

```
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```
<Content>
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```
<Paragraph Type="Scene Heading">
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```
<SceneProperties Length="1/8" Page="1" Title="">
```

```
<SceneArcBeats/>
```

```
</SceneProperties>
```

```
<Text>                                </Text>
```

```
<Text AdornmentStyle="0" Background="#FFFFFFFFFFFF"
```

```
Color="#000000000000" Font="Courier New" RevisionID="0" Size="12"
```

```
Style="Underline+AllCaps">teaser</Text>
```

```
<Text></Text>
```

```
</Paragraph>
```

```
<Paragraph Type="Action">
```

```
<Text AdornmentStyle="0" Background="#FFFFFFFFFFFF"
```

```
Color="#000000000000" Font="Courier New" RevisionID="0" Size="12"
```

```
Style="AllCaps">Fade in:</Text>
```

```
</Paragraph>
```

```
<Paragraph Type="Scene Heading">
```

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

```
<SceneArcBeats/>
```

```
</SceneProperties>
```

```
<Text>TITLE CARD - "Batman Beyond" Font:</Text>
```

```
</Paragraph>
```

```
<Paragraph Type="Action">
```

```
<Text>NEO GOTHAM - FIFTY YEARS FROM NOW...</Text>
```

```
</Paragraph>
```

```
<Paragraph Type="Scene Heading">
```

```
<SceneProperties Length="3 2/8" Page="1" Title="">
```

```
<SceneArcBeats/>
```

```
</SceneProperties>
```

```
<Text>EXT. NEO GOTHAM - DAY </Text>
```

```
</Paragraph>
```

```
<Paragraph Type="Action">
```

```
<Text>A series of angles establish the futuristic skyline of the main
city from "Batman Beyond." We finally arrive at a modest SINGLE FAMILY
HOUSE.</Text>
```

```
</Paragraph>
```

```
<Paragraph Type="Character">
```

<Text>ENID (O.S.)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>David? </Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF"
Color="#000000000000" Font="Courier New" RevisionID="0" Size="12"
Style="">Daaaavidddd</Text>
 <Text>?</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>Now we see her, ENID CLINTON, a frumpy housewife whose face
seems to be permanently set in a disappointed sneer. She's in her laundry
room, dragging a big garbage bag, stalking towards the door to the attached
garage.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>Enid</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Are you hiding in the garage again? </Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>She opens the door and around the room. It's like a museum,
filled with carefully preserved and displayed HISTORICAL TREASURES. She's
not impressed.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>ENID</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Look at this mess!</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
 <Text>(calling out)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Come on out David. I know you're out here. </Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>DAVID CLINTON, her meek, much put upon husband, peers out from

behind a stack of half opened crates</Text>

<Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000" Font="Courier New" RevisionID="0" Size="12" Style="AllCaps">. H</Text>

<Text>e's dressed in a bizarre skin-tight outfit that's out of place even by the standards of this future world</Text>

<Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000" Font="Courier New" RevisionID="0" Size="12" Style="AllCaps">.</Text>

<Text> He's scribbling in a dog-eared RED NOTEBOOK. He carries himself like a kid caught doing something wrong.</Text>

</Paragraph>

<Paragraph Type="Character">

<Text>David</Text>

</Paragraph>

<Paragraph Type="Parenthetical">

<Text>(mortified)</Text>

</Paragraph>

<Paragraph Type="Dialogue">

<Text>Oh, hello dear. I was just cataloging some of my collection.</Text>

</Paragraph>

<Paragraph Type="Character">

<Text>Enid</Text>

</Paragraph>

<Paragraph Type="Dialogue">

<Text>"Collection." Bunch of junk.</Text>

</Paragraph>

<Paragraph Type="Action">

<Text>David is offended. He shows her some of his treasures as he defends them.</Text>

</Paragraph>

<Paragraph Type="Character">

<Text>David</Text>

</Paragraph>

<Paragraph Type="Dialogue">

<Text>It's not junk! This comb belonged to </Text>

<Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#000000000000" Font="Courier New" RevisionID="0" Size="12" Style="">Cleopatra!</Text>

<Text> And this, this is an actual early draft of the Magna </Text>
<Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF"
Color="#000000000000" Font="Courier New" RevisionID="0" Size="12"
Style="">Carta!</Text>
<Text> And here...</Text>
</Paragraph>
<Paragraph Type="Character">
<Text>Enid</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>Right. Like you could afford those things on a physics
professors salary. We can't even afford the new car I want.</Text>
</Paragraph>
<Paragraph Type="Character">
<Text>David</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>I-I didn't buy them, Enid. I sort of ... </Text>
<Text AdornmentStyle="0" Background="#FFFFFFFFFFFF"
Color="#000000000000" Font="Courier New" RevisionID="0" Size="12"
Style="Underline">took</Text>
<Text> them.</Text>
</Paragraph>
<Paragraph Type="Character">
<Text>Enid</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>You robbed a </Text>
<Text AdornmentStyle="0" Background="#FFFFFFFFFFFF"
Color="#000000000000" Font="Courier New" RevisionID="0" Size="12"
Style="Underline">museum</Text>
<Text>? Is that why you're wearing that goofy </Text>
<Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF"
Color="#000000000000" Font="Courier New" RevisionID="0" Size="12"
Style="">catsuit?</Text>
<Text></Text>
</Paragraph>
<Paragraph Type="Character">
<Text>David</Text>
</Paragraph>

```

</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Sort of...not exactly. Remember last summer when I didn't get
tenure?</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>Enid</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Yeah, they thought you were crazy because you kept insisting you
were on the verge of discovering...</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Now she gets it.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>EnID</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>...time travel.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Davis smiles triumphantly, gesturing towards his suit with both
hands.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>David</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>It's my Chronosuit. I've had it working for months. I've been
using it to gather treasures for my collection. And you said I was a loser.
</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>Enid</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Let me get this straight. You've got a suit that lets you travel
in time, and you've been using it to steal historical </Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF"
  </Text>

```

Style="Underline">trash</Text>

<Text>?</Text>

</Paragraph>

<Paragraph Type="Action">

<Text>She walks up to him and buttonholes him.</Text>

</Paragraph>

<Paragraph Type="Character">

<Text>Enid</Text>

</Paragraph>

<Paragraph Type="Dialogue">

<Text>You stupid little man! You could go back and steal gold and jewels. You could get stock information from the future. We could be rich!
</Text>

</Paragraph>

<Paragraph Type="Character">

<Text>David</Text>

</Paragraph>

<Paragraph Type="Dialogue">

<Text>No! We can't use the suit to do anything that could change history. I'm careful to only take things that wouldn't be missed.</Text>

</Paragraph>

<Paragraph Type="Character">

<Text>Enid</Text>

</Paragraph>

<Paragraph Type="Dialogue">

<Text>Like your spine? </Text>

</Paragraph>

<Paragraph Type="Character">

<Text>David</Text>

</Paragraph>

<Paragraph Type="Dialogue">

<Text>Enid, please! Don't talk to me like that, I love--</Text>

</Paragraph>

<Paragraph Type="Character">

<Text>Enid</Text>

</Paragraph>

<Paragraph Type="Dialogue">

<Text>Mother was right! I should have married Jim </Text>

<Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF"

Style="">Dworman</Text>

<Text>, He's a very successful lawyer! And you're a loser, always were, always will be. </Text>

</Paragraph>

<Paragraph Type="Character">

<Text>David</Text>

</Paragraph>

<Paragraph Type="Dialogue">

<Text>But--</Text>

</Paragraph>

<Paragraph Type="Character">

<Text>Enid</Text>

</Paragraph>

<Paragraph Type="Dialogue">

<Text>You worthless, trifling, effete, good-for-nothing, wretched waste of space! You invent a time machine and can't think of anything useful to do with it?</Text>

</Paragraph>

<Paragraph Type="Character">

<Text>David</Text>

</Paragraph>

<Paragraph Type="Dialogue">

<Text>I can think of one thing.</Text>

</Paragraph>

<Paragraph Type="Action">

<Text>David deliberately reaches down with his index finger extended. He's about to press a </Text>

<Text AdornmentStyle="0" Background="#FFFFFFFFFFFF"

Color="#000000000000" Font="Courier New" RevisionID="0" Size="12"

Style="AllCaps">button</Text>

<Text> on the </Text>

<Text AdornmentStyle="0" Background="#FFFFFFFFFFFF"

Color="#000000000000" Font="Courier New" RevisionID="0" Size="12"

Style="AllCaps">high tech belt</Text>

<Text> around his waist.</Text>

</Paragraph>

<Paragraph Type="Character">

<Text>DavID</Text>

</Paragraph>

```
<Paragraph Type="Dialogue">
  <Text>I can use it to get away from you!</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>David presses the button and VANISHES leaving behind a rapidly-
fading </Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF"
Color="#00000000000000" Font="Courier New" RevisionID="0" Size="12"
Style="AllCaps">hOLE</Text>
  <Text> IN SPACE. We can see a colorful PLASMA TUNNEL in the hole for
the few instants before it's gone. From here on out, we're calling this a
TIME SLIDE. </Text>
</Paragraph>
<Paragraph Type="Transition">
  <Text>CUT TO:</Text>
</Paragraph>
<Paragraph Type="Scene Heading">
  <SceneProperties Length="2/8" Page="4" Title="">
    <SceneArcBeats/>
  </SceneProperties>
  <Text>Ext. The watchtower - day </Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Establishing the orbiting headquarters of the Justice League.
</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>TITLE:</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>THE WATCHTOWER - TODAY...</Text>
</Paragraph>
<Paragraph Type="Scene Heading">
  <SceneProperties Length="1 6/8" Page="4" Title="">
    <SceneArcBeats/>
  </SceneProperties>
  <Text>INT. THE WATCHTOWER - CAFETERIA</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Establishing the mess hall. It's mostly empty. At the line to
```

get food, </Text>

<Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF"
Color="#000000000000" Font="Courier New" RevisionID="0" Size="12"
Style="">Hawkgirl</Text>

<Text> and Wonder Woman both reach for a tray at the same time. Wonder
Woman lets the try go and glowers at </Text>

<Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF"
Color="#000000000000" Font="Courier New" RevisionID="0" Size="12"
Style="">Hawkgirl.</Text>

<Text></Text>

</Paragraph>

<Paragraph Type="Character">

<Text>Wonder woman</Text>

</Paragraph>

<Paragraph Type="Parenthetical">

<Text>(coolly)</Text>

</Paragraph>

<Paragraph Type="Dialogue">

<Text>By all means. You first.</Text>

</Paragraph>

<Paragraph Type="Action">

<Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF"
Color="#000000000000" Font="Courier New" RevisionID="0" Size="12"
Style="">Hawkgirl</Text>

<Text> is silent as she takes the tray and proceeds down the line.
</Text>

</Paragraph>

<Paragraph Type="Action">

<Text>

**You see the first 12 KB above. The remaining 134 KB (92%) of the file are
not displayed.**

Show the full file...