

DIE DARKMAN DIE
outline

PROLOGUE: "Darkman Theme" swells dramatically.

Title card: "Before the Darkness ..."

Montage: Peyton's life. Family photos. Articles of young Peyton's awards, H.S. Shuttle experiment, Soviet-American Cooperation Medal, etc. See Bridget and Peyton in med school montage. Take elements of first movie and ours. Explosion. Exile. Near madness. Despair ...

1. FADE IN: Midnight at the waterfront. Nearby a garbage barge rocks gently in the harbor, its incinerator belching toxic flames and smoke.

2. PULL BACK: A shaky, handheld POV moves stealthily among the detritus of the wharf. A SHADOWY FIGURE is searching carefully for something.

3. Through the various cargos and forklifts, the hidden FIGURE'S POV finds commotion: MEN, mob guys of the ROOKER CRIME FAMILY, unload drugs from a forklift into the trunk of a sedan.

4. Suddenly the SHADOWY FIGURE ducks down as HEADLIGHTS freeze the mob men in their glare. A shiny BMW roars to a halt beside the drug-filled sedan and other MEN -- all armed -- leap out.

5. The SHADOWY FIGURE produces a telephoto camera and starts clicking away.

6. THE CONFRONTATION: The BMW MEN -- all members of the TESTA Crime Family -- have the drop on the wiseguys of the hapless ROOKER clan. DOMINICK TESTA emerges from one of the cars. "If I hadn't seen it, I wouldn't have believed it. Where's the dumpster don?" He finds JOHNNY ROOKER, 40s. As Testa's men manhandle and abuse Rooker's men, Testa warns the "dumpster don" to keep out of the more lucrative scams in town. "You don't have the brains and you certainly don't have the brawn."

7. Testa hands off the drug money to a THUG who walks away from the group. "Dino -- where you going?" Suddenly DINO staggers out from the shadows, a welt on his head. There are TWO Dinos. Sudden confusion aggravated when --

-- A fierce firefight breaks out among the warring gangs. The Rookers break and run.

8. AFTER DARKMAN IS DISCOVERED: He knocks over guys with the briefcase full of cash. Bends a gun barrel. He tips the forklift -- dumping drugs into the harbor.

8. (cont'd) He runs toward -- and leaps over -- a car trying to run him down. He scales an electric fence -- all the while his photo is being snapped by the shadowy figure.

9. Darkman disappears through a sewer grate and drops into darkness. The chasing thugs won't follow into the mess below. One hardguy, PAULIE, climbs down.

10. In the sewers, Paulie finds a fleshy mask -- then a pile of filthy bandages. He shines his flashlight at a dark half-seen figure. Tough guy Paulie screams in horror.

11. Paulie flies up through the manhole -- terrified beyond belief. His fellow thugs drag him away.

12. Follow the POV of our shadowy figure -- after the thugs leave -- coming out of hiding and peering down into the dark manhole. Someone is following Darkman ...

13. UNDERGROUND. Darkman traverses the tunnels with total command -- he knows exactly where he's going.

14. Darkman returns to his lair: an old cylindrical subway car loaded with medical equipment, electronic equipment, a bunch of subway maps -- dating back to the turn of the century. Long-forgotten in an abandoned subway spur, this car hasn't moved in 50 years.

15. Darkman dumps the stolen drug money into a tub filled with other booty -- his trust fund. He attaches cables to an underground power line -- sparking up his equipment. Again he tries to perfect the liquid skin, but the result is a hardened shell -- a mere mask of his face. Furious, he slams it onto the counter -- it scratches, but doesn't break. He tosses it onto a pile of other failures -- too many failures. He's almost forgotten what he looks like. He falls asleep, head crooked in arm, over the table.

16. In the midst of his sleep, he is roused by a noise -- someone is outside his den/lab. Quickly he shuts down the power of his lab -- chemical tint blackens the windows. His lair is impenetrable.

17. But to his stunned surprise, Darkman hears his name being called -- attached to a litany of prestigious awards from the scientific community.

18. Suddenly the floor explodes beneath the intruder -- Darkman's pursuer is hoisted toward the ceiling in a net made of six-pack rings.

19. Darkman emerges from his lair and confronts his pursuer -- to his astonishment, she's DR. BRIDGET THORNE, a former classmate -- and flame -- from medical school.

20. In the movie's only talky scene, she explains that she tracked him after his escape from the hospital, basing her search on rumors and odd sightings at the waterfront of a strangely-powerful man. He tries to send her away, but she begs him to come with her -- she can't heal his scars, but perhaps she can repair his nerve damage. Finally, he relents.

21. THE LAB. Bridget has her own lab, underwritten by a private research group, she explains.

22. Bridget shows Peyton to a clean room with clean sheets and a shower. She tells him, "Welcome back."

23. The next day. Jump right into nerve repair. She brings him up to date on the THE MAJOR INNOVATION that he will apply to his skin research.

24. Peyton goes under the knife. She implants the nerve-capacitator. It will repair nerve growth from within by releasing "clone drones" -- healthy nerve cells that seek out, bond with -- and organically repair -- damaged nerve cells. The technology intrigues Peyton.

25. Afterwards. Peyton scrapes some skin into a "control" dish -- applying the clone technique to his own skin research.

26. Bridget enters. Time to test the nerve damage. To his amazement, he feels pain. He's thrilled about feeling pain. Peyton and Bridget hug -- their old flame is rekindling.

27. Peyton shows Bridget his experiment -- the clone technique works on skin cells. The first drop of synthesized skin lasts past 99 minutes.

28. Peyton immediately begins the synthesis process -- a beaker starts to fill with perfected skin.

29. At that moment -- MEN barge into the lab. It's JOHNNY ROOKER, 40. Peyton fights off the don's men -- beating them soundly -- to the encouragement of Rooker himself. But when Peyton turns on the "dumpster don," he is suddenly shocked from within.

30. Bridget holds the controls to a zapper -- his nerve-capacitator is actually an incapacitator. Peyton falls to the floor writhing. To his shock -- Rooker and Bridget kiss. Darkman's been betrayed.

31. Rooker takes the controls from Bridget. "Sleep tight, freak." He turns it way up. Darkman falls unconscious.

END OF ACT I

ACT 2

32. Darkman wakes up inside a little room. He's hooked up with EEGs and EKGs, etc. Before he knows where he is, the floor begins to move -- roll, actually. Darkman is forced to run -- to keep up with the insanely rolling floor. It's some kind of speed and endurance test.

33. The door flies open; Darkman tumbles out. Rooker's men drag him up. When Darkman resists, Rooker gives him a jolt from the incapacitator. Darkman also sees the cannister of liquid skin put away for safe keeping. Rooker tells Peyton he's in for some fun.

34. Darkman is strapped into the seat of an idling car. Except the car is on a track pointed at the wall 50 feet away. The RPMs start to jack up. Darkman can only scream as the car hurtles at 70 mph right into the wall. BOOM!

35. Darkman is pulled from the wreckage of the car -- battered but alive. Rooker is thrilled. "You're a stud!"

36. MONTAGE: Darkman running a flaming gauntlet.

37. MONTAGE: Darkman submerged in water.

38. MONTAGE: Bridget and Rooker poring over data of Darkman tests. Rooker seems pleased. Darkman sees Rooker and Bridget kiss.

39. MONTAGE: Darkman pushed from a tower.

40. MONTAGE: Darkman having slop food thrown in his face by VINCENT, one of Rooker's thugs.

41. MONTAGE: Darkman enchained -- in despair.

42. Bridget visits Darkman in his cell. He can't believe she would do this to him. Perhaps she would repeat her line: "Anything for love." She also tells Darkman she could never love a freak. He howls in agony.

43. Bridget shows Rooker data from the tests. She's finally cracked the secret of his strength. A complication from the original nerve-severing allowed Darkman to maintain his mental facilities. She can duplicate the complication surgically. Rooker: "Then we don't need him anymore."

44. In his cell, Darkman lies beaten; Bridget's words echo in his ears. He tries to pull out the incapacitator, but can't reach around to his back where it's located.

45. Intercut with Rooker dispatching CEASAR to kill Peyton.

46. Peyton uses something to help him pull the incapacitator out of his back.

47. When CEASAR arrives to kill him, Peyton shoves the incapacitator into his mouth and cranks it up. Ceasar dies.

47a. OUTSIDE. Peyton gets outside. Hiding, he sees GINA confront Rooker.

Gina begs Johnny to come home, the next night. Makes him promise.

48. Beaten up and exhausted, Peyton manages to escape.

49. Darkman returns to his old lab. "Where I belong." He sparks up his old equipment.

50. THE NEXT DAY. Bridget arrives at the compound.

51. Bridget berates the thugs because Peyton hasn't been found -- he's dangerous until he's dead. She's going to the lab to make sure the data hasn't been tampered with.

52. Once inside the lab, Bridget takes off her high heels with a relief-filled grimace -- "How do women wear these things?" "Bridget" is Peyton in disguise. He goes to where he saw the skin locked up -- it's empty. The skin is gone.

53. Meanwhile, the real Bridget shows up -- and berates the guards for allowing Peyton to escape.

54. Peyton finds the Darkman Data. But before he can destroy it -- the thugs burst in and start firing. Darkman escapes by leaping from the parapets of the garbage compound into the filthy bay below.

55. The thugs chase with motor boats.

56. Cruising, circling, the thugs believe Peyton is dead -- until he smashes through the bottom of the skiff and pulls the driver down through the hole.

57. Darkman aims the boat at the other skiff; it crashes into the pursuers.

58. More thugs fire. Peyton disappears beneath the waves.

59. The thugs cruise up and down the waterfront.

60. No sign of Peyton. Rooker is furious. But Bridget bets that she knows where Peyton is.

61. Peyton in his lair. Going through quickly-compiled dossier -- perhaps he plugs into the NY Times on-line "morgue" to get info on Rooker.

61. (cont'd) He puts Rooker's photo into his face synthesizer. Suddenly his "early-warning" systems go on alert. Before he can react, bullets start to shred the car.

62. Outside, Bridget has led Rooker and a group of heavily-armed buttonmen to the subway car.
63. Peyton dives to his control panel.
64. In the tunnel outside, his boobytraps spring into action.
65. One buttonman is buried beneath a cascade of rubbish and broken glass.
66. Another drops into a pit of subway rats.
67. Nevertheless the firing becomes more intense, "Pour it on!" screams Rooker.
68. Bullets screaming around him, Darkman hits another button.
69. Smoke bombs detonate in the tunnel. Confusion.
70. Suddenly there's an awful metallic screech. To the horror of the mob killers, Peyton's ancient subway car lumbers out of the smoke -- hurtling right at them. Rooker, Bridget and most of the hitmen get out of the way in time -- an unlucky few don't.
71. Darkman's rolling lair disappears into darkness.
72. Subway station. Eyes bulge, jaws gape as Darkman's Nautilus-style subway car rockets past and disappears.
73. In the tunnel, a PATH train speeds right for Darkman's car.
74. Inside, Darkman consults a 1904 subway map, then turns the car off the main track into another dusty siding just in time to avoid the other car.
75. Darkman's car crashes through a barrier into a blocked-off tunnel.
- 75a. COMPOUND. The thugs are frantic. "He's like a cockroach, scraping around the bowels of the city. You think you kill 'em, then he pops up somewhere else!" Another thug: "He's right, boss, he could be anywhere! There's 12,000 miles of subway tracks down there."
- Rooker balls out his thugs for being such wimps. By tomorrow night -- you won't fear anybody. They're all gonna be afraid of you! Peyton's not going anywhere. I've got that skin locked up safe at my house ..."
- 75b. FOLLOW FAUCET MICRO-WIRE BENEATH THE COMPOUND.

76. UNDERGROUND. Darkman's moved his lair directly beneath Rooker. He's listening in while Rooker's "face" is being synthesized.

77. THAT NIGHT. The Rooker mansion. Darkman disarms the yard alarm. Then he puts on Rooker's face and heads for the house.

78. Darkman climbs a drain pipe to the second floor and forces open a window. The place seems deserted. He heads upstairs.

79. Darkman finds Rooker's office. Finds the safe. It's locked. Produces some demo stuff to blow it open.

He's about to light the fuse when he hears --

80. "Hi, Daddy." It's ANGELA ROOKER (8). Quickly Darkman pockets the demo stuff. He talks to Angela, trying to get her back to bed, asking where mommy is, etc. Finally he agrees to take Angela downstairs for a glass of milk.

81. DOWNSTAIRS. Darkman moves quietly, pausing at every noise.

82. Suddenly the lights pop on -- Darkman is surrounded by revellers who scream "Surprise!" and start to sing "Happy Birthday" in Italian.

83. Darkman is forced to mingle as Rooker -- with the 99-minute clock ticking down.

84. Darkman has to blab with crooked policemen, dirty politicians and shady business associates -- all very oblique. And he has to take the first dance with GINA -- Rooker's beautiful wife, who knows about Rooker's affair with Bridget. She steps on his feet, pokes him with her elbow, etc. "You promised me you were getting out of the rackets," etc.

85. Finally the don is called to play his treasured piano -- Darkman has to sit down at it. A horrible moment passes because he doesn't know what to do. Finally he calls little Angela up and together they play "Heart and Soul" to the delight of the guests.

85a. ROOKER'S LAB. The first of Rooker's men goes under the knife. X-shaped scar to orient audience.

86. STATEN ISLAND HOME. TODT HILL. Dissolve to later; the guests are leaving. Everyone has had a good time. Only Darkman and Gina remain; Darkman carries Angela upstairs and puts her to bed.

87. Gina appears; She's accusing. What do you want? A divorce? Playing piano with Angela, you never let her touch it. At the end of the scene, she sees her "husband" in a new light.

She wants him to stay. But Darkman's watch beeps softly -- his face is about to dissolve. He can't stay. She understands, but makes him promise to attend Angela's school play. He'll try.

87a. OUTSIDE ROOKER COMPOUND: Darkman watches -- taking photos -- curiously as THUGS are wheeled through compound as if after surgery. Darkman finds something in his pocket -- a pendant with photos of Gina and Angela.

88. OMIT

89. THE SCHOOL PLAY. Gina waits alone, an empty seat beside her. The play is about to start; the lights go down. Suddenly Rooker is escorted to his seat.

89a. The play begins: Beauty and the Beast. Angela is Beauty, of course. The Beast looks like Darkman? Gina and Peyton connect in the course of the play. Hold hands, etc.

90. LARD GARDEN CHINESE BRUNCH. Testa is there. Johnny Rooker appears "I wasn't invited." He makes a demand -- share the wealth or die. He's adding a new wrinkle -- his men are now superior to any of the other family's. And now he wants the respect he deserves. Testa laughs in his face -- weaklings.

91. To demonstrate, NICO takes on the bodyguards of Testa's. He kicks ass. Don Testa won't make any concessions. He thinks Johnny is still a worthless punk. Johnny slaughters Testa. He dumps garbage on Testa. He picks up cellular: "Tear them up!"

91a. MONTAGE: Other superior thugs kick ass.
MONTAGE: Pizza places shot up.
MONTAGE: Cars tipped over and explode.
MONTAGE: Mob rub-outs.
MONTAGE: Money ripped off.

94. Peyton, Gina and Angela emerge from school theatre -- and are surrounded by cops. Peyton arrested.

94a. Rooker struts into visit his ailing mother in resthome, showing off news headline. She berates him for family shame. She spits on the newspaper. "Money, power -- it's nothing without family. You take care of your family."

95. Peyton grilled under hot lights. Gina provides alibi -- with everybody at the school play. "Rooker" released for lack of evidence.

96. Outside. Camera crews descend on Rooker and Gina. Gina is furious, feels she was used for alibi. Darkman tells her the truth -- about skin, about visit. She thinks he's crazy and takes Angela home.

97. ROOKER HOME. Gina goes home and opens the safe, checking on Darkman's story. She doesn't find the skin. She hears Rooker laughing from the bedroom. She enters; Rooker is there with Bridget watching TV news, watching interview after jail. "Thanks for the alibi baby. Maybe I should thank your boyfriend. I couldn't have thought of a better alibi myself."

97a. Rooker has conversation about family troubles. Rooker shoots Bridget, to everyone's surprise. Gina is shocked, but Rooker tells her to get dressed. "You will love me again -- you'll see." "Biggest night of our lives."

97b. He drags Gina and Angela from the house. Thugs are there, backing up. They take off into the night.

98. Darkman arrives at the house. Finds Bridget dying. She spills her guts about where the coronation is.

99. GARBAGE COMPOUND. Rooker's coronation. The vanquished mobsters of other families are made to kiss Rooker's ring. Make tribute etc.

100. JUST OUTSIDE. Guards see Darkman approaching. "He ain't bulletproof." They machine gun him to shreds, then shoot him in the head. They touch his face -- it's metal. The flattened bullet falls out. Boom! Darkman attacks after removing stiff-face.

101. INSIDE. The Outside Guard enters. Takes Rooker aside. "That nutcase is here!" Dramatic reveal of Darkman.

The thugs jump Darkman; crash through the wall and drop into the dump; battle spills out into the scrap used car/metal dump run by Rooker. The super thugs corner Darkman -- but find Nico's smoldering "face."

101. In the confusion that follows, the thugs kill each other off: "He got away!" "He couldn't have gotten away!" The first thug is shot. But a check of his face shows the dead man to be a thug. His killer is then killed.

101 (cont'd) Paranoia rising, the remaining thugs kill each other. Darkman emerges from his hiding place -- "You guys had the brawn -- you still didn't have the brains..."

102. Rooker realizes his men have lost. He sees Angela and Gina trying to get away. He knocks Gina down. He grabs Angela and jumps in a skiff.

103. Darkman sees this also. He gives chase.

104. THE BARGE. Incinerator. He finds Angela clutching the rail, alone. When Darkman tries to save her, Rooker attacks. Clash of the titans. Angela burned with toxic waste.

105. Rooker threatens to destroy skin. Darkman changes things up, dumps Rooker in the incinerator. Saves skin --

106. Aftermath at hospital. operation on Angela.

107. Darkman and Gina have final meeting.

108. He shows his face. She kisses him.

109. He's gone.

110. Subway goes off somewhere ... back underground.