to let her use the phone. (After depositing a dime on the phone table so Mr. and Mrs. North will be reimbursed) She calls her attorney.

INTERCUT ATTORNEY'S OFFICE

She speaks with her attorney, a seedy-looking guy named LAFCADIO REPLEVIN, one of three partners in the firm of Replevin, Tort and Shyster. Replevin tells her to keep her maw shut. He will be at Police Headquarters for a conference.

BAT SPIN TO:

VISITING ROOM AT POLICE HEADQUARTERS - DAY

All six of the villains sit on one side of the wire screen and Replevin assures Catwoman that the evidence is all against her and there is positively no way that any jury will convict them. O'Hara and Gordon watch from a distance as Catwoman leans in with a suggestion as to how they can get away with it. We, the audience, don't hear what she's saying.

BAT SPIN TO:

INT. COURTROOM - DAY

Batman has been allowed to plead the case by the District Attorney. We see THREE SHORT CUTS as Batman examines Louie Groovy, Mr. Katz and Mr. North. In each case, the evidence is quite clear that Catwoman, Joker and the henchmen did, indeed, commit the crimes they are charged with. And each time, Replevin waives cross-examination. Batman sums up with a brilliant speech of legality and morality and Replevin doesn't even bother summing up. The jury walks out and comes back in less than a minute. Obviously, Batman thinks, they have agreed on a guilty verdict. Batman, Robin, Batgirl and Gordon are stunned when the jury pronounces the bad guys "Not Guilty". Robin screams "Fix!" but Batman says "That's the way the law is, Robin. They've received a fair trial and been adjudged not guilty. We cannot go against the jury's decision." But even the JUDGE is annoyed at this miscarriage of justice and berates the jury. One of the jurors tells the Judge to shut up and it is then that Robin recognizes the jury member as being a criminal who had formerly worked for Catwoman in the past. Indeed, upon closer scrutiny, all of the jury members are fakes. Batman makes a move for retrial and the judge grants it on the basis of a prejudicial jury. But they don't really know how prejudicial until the twelve men in the box stand up with machine guns and cover everyone! Catwoman tatas Batman and she, Joker and the henchmen begin to walk out. Batman flicks his batrope and lassoes a few of the machine guns and a

FIGHT begins. The jury is quickly covered by some armed policemen and the Dynamic Trio fights Catwoman, Joker and the henchmen in the courtroom. Railings give way, tables are broken and the place is turned into a shambles. Catwoman and Joker escape when they leap through the window while Batman, Robin and Batgirl are busy battling the henchmen. Now the Trio wraps up the bout and goes through the window.

EXT. COURT BUILDING - PARKING LOT - DAY

Catwoman has her car ready for a fast getaway. Joker spots the Batmobile in the lot and says it is folly to attempt an escape as the Batmobile will catch them. And the car is virtually indestructible! But Catwoman knows a way to negate the value of the Batmobile. She steals the ignition key! They race off. Batman, Robin and Batgirl get to the lot and leap into the car and are chagrined to learn that the key is gone. And Batman has left the spare key in his other costume! Amazing. Nothing physical could daunt the Batmobile except the simple theft of the ignition key. This is a good object lesson to everyone to always lock your car and never leave the key. But Batman is not to be stopped. He flips open the trunk and takes out a Batminicar! A little thing he keeps around for moments like these. Okay, they've got the conveyance but where to? Batman rightly figures that Catwoman and Joker must have returned to the lighthouse to get whatever it is they were looking for in the first place. So it's off to the lighthouse at Phoney Island.

BAT SPIN TO:

INT. LIGHTHOUSE - DAY

Mrs. North is there alone as Mr. North was in court. She is beside herself when she sees Catwoman and Joker return. They search the first floor and find a loose flagstone. They lift it and descend out of FRAME. Batman, Robin and Batgirl arrive, send Mrs. North outside and descend themselves.

INT. CAVE UNDER LIGHTHOUSE - DAY

There it is! Bag after bag of gunpowder. (During teleplay, we will re-establish several times that this is their overall caper) Enough to blow Gotham City skyhigh if they care to. Catwoman and Joker now get into an argument about what to do with the powder. She wants to use it to blow a hole in the Federal Depository and steal millions but Joker, grandiose as always, wants to take it to Fort Rox and steal billions! An argument ensues. The Dynamic Trio watch this from the ladder, waiting to see what will happen. Joker says he wants it his way or nothing! Catwoman is adamant. Joker, in order to scare Catwoman into acquiescing, lights a cigar in the midst of all this volatile stuff. Now he spots the Trio. Batgirl and Robin stay out of it as Batman and Joker have a bit of a battle. Catwoman tries to escape and is caught by Batgirl. In the fight, Joker drops his cigar and it ignites a small stream of gunpowder. They all race out as the fire quickly races toward the large mound of powder!

EXT. LIGHTHOUSE - DAY

Heroes and villains alike are running as fast as their legs

can carry them away from the lighthouse. Suddenly the earth is shook by a mighty force! Baroom!

STOCK SHOT -- ENORMOUS EXPLOSION -- DAY

RESUME OUTSIDE LIGHTHOUSE

As debris stops falling around them, Batman mentions that it could have been worse. Most of the explosion took place underground and obviously some of the powder was old and lost its potency. Even so, it's bad enough; the rain of dirt and plaster stops. Joker and Catwoman have been rendered unconscious. Batman, Batgirl and Robin revive them and all three of our leads expound some words of wisdom regarding the law, attempts to circumvent it and the folly of criminality altogether.

FADE OUT