

GREEN LANTERN & THE JLA  
"Escape From Warworld"

ACT 1: "The Left Hand of Darkness"

**Cinematic #1A**

**EXT. WARWORLD ARENA – NIGHT**

Cold Open. Establishing Warworld's grand ARENA. The bloodthirsty crowd of anonymous **ALIENS** cheer. *BJ: We can do a long distance shot of the crowd only. No close-ups.*

**CAPTION**

377 Light years from Earth.

**CAPTION**

Planet Warworld.

**CAPTION**

The Arena...

**ALIENS**

(bloodthirsty CHEERS)

The camera swings around to see what they're cheering about. MONGOL is withering under a sustained power ray attack from GREEN LANTERN.

**GREEN LANTERN**

It's over, Mongol, your reign of terror ends now!

**MONGOL**

(straining)

I am the undisputed master of this planet.

Still struggling under the power beam, Mongol produces a **bowling ball-sized device**, it's a Jack Kirbyish-looking bomb. *BJ: Noting model/actor request.*

**MONGOL**

Either I rule Warworld, or I destroy it.

GL is horrified.

**GREEN LANTERN**

Mongol, don't! That's a Cobalt grenade, if you—

Mongul's smile is chilling as he thumbs the device, activating it.

The explosion

Is sudden and all-encompassing.

**EXT. BOMB-RAVAGED WARWORLD ARENA – NIGHT**

As the smoke clears, the silence is deafening. Now we can see, and it's horrible. The bomb **blast has incinerated the Arena**, turning it into a charred, blackened mockery of its former glory. The stands and everything in them have been incinerated.

The camera moves again as it did in the opening of this sequence, panning past the horror in what remains of the stands and turning to ground zero. Through the still rising smoke, we can see Mongol, bloodied but unbowed, with the same sick smile of triumph on his face. **BJ: We will use the explosion to mask the geometry swaps and actor teleports to new start locations.**

### MONGOL

I salute your foolish bravery Green Lantern of Earth, as well as your memory, but no one can defeat Mongol. I will not allow it to happen.

### GREEN LANTERN (O.S.)

Mongol!

Mongol turns towards the sound, disbelieving. He peers through the rapidly-clearing smoke and debris, an **EMERALD ENERGY BUBBLE**, containing a fighting-mad Green Lantern, and his JLA teammate, who we can't quite see clearly through the smoke and the energy field. **BJ: Noting object and vfx request.**

### GREEN LANTERN

Beware my power.

### Mini-mission 1A: - Mongol's Last Stand.

### EXT. BOMB-RAVAGED WARWORLD ARENA – NIGHT

**Mission Set-up (was Mission Objective):** In a desperate attempt to escape justice, Mongol has detonated a Cobalt Grenade, intending to kill Green Lantern and his Justice League teammate. Both have survived his craven attack.

**TEXT OBJECTIVE:** Defeat and capture the intergalactic warlord Mongol, before he can kill again.

DNIM: Green Lantern and Player #2 inside of a glowing, **green energy sphere**. Martian Manhunter's voice telepathically fills them in. **BJ: Reuses same object created for Cinematic 1A.**

### Mission Briefing Text:

### MARTIAN MANHUNTER (V.O)

The intergalactic Warlord Mongol has just detonated a cobalt bomb in a desperate attempt to escape justice. This action has killed nearly 100,000 innocent spectators. You and your teammate must capture Mongol, before his evil spreads. **BJ: Note that all mission briefing text and voice over occurs on the Mission Select interface and not in game before, during or after the mission DNIM: Intro. Also note that Mission Briefing Text that is displayed on the Mission Select interface is accompanied by the associated MM VO. This goes for all missions.**

DNIM: Green Lantern's force field sphere dissolves, revealing Green Lantern and Player #2, ready to do battle with Mongol.

**Cinematic #1B (was 1A)**

**EXT. BOMB-RAVAGED WARWORLD ARENA – DAY** BJ: Noting change of sky dome for same bombed-out version of the arena. Warworld Arena 1A needs Day and Night sky domes.

Green Lantern has Mongol trussed up in a restraint emanating from his power ring.

**MONGOL**

Even your willpower can't hold me forever.

**GREEN LANTERN**

It doesn't have to. Right now, you've got much bigger problems than me.

Green Lantern looks up at the sky. Mongol follows his gaze in time to see the gigantic, semi-transparent image of one of the **GUARDIANS OF THE UNIVERSE** frowning down at him. BJ: Can this be an animated actor that speaks using telepathy? Or must this be an actor/model with a custom skeleton and animation?

**MONGOL**

A Guardian of the Universe...?

**GUARDIAN**

If you recognize my appearance, you recognize my authority. Mongol of Warworld, you have been tried and found guilty of interstellar war crimes including genocide. As your reign over this planet is by local standards legal, your sentence is lifetime confinement to this hell of your own making.

**EXT. WARWORLD – DAY**

In space, as the Guardian talks, a green energy field sweeps over the planet, sealing it finally in a giant force field. BJ: All of these assets must exist in the Warworld Arena 1A in order for this cinematic to flow without loading.

**GUARDIAN (V.O.)**

As I speak, I surround this planet with a force field, impenetrable by you but freely permeable by anyone else.

**EXT. BOMB-RAVAGED WARWORLD ARENA – DAY**

Mongol is angry.

**MONGOL**

You have no right.

**GUARDIAN**

I have every right. My word is law.

The Guardian fades away. Green Lantern snarls at Mongol.

**GREEN LANTERN**

You got off easy.

**MONGOL**

This is far from over, Lantern. I will escape this prison and have my vengeance upon you and all you hold dear.

Green Lantern begins to fly away.

**GREEN LANTERN**

Dream on, Mongol.

**MONGOL**

(shouting)

Your homeworld, Lantern, I'll destroy it, I'll kill your friends, your lover, your family.

Green Lantern is long gone.

**MONGOL**

(to himself)

And I'll kill you, too.

**Mini-Mission 1B – Target: Watchtower**

**INT. WATCHTOWER “KITCHEN” – NIGHT**

**Mission Set-up:** Super speedster Professor Zoom and a squad of Shadow Ninjas have breeched the formerly impenetrable Watchtower, the orbiting headquarters of the Justice League.

**TEXT OBJECTIVE:** Keep Zoom and his minions away from the “Monitor Womb,” avoid attacks from the Watchtower’s automated defense system, defeat Professor Zoom and his Ninjas.

DNIM: Player #1 and Player #2 are suddenly **teleported into “the Kitchen,”** as they try to figure out what’s going on, the Martian Manhunter **appears on a monitor** and fills them in. *BJ: Noting that we start the heroes in a hall that leads to the Kitchen. No appearances of Martian Manhunter on monitors in our game. MM will speak through JLA “earpieces”. MM can be seen speaking in the Control Booth of the Kitchen during this mission.*

**CAPTION**

Earth orbit. BJ: Note that Captions always occur during the DNIM: Intro of every mission before/as heroes enter scene.

**CAPTION**

Justice League Headquarters.

**CAPTION**

The Watchtower...

**Mission Briefing Text:**

**MARTIAN MANHUNTER (V.O)**

Our headquarters is under attack, I have emergency teleported you to our workout room, where I have also tricked the intruders, Professor Zoom and a unit of Shadow Ninjas. Their objective seems to be our Monitor Womb. Keep them away from there, and capture them.

BJ: Note that all Briefing and the high-level Text Objective always appear before a mission is started. During the mission players will get updates and new objectives during play through MM VO and Game Text (design will write missing pieces and additions and Dwayne can polish/approve).

The screen goes dark for a moment, then comes back on. BJ: Separating Dwayne's briefing into two pieces - the first part is used in text form at the Mission Select interface and the second part (below) is delivered in VO and subtitle during the missions DNIM: Intro.

**MARTIAN MANHUNTER**

One other thing. The Watchtower's internal defenses are live. Beware our internal security devices, they will attack you, as well as the villains. BJ: Noting that this line is great when used at level start. ☺

DNIM: After Zoom and Shadow Ninjas are defeated, Zoom is mysteriously teleported away from scene.

**HERO #1**

Weird.

**HERO #2**

Not really, he teleported in, he teleported out.

**HERO #1**

I meant the Shadow Ninjas. They work for Lady Shiva, not for Professor Zoom.

Martian Manhunter **reappears on screen**. BJ: For the below line we can show MM speaking to you from within the Kitchen Command Booth. ☺

**MARTIAN MANHUNTER**

Interesting observation. I'll investigate further and get back to you.

**Mission 1.1 – Omni Mind And Community****EXT. WAYNE PHARMACEUTICALS - NIGHT**

**Mission Set-up:** OMAC ("Omni Mind And Community") warriors have been sighted near billionaire Bruce Wayne's experimental pharmaceutical plant.

**TEXT OBJECTIVE:** Investigate break in. **Defeat OMAC Warriors**, investigate their intentions.  
 BJ: Initially, the heroes' objective was to investigate an alarm at Wayne Pharmaceuticals.  
 Currently I have this designed...

**Mission Briefing:** The Gotham Police Department reported a break-in at Wayne Pharmaceuticals. Bruce Wayne has requested our assistance in the matter.

**Mission Objective:** Protect Bruce Wayne's enterprises.

BJ: I think it is still cool that the player's are in for a surprise as opposed to the new objectives which give the OMACs away right up front. In the current in-progress design (large document) the OMACs ambush the Heroes (previous outline) in the DNIM: Intro. During real time fighting, the Heroes and J'onn have dialogue about the sudden and serious appearance of OMACs.

- OK to continue rolling in this direction? If so, I can send over the Gotham Rooftops document for Dwayne sign-off. It has loads of VO ready for Dwayne pass.
- Or change to your latest direction where OMACs are revealed in the briefing? Need to know asap as this directly affects works in progress.

Pasted below is our current design for introducing OMACs in ambush form. Dwayne would of course polish the design written VO:

#### Stage 1.1: OMACs

- Directly after DNIM: Intro fighting begins against **3 OMAC Alpha** (blue).
- **Trigger MM VO: "No – it can't be!"**
- **If only Batman in play trigger Batman VO: "Are these-"**
- **If only Superman in play trigger Superman VO: "What are they, J'onn?"**
- **If both Heroes in play only trigger Batman's line.**
- **Then trigger MM VO: "OMAC. Killing machines that were once human."**
- **Then trigger MM VO: "They must be destroyed before more humans are infected with the OMAC Virus."**
- **Trigger Game Hint Text: "OBJECTIVE: Find and defeat all OMAC."**
- Heroes must battle **3 OMAC Alphas** at one time.
- Each time an **OMAC Alpha** is defeated, spawn-in a replacement until a total of **6 OMAC Alpha** have appeared – no more than 3 at any one time.
- Blah...blah...blah and there are more waves of OMACs appearing in exciting, destructive ways. When all are defeated, as a reward, more VO is exchanged about the OMAC (who, why, etc.) which builds up to Sinestro. Who, as stated in Dwayne's previous works, mentions that the Kryptonian's (Cyborg) OMACs are as strong as promised. Which leads to big reveal at the end of mission where Cyborg appears and saves Sinestro. All of these elements are described in great detail in the mission doc and it's ready to go to Dwayne. ☺

DNIM: The rooftops, seemingly empty.

#### CAPTION

Gotham City.

#### CAPTION

Wayne Pharmaceuticals...

Batman suddenly enters the shot from above, landing on the rooftops in a crouch. He's listening. Superman lands nearby.

#### BATMAN

Can you hear that? Intruders.

**SUPERMAN**

Super hearing, remember? X-ray vision, too. I can see them. J'onn was right.

**OMACS ARE APPROACHING FROM EVERYWHERE.**

**SUPERMAN**

OMACs, and lots of them.

**AS THE OMACS SLOWLY APPROACH...**

**Mission Briefing Text:**

**MARTIAN MANHUNTER (V.O)**

There has been a break in at Wayne Pharmaceutical. Defeat the OMACs and find their leader. BJ: Noting that Mission Briefing Text and MM briefing VO is displayed/heard on the Mission Select interface.

Early in the fight:

**SUPERMAN**

This is a lot of muscle for an industrial crime. Any guess what they're after?

**BATMAN**

Nanotoxin. It's an experimental cancer cure, but it would also make a perfect delivery system for any bioweapon imaginable.

DNIM: After Sinestro and the OMACs are defeated, **Sinestro is mysteriously teleported away** from scene. BJ: We had agreed that Cyborg Superman would come to Sinestro's aid so we could cut down on the use of the Morgaine teleport cheap-out. I like this better as an exciting ending (new character revealed + mid-mission questions answered!) and have this DNIM ready for Dwayne's approval. We have also already begun implementing this scene with Cyborg. Can we stay this course and send doc to Dwayne?

**SUPERMAN**

He ran? They weren't doing that badly.

**BATMAN**

No more reason to stay. He got what he wanted.

**MARTIAN MANHUNTER (V.O.)**

Batman is correct. They have stolen a significant sample of the Nanotoxin. We have failed...

**Mission 1.2 – “You’ll Catch Your Death of Cold”**

**EXT. GOTHAM POWER PLANT - NIGHT**

**Mission Set-up:** Investigate break in at Gotham Water and Power

**TEXT OBJECTIVE:** Prevent detonation of explosive device that will destroy Gotham Power Grid.

DNIM: Establishing the Gotham Water and Power sign.

**CAPTION**

Gotham City.

**CAPTION**

Gotham Water and power...

Batman swings in and takes a perch on the giant sign. Moments later, a red blur announces the arrival of Flash. BJ: Currently the heroes begin a bridge. After we show the GWP sign and run the captions we will have the heroes land/arrive on this starting bridge. This description is too Cinematic also with special “Batman swings in and takes a perch on a sign” animation request.

**BATMAN**

Took you long enough.

**FLASH**

You live in Gotham. I ran all the way from Keystone City.

**BATMAN**

I called you 14 seconds ago. Did you stop for donuts and coffee?

**FLASH**

Wish I had. Have you noticed how cold it is here?

**Mission Briefing Text:**

**MARTIAN MANHUNTER (V.O)**

Batman, Flash. Police sent here over an hour ago to investigate a bomb threat have not called in. Investigate threat, and neutralize if necessary. BJ: Noting that Mission Briefing Text and MM briefing VO is displayed/heard on the Mission Select interface.

DNIM: After Shiva and Ninjas are defeated, Shiva is mysteriously teleported away from scene.

**FLASH**

Where'd she go? Was that some kind of Ninja Fu?

**BATMAN**

No. She was teleported away from here.

**FLASH**

Not really her style.



**BATMAN**

Neither is blowing up a power plant. Or supplying muscle to Professor Zoom.

**FLASH**

Sorry I missed him, I owe him a beating.

**BATMAN**

I suspect you'll get your chance. The attacks are coordinated. Someone's manipulating the Justice League.

**FLASH**

But who, and why?

**BATMAN**

You've identified the questions. Let's start looking for answers.

BJ: Dwayne's work here is great. I'll modify my current intro to match Dwayne's. I'd also like to show him what I have for rest of the mission and subtle differences in the ending. This mission document (like all Act 1 docs) are ready to go to Dwayne. Highly important he get these and reply because I have written some placeholder Lady Shiva VO that's needs Dwayne's magic touch.

BJ: Noting that design has begun and will need to continue writing additional lines for characters to make all key scenes described by Dwayne and additional scene created by design to work when only one hero is play. These lines need Dwayne approval as well. For example, here is a current scene from this Gotham Main mission:

***DNIM 3: Report***

Teleport Heroes to DNIM start locations. Fade from black. Shows Hero(s) in standing idle by a frozen GPD Car located on Main Street.

- As the DNIM starts trigger MM VO: "Report." (reuse)
- IF Flash only in play trigger Flash VO: "J'onn, there are frozen police cars everywhere; no sign of Gotham's finest."
- IF Batman only in play trigger Batman VO: "Nearly one dozen police cars are frozen; cops are MIA."
- IF both Heroes are in play trigger MM followed by Batman's line only.
- Then trigger MM VO: "Hostages of the Ninjas no doubt."

Transition to game cam. End DNIM.

**Mission 1.3 – "A Walk in the Park"****EXT. METROPOLIS CENTENNIAL PARK - DAY**

**Mission Set-up:** Solomon Grundy is on a Super powered rampage in Metropolis Centennial Park.

**TEXT OBJECTIVE:** Stop Grundy before he destroys the park and everyone in it.

DNIM: Establishing Metropolis Centennial Park.

**CAPTION**

Metropolis.

**CAPTION**

Centennial Park...

A giant statue crashes down into a pile of Rubble. Solomon Grundy stands in the debris he just created and roars!

**SOLOMON GRUNDY**

(growl)

The camera moves, revealing the reverse angle, Superman and Wonder Woman are approaching calmly. BJ: This starts off too different from our, already-in-development version of Centennial Park Mission: Our mission begins in the subway, below the hotel park. For pacing we start with Shadow Ninjas and amidst the ruckus Grundy explodes out (derailing a train car). Luckily this is only a DNIM, something that doesn't affect Dwayne's main storyline. Sound good?

**Mission Briefing Text:**

**MARTIAN MANHUNTER (V.O)**

Superman, Wonder Woman. Solomon Grundy is on a deadly rampage. Capture him before he harms anyone else. BJ: Noting that Mission Briefing Text and MM briefing VO is displayed/heard on the Mission Select interface.

DNIM: After Wonder Woman lassoes Grundy, he freezes, and is compelled to tell the truth.

**WONDER WOMAN**

My lasso compels you to tell the truth. Why have you gone on this rampage?

**GRUNDY**

The noise hurts Grundy!

**WONDER WOMAN**

What noise?

**GRUNDY**

Hurts!!

Grundy frees himself, throwing the lasso and Wonder woman aside. When she rises:

**WONDER WOMAN**

No one can tell a lie while bound by my magic lasso, but I can't hear anything.

**SUPERMAN**

I can, now that I know what to listen for. Hypersonics, designed to drive Grundy to distraction. It's coming from this direction.

**Superman heads towards the hidden Hypersonic Generator.** KEN: While this DNIM is great for non-interactive medium, for out game, many of these actions are things players should do and learn discover through gameplay. In our current in-progress design (sent to Dwayne for VO polish), Bane leads the players to the discovery of the Ultrasonic Device which is revealed to be the cause of Grundy's rampage. The DNIM described here is also more of an official Cinematic, one we don't have budget for. It's a cinematic because it features custom animation (Grundy telling truth while in lasso, Grundy throwing off the lasso, etc.) and has more than 2 camera shots. We are hoping we can continue along the path for this mission that was delivered to Dwayne for polish to the story/vo elements described within. Please see DHG's (ken's) mission doc sent approx. 3 weeks ago.

**DNIM: If the transmitter is destroyed before Grundy is defeated, he stops rampaging and just stands there.** KEN: This DNIM also doesn't quite work for gameplay and pacing (and our level layout) in a videogame. It's a nice denouement if this was a TV episode or issue of a comic book, but the final Grundy battle (after Bane) is happening way down below, in the park, while Bane and the Generator are at the very top of the hotel. So to show this effect, we'd have to destroy the machines and then force a DNIM cut to down below and the heroes standing there before this happens... doesn't quite work. We're not setting up to have one person destroy the machine up top, while another player is fighting Grundy below. In addition, if this is big fight, and all of a sudden Grundy just stops and is calm, it feels like a letdown to the Boss Fight. We strongly recommend rolling with our in-production design/story elements and get VO polish from Dwayne.

#### **WONDER WOMAN**

Grundy?

#### **GRUNDY**

Stupid noise is gone. Grundy doesn't want to fight anymore.

#### **WONDER WOMAN/SUPERMAN**

(relieved)

Okay.

DNIM: After Grundy is defeated or stopped, He and Bane are mysteriously teleported away from scene.

#### **SUPERMAN**

Gone. If Batman were here, he'd say there's a pattern.

#### **WONDER WOMAN**

But he'd say it sarcastically.

#### **SUPERMAN**

Can't say I'd blame him. Ninjas fighting with Grundy? Bane using advanced technology?

#### **WONDER WOMAN**

They're all working together, but on what?

#### **SUPERMAN**

Whatever it is, it's bad news for us.

**Mission 1.4 – Sinestro Strikes!****EXT. COAST CITYWALK MALL - DAY**

**Mission Set-up:** Sinestro has tipped Green Lantern to his intentions to turn everyone in Coast City into an OMAC.

**TEXT OBJECTIVE:** Stop Sinestro's plan. Prevent detonation of Nanovirus Bomb.

DNIM: Establishing Coast City Walk.

**CAPTION**

Coast City.

**CAPTION**

CityWalk Mall...

Green Lantern and Wonder Woman round a **corner to the main strip**. There are **OMACs everywhere**. BJ: The in-progress design begins with the Heroes in the night club and they are surprised by OMAC that enter by breaking through glass. However, all of the VO below can replace what I have currently written for the intro and it will work fine. But, there is of course the matter of all the VO and story elements already weaved into this mission design. There is fun Sinestro vs Heroes talk, etc. All needs to be reviewed and polished by Dwayne. Like all the Act 1 missions here, we are actually ahead of Dwayne can't stress enough how important it is that he get our mission designs (such as the delivered cent park) and we coordinate and adjust in a timely manner.

**MARTIAN MANHUNTER (V.O)**

Green Lantern, Wonder Woman. Sinestro has taken control of the CityWalk Mall. Using borrowed Kryptonian technology –

**WONDER WOMAN**

Kryptonian?

**MARTIAN MANHUNTER (V.O.)**

Yes. He actually sent us a copy of the plans.

**GREEN LANTERN**

This is an obvious trap.

**WONDER WOMAN**

A trap for you. Killing you is the only real objective he ever has.

**MARTIAN MANHUNTER**

Not that he minds harming others along the way. He's engineered the Nanotoxin he stole in Gotham into an "Omac Virus" that will instantly transform humans into OMACs, stopping only when it runs out of humans to transform.

**GREEN LANTERN**

That's not going to happen.

DNIM: After Sinestro is defeated, a yellow beam from his ring arcs out and arms his hidden bomb (the same kind of device Shiva was going to use in 1.2) BJ: Dwayne must have forget that we

agreed to allow Sinestro to hide the bomb and it's up to the player/heroes to find it before it explodes. And there are several play conditions that alter this scenario from finding and destroying the bomb before defeating Sinestro and vice versa. I have all of this documented already and just need the VO polished up. My ending is different but I think it's equally cool and dramatically reduces the scope of this documented DNIM (which is really a Cinematic we don't have budget for) Just need Dwayne's blessing and mods.

**GREEN LANTERN**

What did you do?

**SINESTRO**

I took my revenge.

Wonder Woman Lassoes him.

**WONDER WOMAN**

My magic lasso compels you to tell the truth.  
What did you do?

**SINESTRO**

I armed an explosive device loaded with enough  
OMAC Virus to transform the entire Eastern  
seaboard.

**WONDER WOMAN**

How do we stop it?

**SINESTRO**

Destroy the bomb before it explodes. But  
Wonder Woman

**WONDER WOMAN**

Yes?

**SINESTRO**

My OMACs will die before they let you get near  
it.

**WONDER WOMAN**

Probably so.

DNIM: After the bomb is destroyed, Sinestro expects to be teleported away. He raises his arms but nothing happens.

**GREEN LANTERN**

Problem?

**SINESTRO**

You did this! You're blocking the teleporter beam  
somehow.

**GREEN LANTERN**

Wish I was. I'm guessing your boss is leaving  
you in the lurch. I don't suppose you want to tell  
me who's behind everything?

Wonder Woman lassoes him

**WONDER WOMAN**

I think he might be persuaded...

**Cinematic #2**

**EXT. COAST CITYWALK MALL - DAY**

Wonder Woman has lassoed Sinestro, who struggles against the lasso's power.

**WONDER WOMAN**

My magic lasso compels you to tell the truth.

**SINESTRO**

I despise you with every fiber of my being.

**GREEN LANTERN**

See, I believe you. Now we're getting somewhere.

**WONDER WOMAN**

Who hired you?

**SINESTRO**

You have it backwards. I hired everyone. First Lady Shiva to supply Ninjas, then I paid your enemies to create simultaneous attacks.

**GREEN LANTERN**

Why?

Martian Manhunter's Telepathic image appears.

**MARTIAN MANHUNTER**

I believe I've deduced the answer. Diversions, intended to separate you from the rest of the League, so that Sinestro could kill you.

**CUT TO:**

**INT. WATCHTOWER MONITOR WOMB – NIGHT** BJ: We can't achieve a smooth cut transition from one level environment to another. To achieve this narrative we would need to cut this Cinematic into two. One for the end of Coast City and one that takes place in a Watchtower environment. There would be a significant load time here which is not desired. As requested before, all Cinematics must take place in one environment. Perhaps Batman can show up in Coast City with GL and WW to deliver his lines?

Batman is standing behind Martian Manhunter, scowling.

**BATMAN**

It doesn't quite track. Who did Sinestro expect to teleport him away? Where did the other Villains go?

**CUT TO:**

EXT. COAST CITYWALK MALL - DAY

Green Lantern eyeballs Sinestro.

**GREEN LANTERN**

Good point. What's the story, Sinestro?

**SINESTRO**

(struggling)

I ... don't ... know.

Wonder Woman sends a surge of power down the lasso.

**WONDER WOMAN**

Don't lie to me.

**SINESTRO**

(pained CRY, then) I literally cannot say. I used my ring to remove from me the ability to speak his name.

Wonder Woman removes the lasso.

**SINESTRO**

You have me, but that means nothing. The powers at play here are great. Your suffering is only beginning.

-30-