

WBA notes

An overall note is that it's a pretty linear story – villain sets up traps, villain initiates traps, heroes fight their way out, fight back, save the world and the end. Whatever twists and surprises that can be added can help. (We wouldn't want the main villain crossing the other villains, because it's been done.) If there could be more discovery about Vandal's ultimate solar flare plan, instead of having him lay it all out, that would be helpful. Though the outline is long, there is concern whether it will go for 70 minutes. Probably wouldn't hurt to have some kind of personality/character-based "B" plot. (Can we squeeze more from Cyborg and his attitude joining the group? Could Cyborg be uncovering info that hooks into Vandal's plan later? These are just suggestions. He is the wild card that Vandal hadn't planned for.)

Make it clear that the RFG gets their technology from Savage.

Make it clear that Batman's plans aren't to murder the Justice League members, but to incapacitate them. In most cases, the incapacitation will lead to death, but the idea is that Batman's buying time to take control of them before death occurs. Perhaps Vandal is upping the traps a bit, so if they die, so much the better. To Vandal's mind, if the traps don't get them the solar flare will. (When the JLA confront him in the end, he might argue that he only wanted to be able to stop them, not kill them, but even if some of the gang believe him at this point, they still don't trust him, and it's still a bad, bad thing that he did.

GL, Wonder Woman, and JJ all get drugged. Can we go back to WW having a mechanical device lodged in her ear, which is producing the hallucination of her being attacked wherever she looks? Right now the bridge beat feels too static.

Also, Cyborg's rescue of WW feels too simple. If she were seeing enemies everywhere and in a state of perpetual action, then when he showed up he could become the enemy in her eyes, giving us some fighting action between them. His circuitry could also pick up the mechanical device in her ear, which he could somehow destroy or extricate. Also, while he's fighting with her, his mechanics might be able to pick up metabolic info on WW, like heartbeat rate, indicating that she's in danger of killing herself if this goes on much longer.

GL's hallucinogen seems too convenient. Maybe there is more to it that we find out after the fact – like Batman was able to penetrate GL's fear center with the technology he studied from Scarecrow. This gas is a variation of a Scarecrow gas that.

Hopefully Savage's reason for taking over the world will sound cooler in the script. Right now it seems like he's taking over the world out of "nostalgia." It might help if we knew more specifics about his strategy. By burning up most of the western hemisphere, he's knocked out the free world and most of the planet's super heroes. While the rest of world is dealing with the environmental disaster, it's easy for the Legion to take control and still have half the world's technology to re-build the New Order, not to mention all the underground defense technology in the West.

There's a sense that Flash may have gotten out of his trap too easily. He essentially does what he's told he couldn't do. Here's a suggestion: Flash realizes if he vibrates the bomb off, it will explode, so he needs to have it explode in a way in which the explosion will be slowed even a

nano-second, so he can get away from it. So, as he's running around the world, he vibrates through a glacier sticking into the ocean. The bomb comes off inside the ice (with the ice providing some drag to help pull the bomb off without him having to use his hands). It immediately explodes, but the solidity of the ice is what gives Flash that hairbreadth of time. In slo-mo we see the ice cracking an inch behind Flash. He makes it out of the ice, back onto the water, the ice explodes like crazy, he ends up eventually struck by chunks of it, hitting the ocean like a skimming stone, but lives. Through all this there should be a sense that Flash has a one in a thousand chance of surviving.

We have some suggestions for the ending, because

- a. The giant bomb doesn't seem all that special, and diverting the first missile toward Doom HQ was already done in a JL episode
- b. Eight minutes is an awful tiny window for the heroes to do all the technological stuff that's needed .

Here are our suggestions, which follow along the lines of your plot:

1. The rocket is fired to the sun. (Or many rockets with one containing the bomb.) Supes and GL go after it (them).
2. When they try to stop it, a device inside the rocket dimension-warps the weapon.
3. Supes realizes that Vandal has the dimension warp timed so that the rocket will return to solidity just as it reaches the sun.
4. Superman follows after the rocket anyway. GL stays behind as back-up to stop the solar flare should Superman fail.
5. On Earth the JLAers hear the bad news.
6. It occurs to them that the flare will destroy Vandal/Doom as well. They must have a way to avoid annihilation. (Note: We think Vandal allowing himself to get burnt to a crisp may be a little much. How Wolverine-y is he that he can rise from ash?)
7. The Earth JLAers find a large dimension warp generator in the swamp, meant to protect the entire area, thus saving Vandal/Doom/and their headquarters.
8. The rocket solidifies only miles above the sun. Try as he might to destroy it, Superman can't. The rocket bomb explodes.
9. GL sees it, reports back through his ring, and braces himself
10. On Earth, Batman or Cyborg determine that the giant generator can be used to envelope the planet in a dimension warp, if they can tap into the Earth's magnetic field. But they'll need to transplant it to Watch Tower to do so. (Dwayne: You know how to write this mumbo jumbo better than anyone.)
11. Flash starts transplanting the device into the Watchtower, bit by bit, and reassembling it there. It takes him 3.5 minutes.
12. GL tries to stop the solar flare. He does as well as he can, but gets blown away.
13. The JLAer, now in the Watch Tower, start hooking giant cables into the device. WW and Jon are the guys doing this, since these cables are HUGE. Throughout Cyborg is taking readings and Batman is figuring things out too. They only have a couple of minutes before the flare hits.
14. They turn on the device, sending a signal to Earth which connects to the Earth's magnetic field, making it visible.

15. The entire planet is starting to shimmer. Citizens are perplexed. Why is everything glowing?

16. Have the flare shoot right THROUGH the Earth. For a moment everyone on Earth and the guys in Watch Tower experience a blinding cosmic, radiation storm, but nothing touches them physically.

17. The flare sails through, and just in time as the generator breaks down from the strain. (Perhaps Cyborg's been connected to it, adding his own strength.)

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Page notes:

Page 10 – No beer references, or drinks shown that can only be alcohol.

Page 18 – The Doom dialogue is sounding less serious than it should.

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