

B A T M A N

"SEE NO EVIL"

(beat outline)

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BATMAN

"SEE NO EVIL"

(beat outline)

ACT ONE

FADE IN:

1. INT. VENTRIS HOME NORTH OF GOTHAM - NIGHT - A CHILD'S BEDROOM

Little girl asleep in bed. 8 yrs. old; name's **KIMBERLY VENTRIS**. Handle on French windows turns. Windows open...but no one's there. Footsteps across rug (we see the pile being scrunched down, in foot-shaped outlines). Maybe even a little **SUBJECTIVE CAMERA** as the unseen visitor approaches the bed.

Close on Kimberly. We see a wisp of hair move off her forehead by itself -- the work of an invisible hand. Now an o.s. voice calls to her softly. Kimberly awakens, reacts with delight: *Mr. Mojo! You're back again!* Thus we get the idea that Kimberly thinks the invisible figure is her "imaginary" playmate, "**MR. MOJO**"; we get the sense that he's already visited several times. Now Mojo asks, *Do you remember what I told you once -- about how if you want something, and you imagine it hard enough, sometimes it comes true?* She nods...and we understand how Kimberly totally accepts the idea that her imaginary playmate has come to life.

Now Mojo reminds her of the locket she said she wanted. Kimberly nods again. She says she's been imagining it very hard. *Well, guess what?* Mr. Mojo says. *It came true this time, too!*...as suddenly a locket appears in mid-air (as we'll learn later, it was in the palm of the invisible visitor's hand). He lifts the locket, about to put it around her neck. She says it's pretty, but not very convincingly -- she's being polite; she's a very sweet little girl. Mojo senses this: *It isn't really what you had in mind, is it?* he asks. She remains silent, eyes downcast. *That's okay. Next time I come I'll bring you a better one.* Kimberly thanks him, but says that "next time" better be soon. *Or else you'll hafta know where to find us. Mommy says we're moving soon. Mommy says we can have a better life if we move back to Chicago...* Maybe some sharp sound from Mojo or something in his voice conveys that this is news to him.

Meanwhile, Kimberly's mother -- **HELEN VENTRIS** -- has heard her talking to someone. She comes in (just as the French window shutters swing wide, unseen by Helen). Helen asks Kimberly who she was talking to. *Mr. Mojo.* Helen smiles indulgently: "Him again." Then, **INTERCUT** with shot of tall grass outside being tamped down by invisible footsteps, as Kimberly tells Helen, *He really was here, Mommy. I think you scared him away.* And Helen indulges her child's "fantasy" - it's clear they've been thru this before. Off the evidence in the grass that Mr. Mojo is real, we...**DISSOLVE TO:**

2. EXT. / INT. CONVENTION CENTER - GOTHAM GEM EXPOSITION

BRUCE WAYNE is here, with an excruciatingly blonde young woman who insists upon being addressed as **CHRISSIE** rather than Christine. Bruce is apparently trying to induce an attention span in Chrissie by shopping for expensive jewelry the way you'd pick out produce at a supermarket: *I'll take two of those, three of these...* Chrissie keeps giggling. During this, we **SINGLE OUT** and **FOLLOW** a

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visitor to the exhibit as he enters from the street and crosses the floor carrying a distinctively-colored attache case. But he himself is dressed in dark, nondescript clothes. Face concealed by hat-brim and dark glasses. As he heads up a staircase, **CUT TO:**

CORRIDOR ON FLOOR ABOVE - JANITOR'S BROOM CLOSET

Making sure coast is clear, the mysterious man ducks inside with his briefcase, while we STAY IN HALL outside...Janitor comes in with pushcart, opens door, is about to put pushcart inside when he feels someone or something brush past him. But sees nothing.

BACK DOWNSTAIRS

When merchants' backs are turned and no one is looking, display cases open by themselves and gem trays upend, dumping gemstones out! The gemstones disappear (as we'll later learn, they're being dumped into the now-invisible briefcase, where they themselves become invisible).

Meanwhile: Chrissie is trying on a diamond-in-24K gold locket (Bruce is going to buy it for her). Suddenly, N.D. Females start screaming as valuables vanish; people all around are yelling as they suddenly realize that merchandise is gone as if by magic. *[NOTE the way this plays: Nobody gets the idea right away that there's an invisible man in the room with them, because he doesn't say anything and doesn't touch anybody. From the POV of the merchants, things are fading out right before their eyes -- it looks as if the gemstones are dematerializing.]*

Just then, the locket is yanked off Chrissie's neck by an invisible presence (as an astounded Bruce watches), and seems to disappear into thin air! Chrissie faints. Bruce turns her over to a security guard, asking him to look after her, then takes off, out to...

EXT. STREET IN FRONT OF CONVENTION CENTER - BRUCE WAYNE'S LIMO

where ALFRED awaits. Bruce hops in, grabs tray/briefcase thing from back of seat (per "Clock King") as limo pulls into the shadows of an alley. While Bruce is putting on his Batman costume...

BACK INSIDE THE CONVENTION CENTER

security guards are moving to block all exits in the exhibit hall: "Nobody moves till we figure out what the heck is going on." One guard's gun goes flying out of its holster, and another guard realizes that they've already been "invisibly" disarmed! Just as BATMAN comes in, a security guard at one exit lifts up into the air and goes flying several feet, seemingly of his own accord (actually, he's been judo-flipped and tossed by the invisible invader). Batman, amazed and puzzled, moves in that direction. When he hears footsteps receding into the corridor, he gives chase, still not knowing what he's up against. Now, a fast action sequence:

-- Batman sees heel skid-marks on corridor floor, spots the barest hint of a shadow there. (And he's getting the idea that, incredible as it may seem, he's dealing with an invisible man.)

-- The invisible man starts knocking out overhead lights, throwing the corridor into darkness -- no shadows at all, now.

-- Chase moves into high-ceilinged ballroom (ringed by gallery-like mezzanine) or atrium. Lots of different exits.

-- Invisible man's voice taunts Batman, attempting to misdirect him. Because of the echoing in the atrium, Batman can't tell which direction the voice is coming from.

-- Batman spots signs indicating that a wing of the convention center is under renovation, drives the chase into that wing.

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-- Batman swings on scaffold, knocks over painters' paint cans.
 -- Paint drenches invisible man, outlining him: now Batman notices he's carrying an attache case (if he hasn't spotted it already).
 -- Invisible Man touches a wrist-control, then there is an electrical flare and sizzle as the smoke pours off him -- then he's invisible again. It appears he's burned off the paint -- flash-fried it off, in fact. Then, while Batman struggles to get a sense of the unseen criminal's position, the invisible man sneaks up and clobbers Batman with his invisible attache case. Batman falls into a fountain while the invisible man gets away. **DISSOLVE TO:**

3. EXT. / INT. ABANDONED LIGHTHOUSE - LATER

In a coastal community several dozen miles north of the city. Cutting inside the boarded-up structure, we see that it's a hideout -- makeshift living quarters. Kimberly's photo is on a tabletop. We see a camouflaged door open...hear footsteps...then the inside of the attache case comes into view above a tabletop, as the invisible case is opened. Invisible hands dump its contents onto the table.

Now, a square-jawed man with close-cropped hair and rectangular-lensed glasses -- **LLOYD VENTRIS** -- comes into view as the suit unzips. He touches a wrist-control and, after an electrical crackling sound, the invisible-suit itself becomes visible...and we see that it's made of the same distinctively-colored material as the outer covering of the attache case. Crisscrossed by a lattice of tiny, hair's-breadth filaments.

Now Ventris picks up the stolen 24K locket from the pile of loot, turns to photo, and addresses the Kimberly in it. Holding up the expensive locket, he asks: *Can your mother give you things like this? Huh? Can she?!* And as he tells the photo that only he can give her a better life, *and no one's gonna take you away from me before I can do it, either!*, we...**FADE OUT.**

ACT TWO

4. INT. / EXT. WAYNETECH OPTICS RESEARCH LAB - DAY (SOME TIME LATER)

Bruce Wayne, **LUCIUS FOX** and **DR. HARTNESS**, the lab director, in a walk-and-talk thru the lab. Nifty stuff with fiber optics experiments, polarized glass panes, etc., in b.g.s as Wayne and Lucius describe the scene at the convention center the other day...and of what happened after the Batman showed up (per the news reports).

Bruce says he has some concerns about WayneTech technology having been appropriated. *I seem to recall hearing about some sort of invisibility project last year...* Hartness and Lucius assure Bruce that WayneTech isn't in any way responsible for the invisible man, and that what Bruce might be thinking of is that independent researcher, **DR. ABNER CARROWS**, who tried to interest WayneTech in funding one of his projects. We get a little of the exposition on the project here: Carrows was trying to develop a plastic material with imbedded filaments that, when electrified, would bend light rays rather than absorb them, creating the illusion of invisibility. "But we passed on it," says Hartness, "and nothing further ever came of it. Last I heard, Carrows had abandoned his research, just before he had his final illness." One of his former students is said to be trying to continue his research, but so far it hasn't led to anything. Off Bruce's narrowing eyes (*I wouldn't be too sure about that*, he says), we **WIPE TO:**

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5. A GRADE SCHOOL IN A GOTHAM SUBURB - DAY (CONTINUOUS)

Helen drops Kimberly off at school. Kimberly gleefully heads in, passes by a very expensive-looking parked sports car. Lloyd watches from behind the wheel, hat pulled down to hide his face. Helen heads off in her beat-up economy car and, as Lloyd follows her in his rich man's wheels, we **DISSOLVE TO:**

6. EXT. SIDEWALK CAFE - DAY (LATER)

It's overcast (a storm is brewing). Helen here, catching breakfast before heading home to bed (as we'll learn, she's a supermarket check-out clerk who works a late shift). Lloyd steps up, confronts Helen, who is evidently his *ex-wife*. She's at first startled, then angry to see him -- barely noticing that he's dressed to the teeth in fancy, expensive clothes (tasteful, tho, not gaudy). As he sits opposite her and leans across the table, into her face, she snaps at him to keep away. She reminds him about the restraining order she got from the court the last time Lloyd was sent to prison. He's not to come within 100 feet of her, much less 100 inches. Lloyd points out his clothes to her, as well as his car at the curb. He tells her he's rich now, in a much better position than she is to give Kimberly a good life. He tries to smile seductively, but it just comes out looking sinister: *Maybe even you and I can try again, babe. Start all over. Now that you can see I ain't no loser like ya useta think...* He whips out wad of cash, starts peeling off bills, hands her the money.

Helen is unmoved, throws it back in his face, saying she can just guess where that money came from. It's probably as dirty as Ventriss is -- as he always has been, and always will be. She wants no part of him, tells him to keep away from her and especially Kimberly. "I told her all about you," Helen says. "She knows you're not supposed to go near her." She turns on her heel as Lloyd pretends to beg her: *C'mon, babe. Gimme an another chance. I'll give you anything you want...* To which Helen replies, as she stalks off in a huff, "All I want from you is to see you disappear." Gritting his teeth as he stares daggers after her, Lloyd Ventriss mutters that that's exactly what she's gonna get...and she's gonna regret it... **DISSOLVE TO:**

7. EXT./INT. A PRIVATE LAB IN A LOFT BUILDING IN DOWNTOWN GOTHAM - EVENING

In an inner chamber sealed off from the rest of the lab by steel-reinforced walls, we discover Dr. Abner Carrows's former student -- a bespectacled "techno nerd" type whose name, we'll learn, is **SAM GIDDELL**. He is standing outside a vacuum chamber, conducting an experiment on a length of the distinctively-colored, filament-laced plastic -- electrifying it with jolts from a cattle prod-like device, which he manipulates via robot-armed Waldos. The vacuum chamber plus the protective hot-suit he wears make it clear that something about the experiment is volatile. **INTERCUT WITH:**

THE LAB PROPER, BEYOND THE INNER CHAMBER

where The Batman breaks in. He moves stealthily past dropcloth-shrouded lab tables and dust-covered shelves on which we SEE huge fabric bolts. Spindled on the bolts are wide rolls of what looks like vinyl wallpaper: more of that distinctively-colored plastic. Ignoring these, Batman creeps into a study, where he rifles thru files, finding a file folder labelled **LIGHT-REFRACTION EXPERIMENTS** -- and stamped with the word **ABANDONED** in big red letters. There are papers

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missing from the file, but (we'll learn later) still enough here for Batman to piece together what's gone down. Clearly, something he sees in the file alarms him, as

IN THE INNER CHAMBER

Giddell looks up from his work as, between electrical crackles, he catches the faint sound of the file cabinet door rolling shut. Disengaging from the Waldos, he grabs an acetylene torch from a lab table and starts out cautiously.

Batman is exiting the study as shadowy hands reach IN to the shelves behind him and push one of the huge bolts off a shelf. It bowls into Batman from behind, knocking him to the floor. A scuffle ensues, with the panicky Sam using the acetylene torch as a weapon. It's a brief fight, ending as Sam is shocked to recognize Batman by the light of the torch. In his amazement, he drops his guard, allowing Batman to get the upper hand. In moments, Batman has Sam pinned, has pulled off the hot suit's hood, and is demanding to know Sam's whereabouts of the night before last. Sam replies that he was here, working late, and can prove it -- building Security saw him, and he made phone calls; Batman can check phone company records. Batman tells Sam he has reason to believe that somebody's using the professor's invisibility technology for criminal purposes, and Sam's the prime suspect. Sam tells Batman of a lab assistant/handyman type that Carrows had hired before he passed on -- an ex-con named Lloyd Ventriss. Off Batman's widening eyes, WIPE TO:

8. BATCAVE - NIGHT (A SHORT TIME LATER)

for a fast scene in which Alfred enters the computer area carrying a familiar-looking helmet-like gizmo, to find Batman looking up an address in his computer database. Batman tells Alfred that Gidell's alibi has checked out. And what's more, *they've taken a careful inventory of the experimental plastic that Carrows had manufactured before he died, and found one roll of it missing*. So now it's time to find Lloyd Ventriss, who's looking mighty guilty by now.

Now we see that the device Alfred now hands over to Batman is the ZVF helmet (Zero-Visibility Flight) Batman designed in "Blind As a Bat." Alfred remarks at how clever Bruce is: since the ZVF device computer-generates images off feedback from sonar and radar, it doesn't matter whether something is visible in order for ZVF to image it -- as long as it's *solid*, and radar and sonar waves can bounce off it... *My thinking exactly*, Batman acknowledges, tucking the helmet under one arm and heading for the Batmobile as we...WIPE TO:

9. EXT./INT. VENTRIS HOME - KIMBERLY'S BEDROOM - NIGHT

Again Kimberly hears "Mr. Mojo" whisper to her from the window, awakening her. He produces the diamond-in-24K gold locket we saw him steal from the Gem Exposition -- and she loves it: *It is better than the first one*. Now "Mojo" takes her by the hand and asks her to come with him -- he wants to show her something special. Off they go, out thru the window, as

IN THE LIVING ROOM

an exhausted-looking Helen enters, returning home from work. She hangs up her jacket and is about to look in on Kimberly when she is startled by Batman's voice calling out to her, seemingly from out of nowhere. He enters thru a window, telling her he's looking for Lloyd. And, as she starts to explain that they separated the last time Lloyd was sent to prison, and Lloyd doesn't live here anymore, we
INTERCUT WITH:

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THE BACK OF THE HOUSE

where we see Ventris's sports car parked some distance away, across an expanse of tall grass. *The body of the car now seems to be covered with the distinctively-colored plastic threaded with filaments.* The still-invisible "Mr. Mojo" is leading Kimberly toward the car. But now she's getting scared -- she's not allowed to leave the house when her mommy's at work. "Mojo" tells her it's okay; after all, she's with Mr. Mojo. But Kimberly only grows more agitated: *It doesn't matter, Mommy will be mad -- she doesn't believe in you, she thinks you're only make-believe.*

BACK INSIDE

Batman says it's urgent that he find Ventris, and fills Helen in on what he learned at the lab: if Ventris *is* wearing an "invisibility suit" made of Carrows's experimental material, he's in danger...*because the reason the Professor abandoned the project was that his plastic was unstable. After repeated electrical stimulation, it becomes explosive. But it's unpredictable -- there's no way to know in advance whether the next jolt will be the "last straw"!* So Ventris is now *a walking time-bomb who could blow at any moment!*

OUT BACK, "Mr. Mojo" is whispering to Kimberly that maybe she would feel better if she saw him. So he removes the hood of his plastic suit to reveal his face. But when she sees it, she's even *more* wary: *You're a man...? But...but...I'm not supposed to go with strangers, Mommy told me.* "But I'm not a stranger," Ventris tells her. "I'm your father."

INSIDE, Helen's head has been spinning -- she had no idea about Carrows's invisibility experiments. But now she's grasped what Batman is telling her...and *Helen realizes that her ex-husband is "Mr. Mojo"!* She races into Kimberly's bedroom to find her daughter gone ...while

OUTSIDE, Kimberly is even more apprehensive: *My daddy? Get away from me! Mommy says you're not allowed to come near me. She says you did bad things!* That's it -- Ventris goes ballistic. He tries to grab her, telling her that she's coming with him. She pulls away with a scream, and

Batman hears Kimberly's cry and starts out at a run, emerging into the field in back of the house just in time to see Kimberly dragged by a fractionally-visible Ventris into the car. **INSIDE THE CAR,** Ventris touches a button on a metal box mounted on the dashboard -- a specially-designed and installed control panel -- *and opaque panels, made of Carrows's plastic, instantly slide up into place, covering all the windows!* Ventris touches his wrist-control, and...Batman watches in astonishment as the car glows for a beat with a burst of electricity...then *disappears!* On which note, we **FADE OUT.**

ACT THREE**13. FIELD BEHIND VENTRIS HOUSE - CONTINUOUS ACTION**

Batman whips out his grappling-gun and fires toward the sound of Ventris's engine...and misses! Now he realizes he's in deep soup -- he's left the VZF helmet in the Batmobile! -- as he finds himself in the unusual peril of being about to be run over by an invisible car! Only the grinding of gears and the rapidly-flattening grass indicate the car's position as it turns and heads straight for him! Batman leaps into the air, somersaults, goes into a tuck-and-roll -- narrowly evading it. Now he's almost backed up against the house as Ventris makes another pass. This time, Batman is side-swiped by the car. Looks like he'll have bruises but, luckily,

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no major injuries. Still, he stays down -- deciding to play possum (as he'll soon tell the worried Helen) so he'll survive to fight again.

As the scattering of garbage cans reveals the car's progress into the well-lighted street, Batman pulls from his utility belt *a miniature electronic "bug" built into a throwing star* and hurls it after the car. It locks onto the car's invisible rear bumper before Ventriss roars away from the scene with his kidnapped daughter in tow! As he heads for the Batmobile, tossing a reassuring word in Helen's direction...**FAST DISSOLVE TO:**

14. EXT. ROAD LEADING TO ABANDONED LIGHTHOUSE

Lightning now streaks the sky as Batman follows a blip on a tracking screen on the Batmobile's instrument panel. The trail leads him to the lighthouse; the invisible car is parked around here somewhere. He pulls the Batmobile to a stop behind some large boulders on the rocky cliffside, some distance from the lighthouse, to hide it, and emerges. *Then he plugs a wire from his cowl into a power-pack on his belt, and the eye-slits of his mask turn an eerie red*, just as they did in "Blind As A Bat."

We **INTERCUT** Batman's approach with quick cuts of Ventriss inside, packing up to flee -- *but Kimberly is nowhere in sight* --, then zipping up the invisibility suit and disappearing once more.

No sooner has he found the camouflaged door and burst inside than Batman is attacked from behind by the invisible Ventriss. But Batman "sees" him coming, thanks to the ZVF device -- and we catch glimpses of a stylized version of Ventriss in the suit, depicted via a "digitized" POV like that used in "Blind As a Bat." Now begins a fight to the finish...

...with Batman driving the action up the spiral staircase which leads to the lighthouse beacon, the sounds of battle punctuated by the cracks of thunder from outside as the storm brews. Ventriss quickly figures out that Batman has some device that allows the Dark Knight to see him, and it's only a matter of moments before Ventriss snaps the wire and the ZVF sensors are disabled!

Now Lloyd has the upper hand again. Batman strikes "blind," and his blows seem to connect only with empty air, but they do hit their mark. Still, Ventriss remains elusive. Only a smoke pellet from his utility belt, which causes Ventriss to cough and gives away his position, tells Batman he's trying to hide behind the beacon.

Batman attacks, driving the battle outside the lighthouse, onto the maintenance catwalk surrounding the beacon. Now the storm has begun, and a pelting of raindrops delineates Ventriss's form -- fragmentally -- allowing Batman to close in for the big finish. Ventriss is finally defeated when Batman's karate-chop to his wrist-control causes an electrical jolt, blindingly bright like a flashbulb in your face. Each combatant staggers back, away from his opponent. When Batman's vision clears, Ventriss has become visible...and he *stays* visible!

Stricken, he staggers backward, around the bend of the catwalk, out of Batman's sight for a moment behind the beacon. Then Batman hears a scream and the sound of an electrical crackle (the suit shorting out?, Batman wonders)...then Batman races around the catwalk...and in the b.g. we SEE an open passageway leading back inside as Batman hears an explosion from below and looks down to see a big blinding burst on the coastal rocks below! **DISSOLVE TO:**

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16. INT. BASE OF LIGHTHOUSE - SOME TIME LATER (THE TAG)

The local SHERIFF has brought Helen here. Now Batman locates Kimberly in her hiding place in the lighthouse basement (There is a camouflaged trapdoor flush with the floor, its edges fitting seamlessly into the frame. But Batman discovers the door handle, made invisible by the special material adhered to it.

Now, byplay between Batman, Helen and the Sheriff establishes Batman's concern that Lloyd Ventriss may not have met his doom -- he could've had another invisibility suit on underneath the one he was wearing when he first started fighting Batman, and tossed the outer one into the drink as a misdirection. But right now, all that matters is that Kimberly is safe...and the law is going to make sure that she and Helen get out of Gotham safely, and relocate someplace where Lloyd won't be able to harm them. On which note, we...

FADE OUT

END