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<FinalDraft DocumentType="Script" Template="No" Version="4">

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<Text>JUSTICE LEAGUE</Text>

</Paragraph>

<Paragraph Alignment="Center" FirstIndent="0.00" Leading="Regular" LeftIndent="1.50" RightIndent="7.50" SpaceBefore="0" Spacing="1" StartsNewPage="No" Type="Action">

<Text>â€œDoomâ€ </Text>

</Paragraph>

<Paragraph Alignment="Center" FirstIndent="0.00" Leading="Regular" LeftIndent="1.50" RightIndent="7.50" SpaceBefore="0" Spacing="1" StartsNewPage="No" Type="Action">

<Text>By Dwayne McDuffie</Text>

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<Paragraph Alignment="Center" FirstIndent="0.00" Leading="Regular" LeftIndent="1.50" RightIndent="7.50" SpaceBefore="0" Spacing="1" StartsNewPage="No" Type="Action">

<Text>Third Draft, 09/16/10</Text>

</Paragraph>

<Paragraph Type="Action">

<Text>FADE IN:</Text>

</Paragraph>

<Paragraph Type="Scene Heading">

<SceneProperties Length="3/8" Page="1" Title="">

<SceneArcBeats/>

</SceneProperties>

<Text>EXT. GOTHAM DIAMOND EXCHANGE - NIGHT</Text>

</Paragraph>

<Paragraph Type="Action">

<Text>It's more like a fortress. Stone walls, high electric fences, armed guards. Speaking of whom, the only </Text>

<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">visible guard</Text>

<Text> is </Text>

<Text> is </Text>

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<Text AdornmentStyle="0" Background="#FFFFFFFFFFFF"
Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12"
Style="AllCaps">face down</Text>
<Text>.</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>A flutter of leather wings announces the silent arrival of
BATMAN. He crouches, rolls the guard onto his back, and looks him over.
</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>Just as Batman feared, the guard is dead, a steel PLAYING CARD
embedded in his chest, obviously thrown like a </Text>
<Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF"
Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12"
Style="">shuriken</Text>
<Text>.</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>Batman removes and examines the card, his eyes narrow. Batman
gently closes the guard's staring eyes, then moves on.</Text>
</Paragraph>
<Paragraph Type="Transition">
<Text>Cut TO:</Text>
</Paragraph>
<Paragraph Type="Scene Heading">
<SceneProperties Length="7/8" Page="1" Title="">
<SceneArcBeats>
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</SceneArcBeats>  
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<Text>Ext. Dimensional displacement access - night</Text>  
</Paragraph>  
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<Text>Not far away, at the foot of a concrete wall, Batman finds a  
</Text>  
<Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Kirbyesque</Text>  
<Text>, high-tech device about the size of a central air unit. This is a DIMENSIONAL DISPLACEMENT GENERATOR, but we don't know that yet. </Text>  
</Paragraph>  
<Paragraph Type="Action">  
<Text>Batman turns his attention to the irregular, oddly ægrayed-out,æ roughly 12æ™ X 12æ™ patch of wall surrounding the device.</Text>  
</Paragraph>  
<Paragraph Type="Action">  
<Text>He touches the natural-looking area of the wall to test it's solidity. Satisfied, he gingerly puts his hand into </Text>  
<Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">and through</Text>  
<Text> the grayed out area of the wall.</Text>  
</Paragraph>  
<Paragraph Type="Action">  
<Text>He activates his earpiece communicator &lt;BEEP&gt;, and speaks.  
</Text>  
</Paragraph>  
<Paragraph Type="Character">  
<Text>BatMAN</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
<Text>This is Batman. I've found them.</Text>  
</Paragraph>  
<Paragraph Type="Action">

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<Paragraph Type="Action">
  <Text>Batman pulls a small scanner out of his utility belt and waves
it over the DIMENSIONAL DISPLACEMENT GENERATOR at the base of the wall.
</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>BatMAN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>And tell Cyborg he was right about how theyâ€™ve been breaking
into these places.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Batman pockets the scanner.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>Superman</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
  <Text>(filtered)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Copy that. Hold your position, help is on the way.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Batman makes a face of displeasure, then touches his ear again.
We hear the communications line &lt;</Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF"
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Style="AllCaps">disconnect</Text>
  <Text>&gt;.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Wide as Batman </Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF"
Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12"
Style="AllCaps">steps through</Text>
  <Text> the ghostly portion of the wall.</Text>
</Paragraph>
<Paragraph Type="Transition">
  <Text>CuT TO:</Text>
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</Text>cut 10.</Text>
</Paragraph>
<Paragraph Type="Scene Heading">
  <SceneProperties Length="2/8" Page="2" Title="">
    <SceneArcBeats/>
  </SceneProperties>
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</Paragraph>
<Paragraph Type="Action">
  <Text>Deep inside the complex, the ROYAL FLUSH GANG (Spades is the
Suit) are cleaning the place out, they've been at this a while. We see two
floor-to ceiling </Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF"
Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12"
Style="AllCaps">vault doors</Text>
  <Text> have been ripped off of their hinges. If we can see the
interiors of the vaults they once protected, the rooms have been turned
over, everything of high value removed. </Text>
</Paragraph>
<Paragraph Type="Scene Heading">
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        </Paragraph>
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    </SceneArcBeats>
  </SceneProperties>
  <Text>cut 11.</Text>
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<Text>Ext. Vault - night</Text>
</Paragraph>
<Paragraph Type="Action">
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incredibly over-muscled, is ripping open a </Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF"
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Style="AllCaps">third vault door</Text>
  <Text> with his bare hands.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>Ace</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF"
Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12"
Style="">&lt;big</Text>
  <Text> </Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF"
Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12"
Style="AllCaps">Effort</Text>
  <Text>&gt;</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Jack has his fingers in his ears, waiting for the loud
&lt;CLANG&gt; to dissipate. When it does, he removes his fingers from his
ears and speaks.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>Jack</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Thatâ€™s what I call a safecracker.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Everyone walks past Jack and into the now-open Vault.</Text>
</Paragraph>
<Paragraph Type="Scene Heading">
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</Paragraph>
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