



BATMAN
Series Writer's Bible

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BATMAN

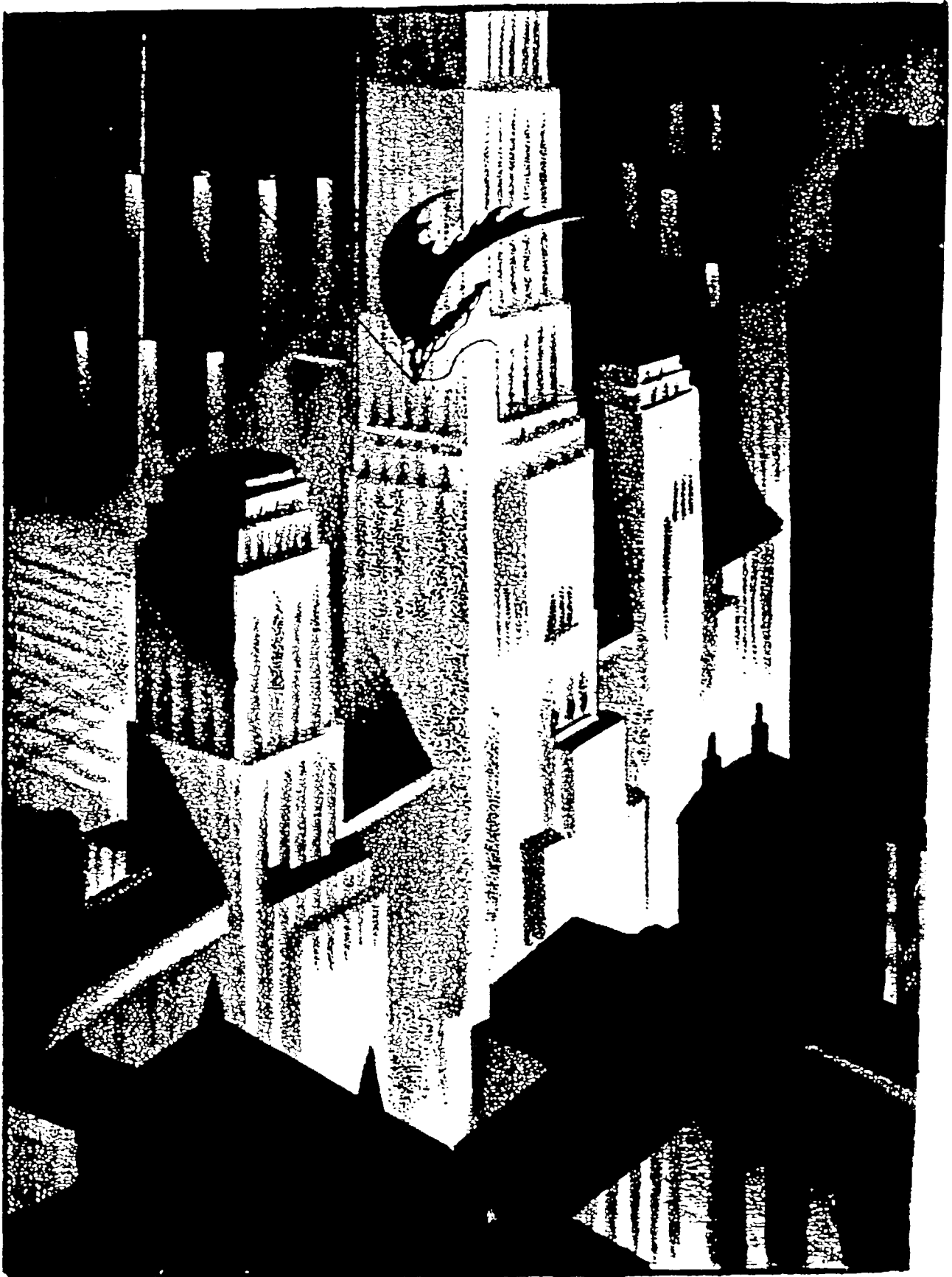


BATMAN™

INTRODUCTION

Night in Gotham City. Only the faintest rays of moonlight break through the steamy darkness. Shadows are black, twisted, and frightening. The thick, night air carries many sounds; breaking glass, sputtering neon, harsh, bitter voices and police sirens. Always police sirens. Most of Gotham's daytime inhabitants have long since fled to the suburbs or into security-gated apartments. This is not a safe place after dark.

One thing and one alone keeps Gotham from drowning in a sea of corruption and despair. It is a grim being cloaked as much in mystery as he is in shadows. Like a bat he dives out of the night to feed on Gotham's evil. To some, he is merely a legend. To others, he is a dedicated, driven avenger. And to criminals, he is their worst nightmare. He is... BATMAN.



"BATMAN"

GENERAL SERIES CONCEPTS

The adventures of Batman will incorporate many different elements of the Batman mythology. Our half-hour series will have a darker look and tone to it, keeping in line with the movie version and recent comic book interpretations. With a nod to the crime films and novels of the 1940s, we will combine both old and new in this "Dark Deco" visual design and create a fresh take on The Batman.

WHAT HAS CHANGED

Chances are, anyone who's reading this already knows a considerable amount about Batman. For the past fifty-one years he's been a major figure in everyone's childhood. His legend and lore have been told in comic books, radio, television, and movies. Known to all is the story of his origin: young Bruce Wayne, orphaned when a robber killed his parents, swore to devote his life and fortune to wipe out crime. He spent years traveling the world learning secrets of martial arts and criminology. With his training complete, Bruce Wayne returned to Gotham where he used high-tech gadgets, his brilliant detective's mind and the fearsome costume of a bat-man to wage war on the superstitious, cowardly members of the underworld.

Now that we've dealt with his origin, we can put it out of the way for the remainder of the series. We'll say it here first -- in the run of our series, we will do NO STORIES ABOUT BATMAN'S ORIGIN. Nothing about his parents' murder, the film they saw at the movies before they were shot, the theatre usherette who happened to see them go into Crime Alley seconds before the gun went off, etc., etc... if you're thinking up stories along those lines, flush them. Granted, there's a tremendous history in Batman's early years, but that's been done to death in the comics and it's not the Batman series we're doing TODAY. What follows is a list showing how our Batman will differ from all the previous versions:

1. Batman is a solo act, usually working alone. Although he has allies in Alfred and Robin, it will be Batman who carries the bulk of every episode.
2. Batman does not work directly with the police. He's not a member of the force or a deputized agent. There's no Bat-Signal or hotline, they can't contact him.

2.

Batman's on a one-man fight against crime, and, if he needs to inform the police of anything, he'll phone them. His closest contact on the force will be Commissioner Gordon, who, while he holds an admiration for the Dark Knight, will not always approve of his methods.

3. Robin is not Batman's full-time partner. Although adopted and trained to be Robin by Batman, Dick Grayson now leads a separate life as a college student and solo crime fighter.

4. Our stories will be hard-edged crime dramas with villains who play for keeps. Yes, many of them will come from Batman's well-known Rogues Gallery, but they will be as wild, dark and sinister as we can make them. Each episode will also feature a big SET PIECE, an incredible visual action visual that will be a looked-forward-to element in each show. This will be the climax, centerpiece or show-stopper of each episode.

WRITING STYLE AND STRUCTURE

Our series will stress economic, well-structured plots containing snappy, conversational dialogue and characters whose actions are motivated and believable. We want expository information conveyed as visually as possible, stressing "visual shorthand" over lazy, expository speeches.

We hope to encourage our writers to take advantage of the almost limitless visual possibilities allowed by animation. With our animated Batman, we can "build" gigantic sets and create special effects that could never be realized with live action. Use this advantage!

We encourage writers to push themselves to create action and fight sequences in these larger than life settings. Keep the images and actions clear and vivid. Give us details that will inspire the directors and animators. Utilize the power of the written word.

We wish to pay special attention to the "arena" or setting of each episode. Stories which have a unified sense of place will always work better. This is not to say that Batman can't "move around" in his adventures, but the locations (especially the climax) should be adequately established and foreshadowed. Don't forget, we have 65 episodes, so there's no reason to throw kitchen-sink-and-all into every episode. We want to strive for identifiable, memorable adventures that audiences will want to see over and over again, as with the Fleisher "Superman" series.

THREE ACT STRUCTURES

Structurally, we want these 22 minute episodes to function as uniformed, tightly plotted mini-movies. We hope to follow a cinematic, three-act structure, with each act containing action sequences and plot developments that build toward a final conclusion. In particular, we'd like each story to contain a major action set-piece... usually in the Third Act.

ACT ONE: The first-third of the script should serve the requirements of a first act. This is the "setup," where the episode's tone and story direction are established, as well as introducing characters and establishing their agendas.

ACT TWO: The second-third will comprise the second act, where the story develops, tension increases, counter moves by the adversaries take place and rising action becomes unstoppable and headed for the inevitable conclusion.

ACT THREE: The final-third will deal with the climax and resolution of the story. Whatever is established in Act One and Two must be paid off and resolved here. In the search for a satisfying ending, always remember to save something big for the third act. The action must always build to a big finish.

ACT BREAK CLIFFHANGERS

At the end of each act will be commercial break. We want to be sure that we have some kind of cliffhanger, sting, or revelation when we fade out for the commercial. Obviously, we can't always have Batman hanging off a cliff, but try and utilize creative ways to keep the audience "hooked" so they will stay tuned.

HUMOR GUIDELINES

The humor in our version of Batman should arise naturally from the larger than life characters and never from tongue-in-cheek campiness. Dry lines in tough situations and occasional comments about the outlandishness of costumed villains is certainly within the realistic context of our vision of Batman.

As for the villains, dark humor and clever dialogue is great, as long as it seems to realistically reflect the character's wit, as opposed to the writer's. Of course, everybody shouldn't sound like the Joker, and writers are encouraged to find distinctive voices for all of their characters.

As an additional note, we want to keep "pop culture" references to a minimum. Occasional satire of significant cultural trends, along the lines of the more recent comic incarnations, is fine but should be kept to a minimum. After all, this is Batman, not Jonathan Swift. Remember, we want the humor to hold up in ten or twenty years, so we'd like to stay away from specific references that won't be relevant in the future.



BATMAN

The Batman will be portrayed as Gotham City's grim avenger of evil. Appearing only at night, he will use his sophisticated gadgetry, shrewd detective skills and frightening image to combat Gotham's criminals. He will speak only when necessary, and then only in short, terse sentences.

Although mistakenly viewed as a vigilante, The Batman is bound by a code which forbids killing. He may terrorize a criminal by hanging him over the ledge of a building, but he'll never lower himself to a criminal's level and murder.

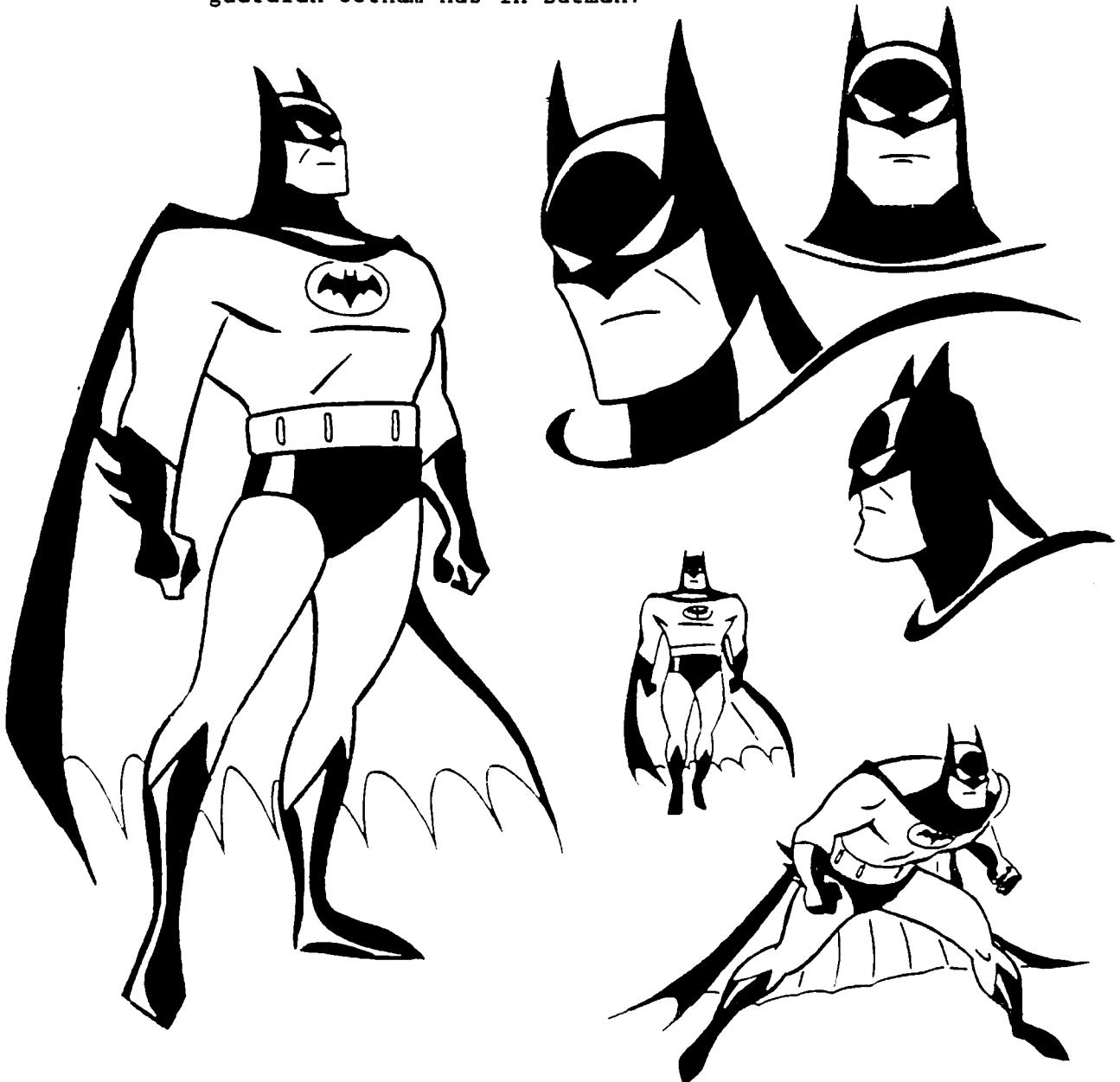
Our version of Batman will rely less on gadgets and more on his own deductive powers and fighting skills. Staying true to The Batman's original conception as "the world's greatest detective," we want to stress his mental abilities, whether he be assembling clues in a case or using his vast scientific knowledge in the Bat cave's laboratory. He is a crime-fighter who is skilled in many languages and is also a consummate master of disguise. In addition to Bruce Wayne, the Batman has other alter egos, including "Slugger Sprang" a small-time hood with an ear to the criminal grapevine of Gotham's seedy docks.

This mental agility also applies to The Batman in action. When faced with a dangerous situation, he won't always be able to produce the right tool to remove himself from harm's way. More often than not, it's razor-sharp wits that spring him from a trap, not a utility belt. His fighting skills combine elements of judo, jujitsu, karate and old-fashioned street fighting. Although skilled in martial arts, The Batman's distinct fighting style is not expressly oriental.

Fear is one of the Dark Knight's most powerful weapons and through his mysterious persona he is able to cultivate an almost superhuman image for himself. Through sheer physical speed, a bat-shaped hang-glider and sophisticated weapons such as the Batarang and smoke grenades, he perpetuates the image of an invincible foe -- a mysterious figure seemingly impervious to bullets, able to fly and capable of appearing out of nowhere.

Other weapons contained in Batman's utility belt are skeleton keys, handcuffs, light-weight, unbreakable rope, tiny electronic trackers and a radio transmitter. Batman also utilizes The Bat boat, connected to Gotham Harbor via an underground river and the Batwing, a small fighter jet which is launched horizontally like a Harrier jump jet and is able to hover.

In our series, Batman is in the early phases of his crime-fighting career, often at odds with the police, many of whom regard him as a vigilante and menace to the city. Few besides Commissioner Gordon realize the powerful guardian Gotham has in Batman.



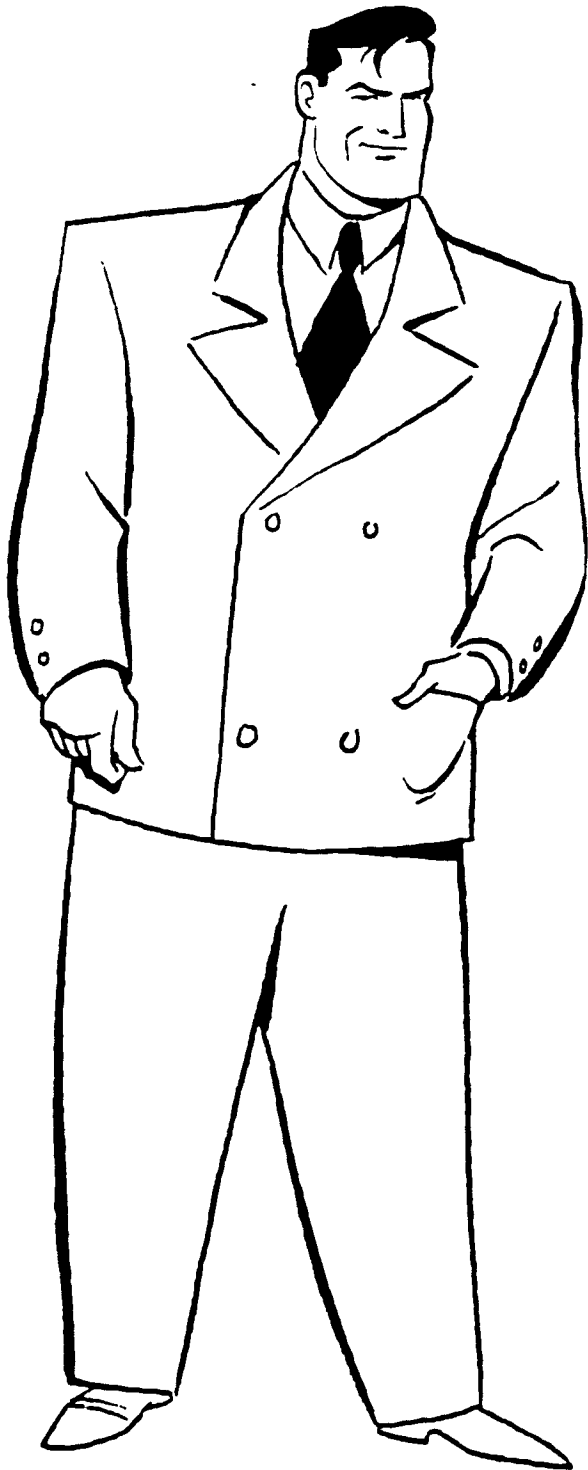
BRUCE WAYNE

One thing which we will stress and will make our series markedly different, is the fact that Bruce Wayne is the disguise and Batman his true persona.

In the eyes of Gotham City's populace, Bruce Wayne is the last person to ever be associated with the crime-fighting Batman. His public image is that of a jaded, jet-setting playboy. To the public at large, he is a man whose wealthy parents were murdered when he was a child, and who spends all of his time frivolously squandering the Wayne fortune.

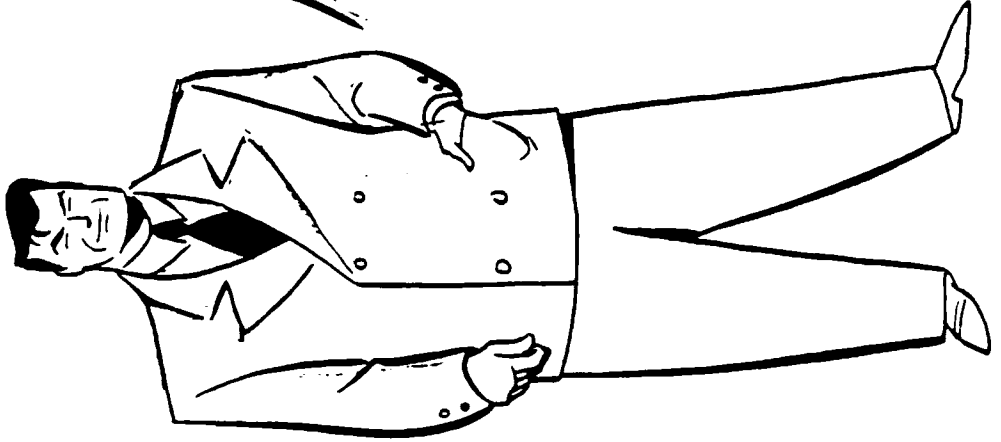
To make sure he isn't thought of as a rich "do-gooder" Wayne maintains his snobbish, indifferent facade by hiding his sizable charity contributions behind dummy corporations. This self-centered image clears him of any suspicion and allows him to finance his crime fighting operations through the inexhaustible Wayne family fortune. When Bruce Wayne is out of the public eye his personality immediately returns to that of The Batman.

Although the public persona of Bruce Wayne often causes him to be labeled as a selfish elitist, this is the price Wayne is willing to pay for being Batman. He is not a man haunted by the on-going trauma of losing his parents. He has exorcised those ghosts by becoming Batman. Bruce Wayne has sacrificed his "public life" for a private life of crime fighting. Ultimately, he is more comfortable as the Batman, and that is who our series is about.





Bruce Wayne



SUPPORTING CHARACTERS

None of the supporting characters listed are required to make regular appearances in the series. In our series we intend to stress clean, streamlined story telling and have no desire to "pad" the episodes with unnecessary characters.

ROBIN

Dick Grayson was born into a circus family. As part of the "Flying Graysons," he excelled early on at all forms of acrobatics. When his parents were murdered by a gangster trying to extort money from the circus, Dick was adopted by Bruce Wayne. Having lost his own parents to crime, Wayne felt a kinship with the young orphan, and trained him to be his assistant and partner, Robin.

In our series, Dick Grayson will be older than the "classic" depictions of Robin, and he will not be Batman's full-time partner. Our Robin will be about twenty, and he'll operate pretty much as a solo adventurer and crime fighter. Of course, he will still have very close ties to Batman and Bruce Wayne, and Batman will call him in on cases from time to time.

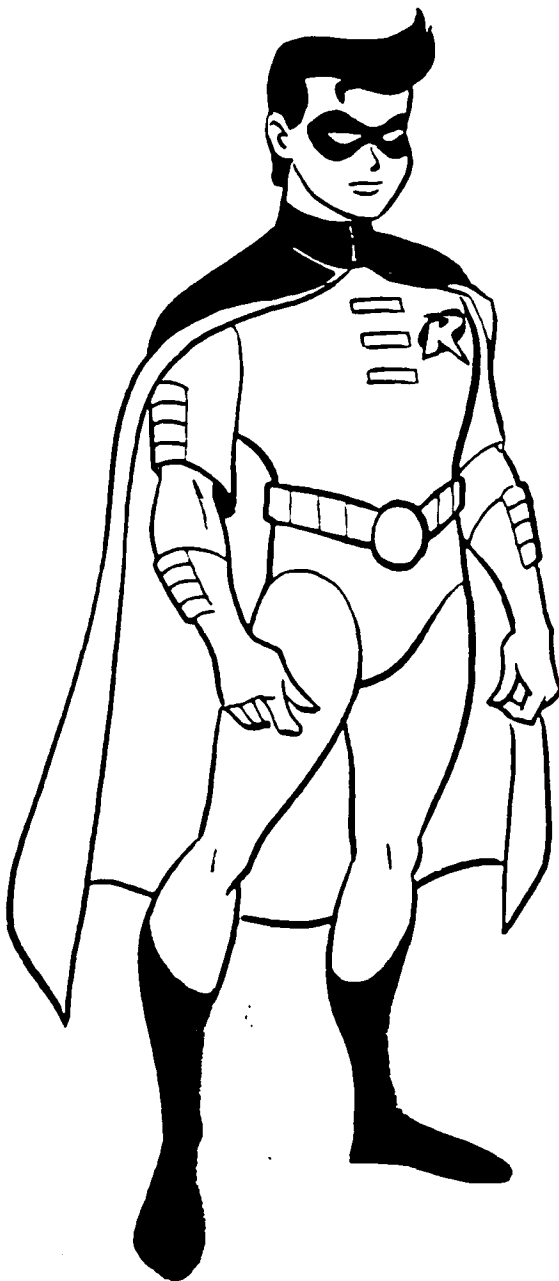
As Robin, Dick possesses keen reflexes, acrobatic skill and strength and endurance that make him second only to Batman. He's also much more verbal than Batman, and will occasionally taunt criminals while he's fighting them. (NOTE: Robin will not engage the hoods with witty repartee and puns; he's actually kind of a smart-ass, egging them to take their best shots and then decking them.)

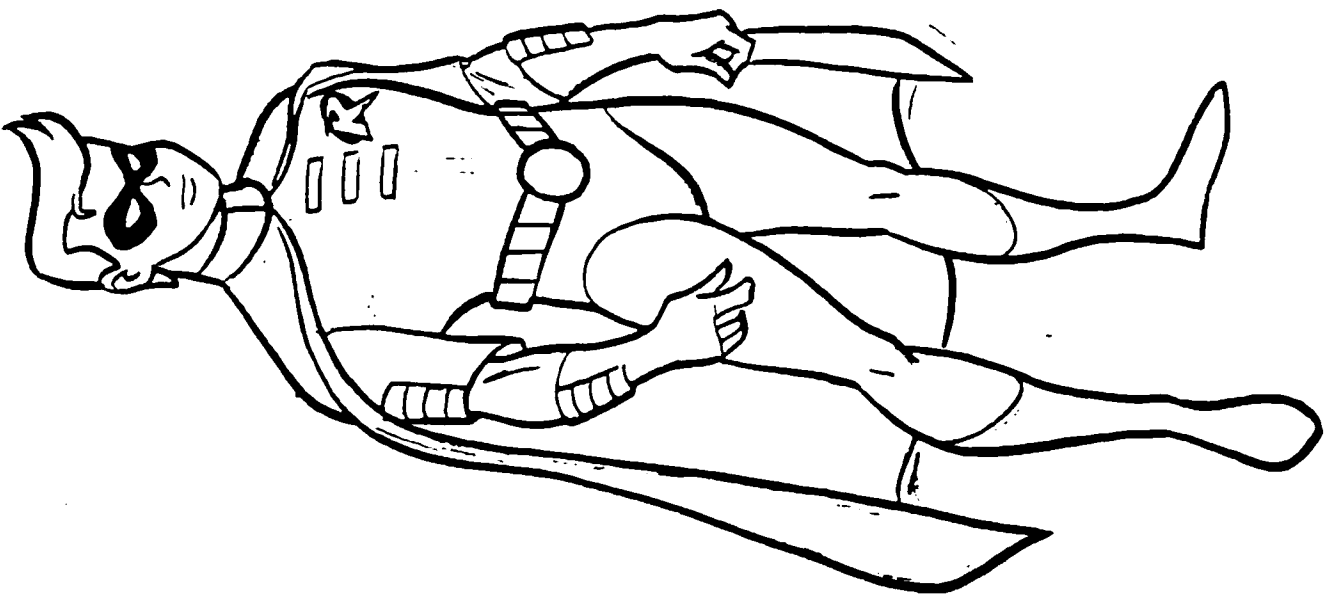
Robin enjoys the thrill of crime-fighting, and Batman sometimes has to restrain him from charging into action without considering every deductive angle first. This is indicative of their relationship as Bruce Wayne and Dick Grayson, as well. Though Dick also lost his parents to crime, he is not driven by Batman's same demons. Batman may use the Bruce Wayne persona as a cover, but Dick Grayson and Robin are pretty much the same young man.

By day, Dick will attend college at Gotham State where he majors in criminology. He'll live at the campus dormitory, but will make periodic visits to Wayne Manor to help Batman on a case or to check up on his friend's well being.

Dick knows that Batman's war on crime brings him close to the edge, and makes it part of his job to lighten things up when things get too intense.

Dick shares a special kinship with Alfred, whom he looks upon as a combination kindly uncle and wise mentor. Someone to relate to in a son-to-father way when the Batman is otherwise occupied.







ALFRED

Other than Robin, Wayne Manor's trusted butler Alfred is the only person to know Bruce Wayne's secret identity. A long time friend to Bruce's father, Alfred understands Wayne's grief and his desire to fight crime. Although concerned with Wayne's safety, he realizes that risks must be taken and considers himself part of Batman's operation.

Alfred knows that his master is often uncomfortable with the boorish Bruce Wayne persona, and Alfred's wicked dry wit is obvious in the easing of this tension through his orchestration of the Wayne charade. He controls Wayne's daily routine with upmost attention to detail, often going so far as to select Wayne's wardrobe and oversee his social calendar.

A man of impeccable taste, Alfred might, for instance, select an array of truly tasteless ties and take great pleasure in outfitting Bruce Wayne with the gauche garments. Alfred's humor is priceless to The Batman, who sometimes admits his own tendency toward being too serious. Alfred often needles Batman about a "hero's work" never being done and the obvious humor behind his beloved friend dressing up as a Bat is not lost on Alfred. But with or without the jokes, Alfred is firmly committed to the Batman and his mission and the men are deeply bonded by this shared goal.

Alfred is equally efficient in maintaining the illusion of Batman and Bruce Wayne as different people. Always vigilant at Wayne Manor when the Batman is out on a case, he minds the phones and gates, making sure Wayne seems to be at home, but unable to come to the phone. At other times, when Wayne is abroad, he craftily executes fake sightings of Batman to further deflect suspicion.





COMMISSIONER JAMES GORDON

World weary and politically uncorruptable, middle-aged Commissioner Gordon is loved by the law-abiding populace of Gotham and hated by its criminal element. A pipe smoking Irishman who is both tough and fair, Gordon has been a cop all his life, working his way up from beat cop to Detective Sergeant and finally Captain.

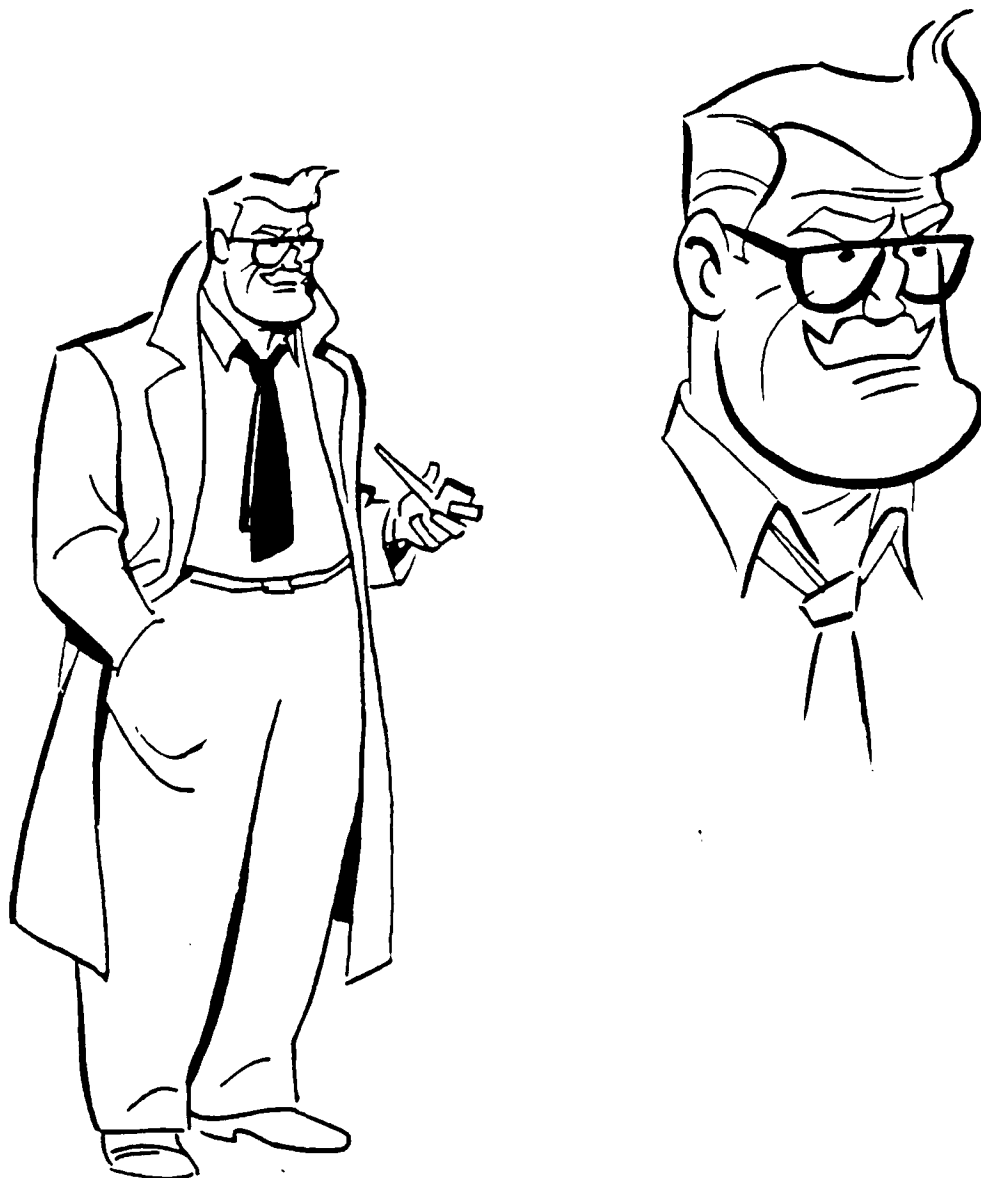
Hoping to make him more amenable to police corruption, the crooked former mayor of Gotham "kicked him upstairs" with an appointment to Commissioner, but the plot backfired. Gordon forever endeared himself to the public and the patrol cops by walking into his first day on the job in his patrolman's dress uniform, sending a clear signal to the administrative "suits" that he was not one of them.

He still holds uniform beat cops in special regard, which fosters resentment among both plainclothes cops and city politicians. Despite the turmoil around him, Gordon is a compassionate man, and believes in the intrinsic good of human nature. Nevertheless, he's a pragmatist and knows that he must be unsparingly tough on violent crime, but is equally adept at choosing which battles to fight and when. He knows that in a city as big as Gotham, there must be some give and take.

He's a harried, overworked man drowning in a sea of administrators -- a blue collar cop who must function in a white collar world in order to fight the crime of Gotham. Although he'd rather be retired and fly fishing, his personal integrity and sense of duty will not allow him to even consider leaving this job. Although Gordon cannot publicly condone Batman, he secretly welcomes his intervention, and is often contacted for clandestine meetings by The Dark Knight.

Never one to suffer fools gladly, Gordon is uncomfortable with politicking, although he often finds himself rubbing elbows with Gotham's rich and powerful. Because of this, Gordon often comes into contact with Bruce Wayne. Gordon feels that Wayne is an irresponsible playboy and never says more to him than necessary. The Batman's respect and admiration for Gordon must always be hidden when disguised in the Bruce Wayne charade, for Batman knows that if Wayne and Gordon were to be friends, Gordon would surely guess his alter ego. The only friendship that can exist is that of Gordon and The Batman.

Gordon has a wife, SARAH, as well as an eighteen-year-old daughter, BARBARA. Barbara's schoolgirl crush and desire to meet Batman has inspired her to try her hand at crime fighting as Batgirl. Whereas most teenagers might sneak out of the house for a midnight rendezvous, Barbara dons a costume and slips into the night to search for The Batman. On one or two occasions she will run into the Dark Knight and Robin, unwittingly putting them all in danger.





Commissioner
Gordon

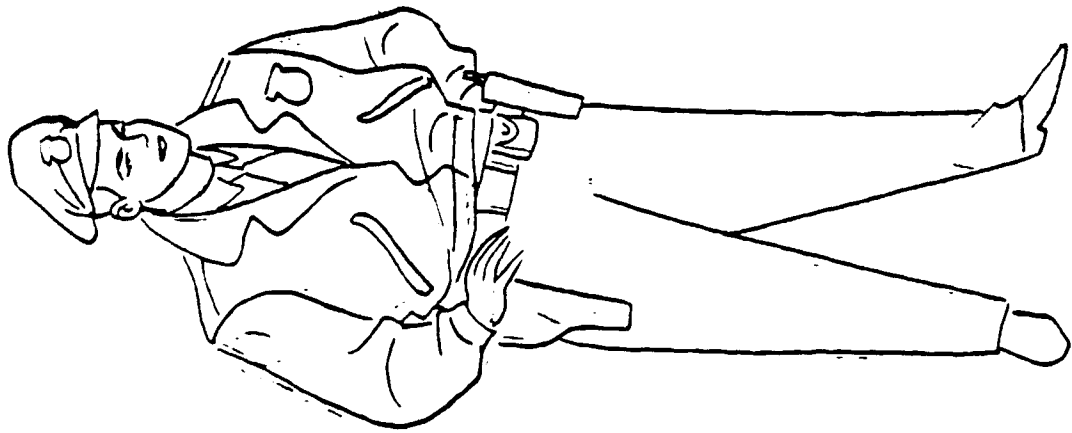
OFFICER RENEE MONTOYA

Like Bruce Wayne, Renee Montoya lost someone near her to Gotham's criminal element. Her husband, also a police officer, was killed two years ago in the line of duty. She has continued on as a "legitimate" crime fighter. She grew up in Gotham's Crime Alley and saw, first hand, what criminal lifestyles did to people. Young, tough and cynical, with a dry sense of humor, she holds a grudging respect for the Batman, but has mixed emotions about his vigilantism. Nevertheless, they often find themselves thrown together as allies, and Batman's knowledge of her past causes him to be particularly fond of her.

She hates Bruce Wayne and everything he stands for. Inclined to spend off-duty time in volunteer work for St. Joan's Catholic Church, she believes that Wayne is selfish and deaf to the cries of Gotham's poor. She wishes she had kids and has a real soft spot for them, as well as a strong dedication to her family.

Despite her cynical facade, she has idealistically sworn herself to work within the confines of the law, and unfortunately finds herself at odds with Batman's methods. She secretly dreads the day that she might be faced with the task of having to arrest the Batman.





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Montoya

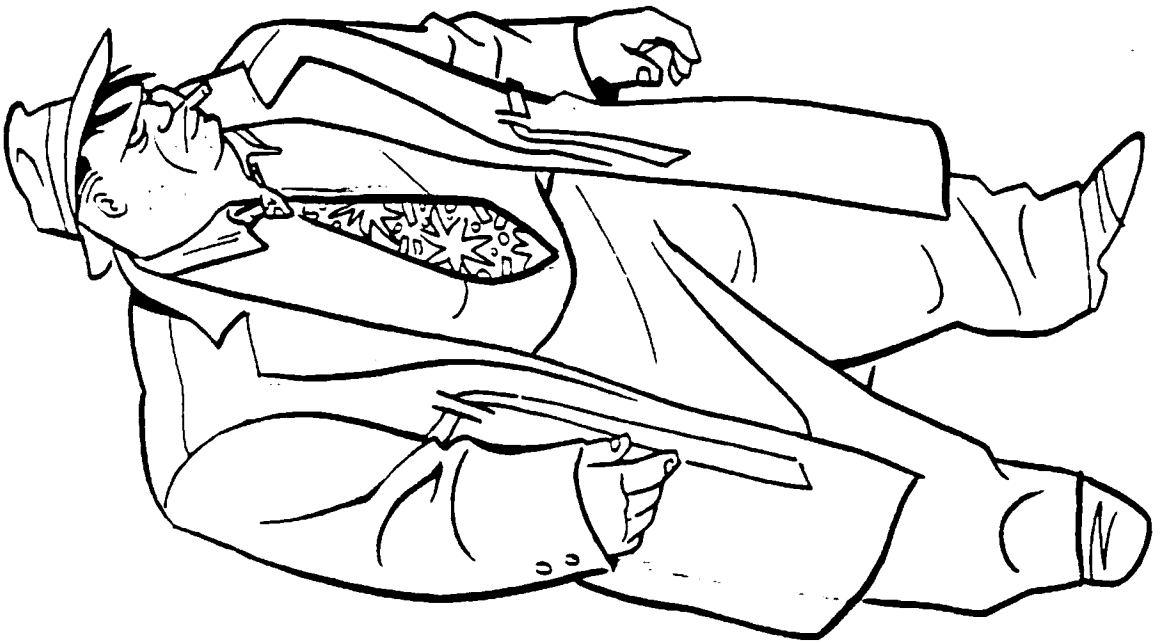
DETECTIVE HARRY BULLOCK

On the other hand, Harry Bullock would just as soon shoot Batman as arrest him. A rogue detective who gets results, he employs some of the same scare tactics as The Batman... and then some.

Crass, unkempt and genuinely unpleasant to be around, Bullock has few close friends on the force, beyond his loose gang of toadies. He has a mercilessly cruel sense of humor and sees himself as a real "guy's guy" -- a loud sports nut who always has a filthy joke to tell. Despite all this, he is not stupid. He is cunning, shrewd and able to think like a crook. Perhaps because he gets results, there is something intriguing about the guy. You can't take your eyes off him, maybe out of disbelief.

Believing his badge is a legal license to break the rules, he resents Batman as an unauthorized meddler who is muscling in on his territory. Down deep, he's probably irked that nobody screams "police brutality" at Batman, like they do to him. But Bullock's good enough to stay just inside the law, where the knee-jerks and superiors can't touch him. Despite Gordon's dislike of Bullock, he is, in the Mayor's words, "a necessary blunt instrument." The Batman doesn't agree.





MAYOR HAMILTON HILL

Fearing a loss of voters from pro-Batman citizens, Mayor Hill is too spineless to declare all out war on The Batman. Nevertheless, he despises The Batman's vigilante tactics, denying his impact on the slight drop in Gotham's crime rate.

Knowing the divided feelings for Batman in Gotham, Hill isn't afraid to rally behind Batman, either, when the time is politically right, but he still resents Batman as somebody out of his control. In fact, when Hill's child is kidnapped by The Joker in order to set a trap for Batman, Batman saves the child and Hill's only comment is that if Batman hadn't existed, his arch enemy Joker wouldn't have snatched the boy in the first place. This sort of blind hatred of Batman creates a special bond between Detective Bullock and Mayor Hill.

Hill is not above giving out and receiving political favors, and is a man who has working relationships with both friends and enemies, making him all the more dangerous.

SUMMER GLEESON

The nightly anchor-person of "INSIDE GOTHAM" (a sort of "Current Affair" tabloid news show) Summer reports the most sensational of Gotham's news. Whether hard news or feature fluff, she reads it with an eye toward the scandalous and fantastic. In addition, when out on assignment, her Gonzo journalism puts her at odds with both Batman and the Gotham Police Department.

Summer's dream interview is an exclusive with The Batman and her ultimate scoop would be the unmasking of the Dark Knight. She has put journalistic ethics "on the back burner" until she makes it to "the big time" and really believes that once she moves out of Gotham, she'll behave more like a serious journalist. Although her misguided dreams will remain unfulfilled, she keeps busy in Gotham, paying particular attention to the many villains who relish the spotlight and are willing to be interviewed, much to the Batman's chagrin.

Her scandal-prone tactics as she covers Gotham's rich and famous brings her into contact with Bruce Wayne. She is convinced that he, like all the other rich and famous, must have something to hide, and his arrogant, unflappable exterior presents a challenge to her. He, on the other hand, couldn't care less about Summer Gleeson, which makes her even more determined to find out what he's hiding.

MAJOR SETTINGS

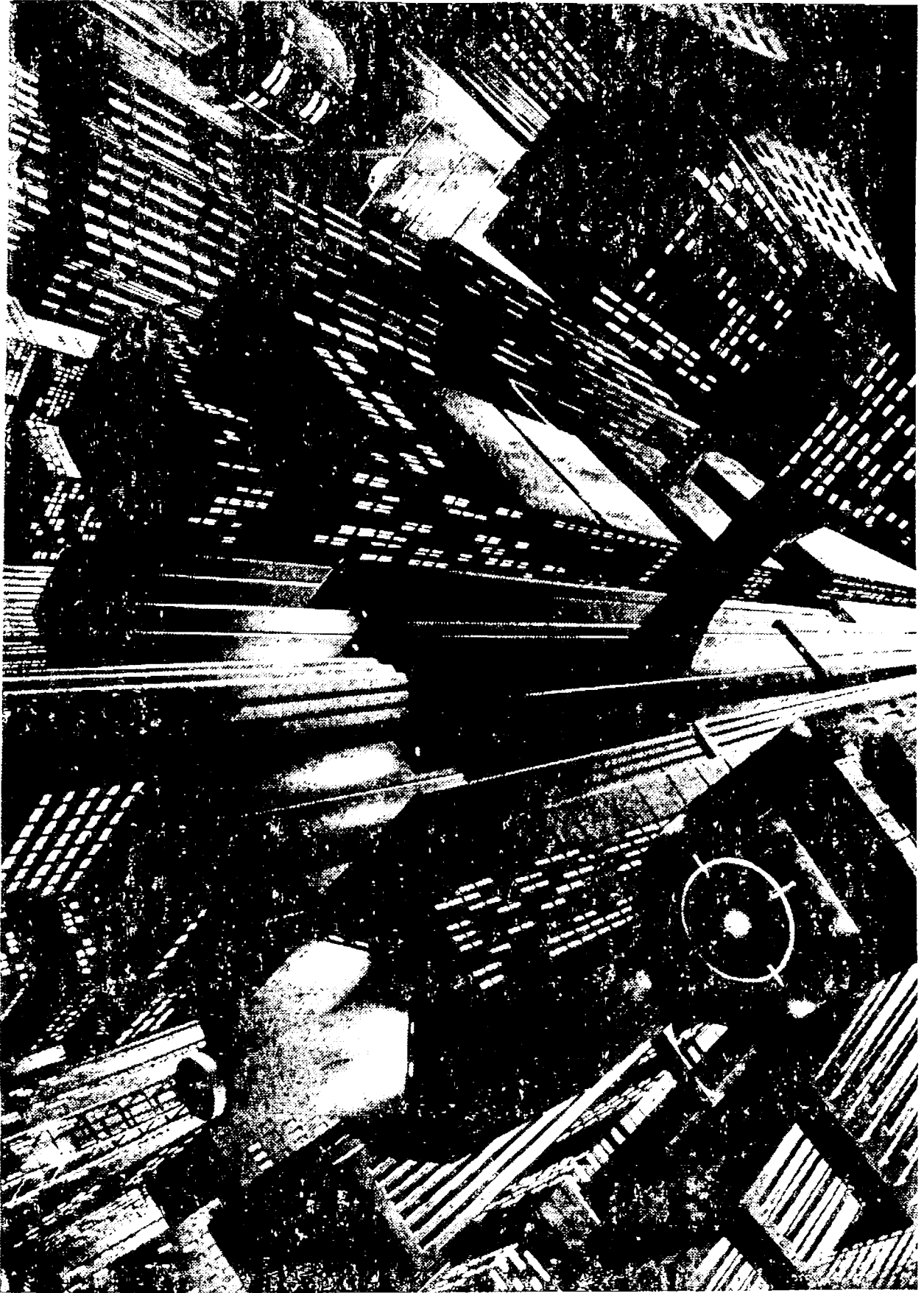
GOTHAM CITY

Gotham is a sprawling, industrial, crime-ridden city, rife with political corruption and served by an understaffed police department. Modeled loosely after New York, it has a large central park, museums, universities, opera house and countless skyscrapers. When in doubt, writers are advised to keep New York in mind... and then exaggerate it.

A caste-like system exists in terms of Gotham's skyscrapers, with the rich and powerful living high above the squalor of the city. In these lower depths can be found Gotham's notorious Crime Alley, where Bruce Wayne's parents were murdered.

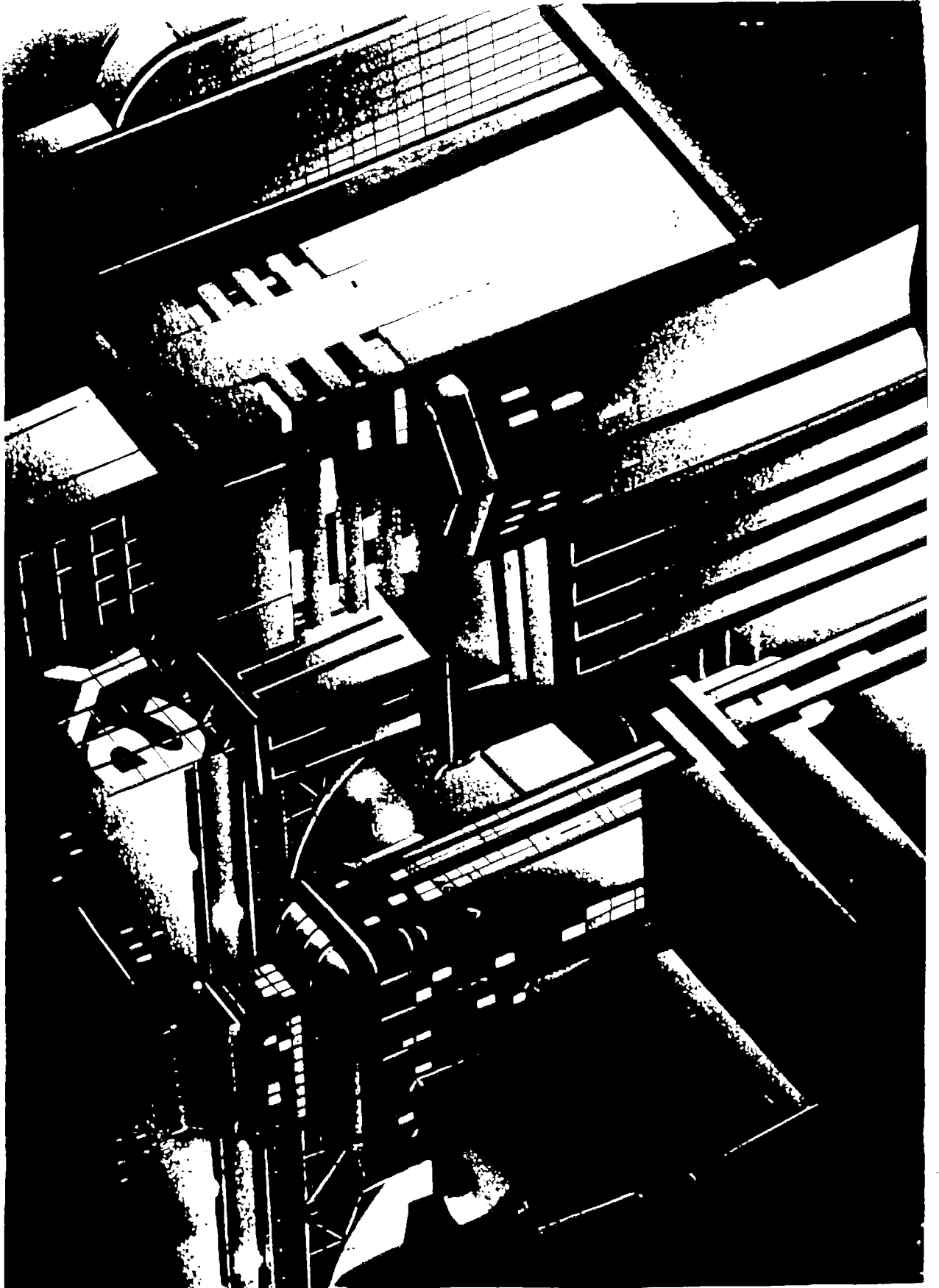
With the active shipping port in Gotham Harbor, the city's wharfs promise safe exit and entry to a steady stream of international criminals seeking sanctuary. Whereas New York Harbor welcomes visitors with The Statute of Liberty, Gotham's welcoming structure is the rocky island housing Stonegate Penitentiary. Despite this ominous visual warning, corrupt city bosses have turned certain districts into gangland strongholds and a constant war is being waged for control of the Gotham's gambling business. On the outskirts of town can be found the Arkham Asylum for the Criminally Insane, where such dangerous criminals as the Joker and Two-Face reside.

Although most of our stories will take place in Gotham City, we will occasionally follow the glove-trotting Bruce Wayne to distant locations which will serve as settings for additional Batman adventures.

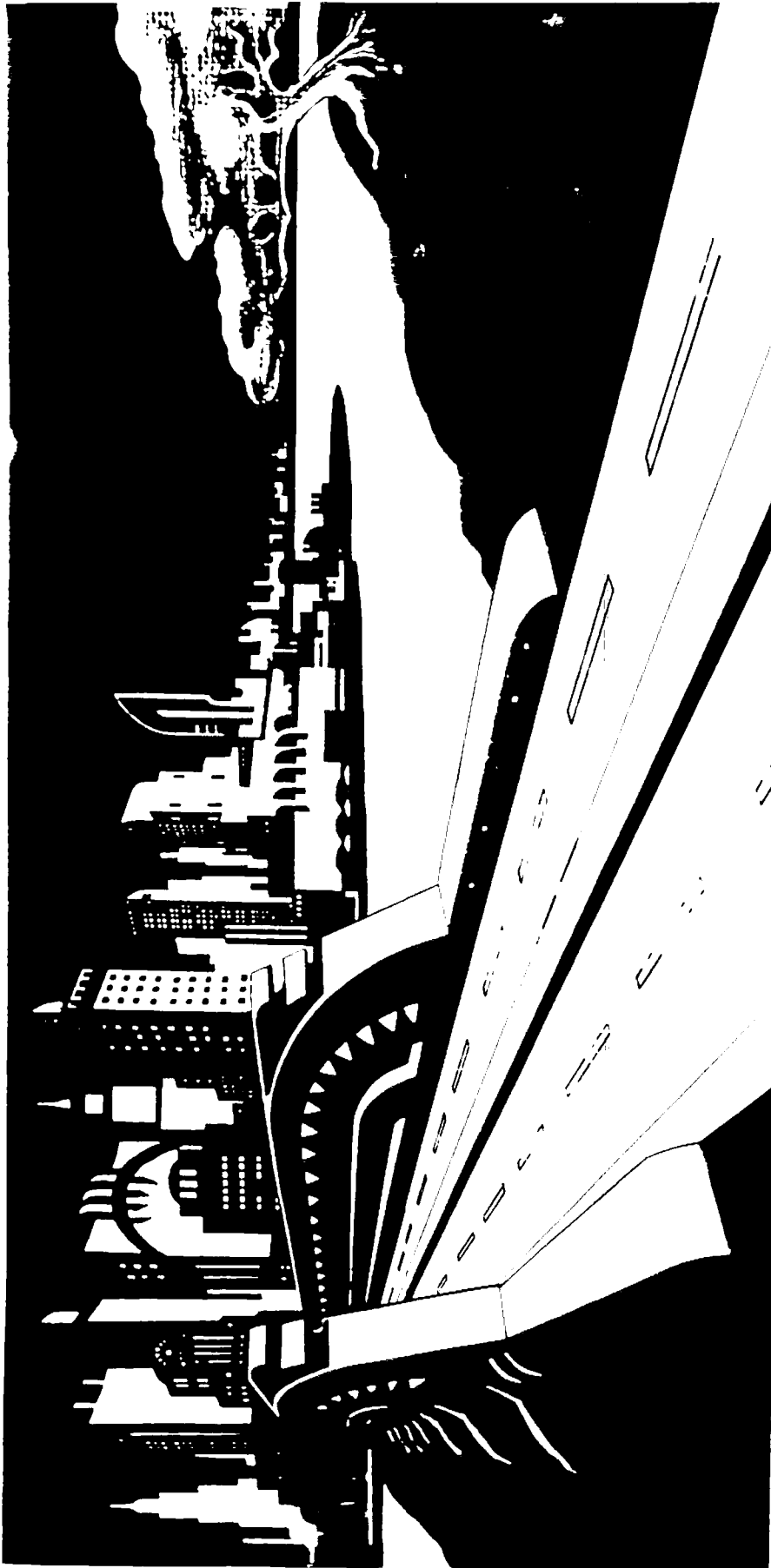


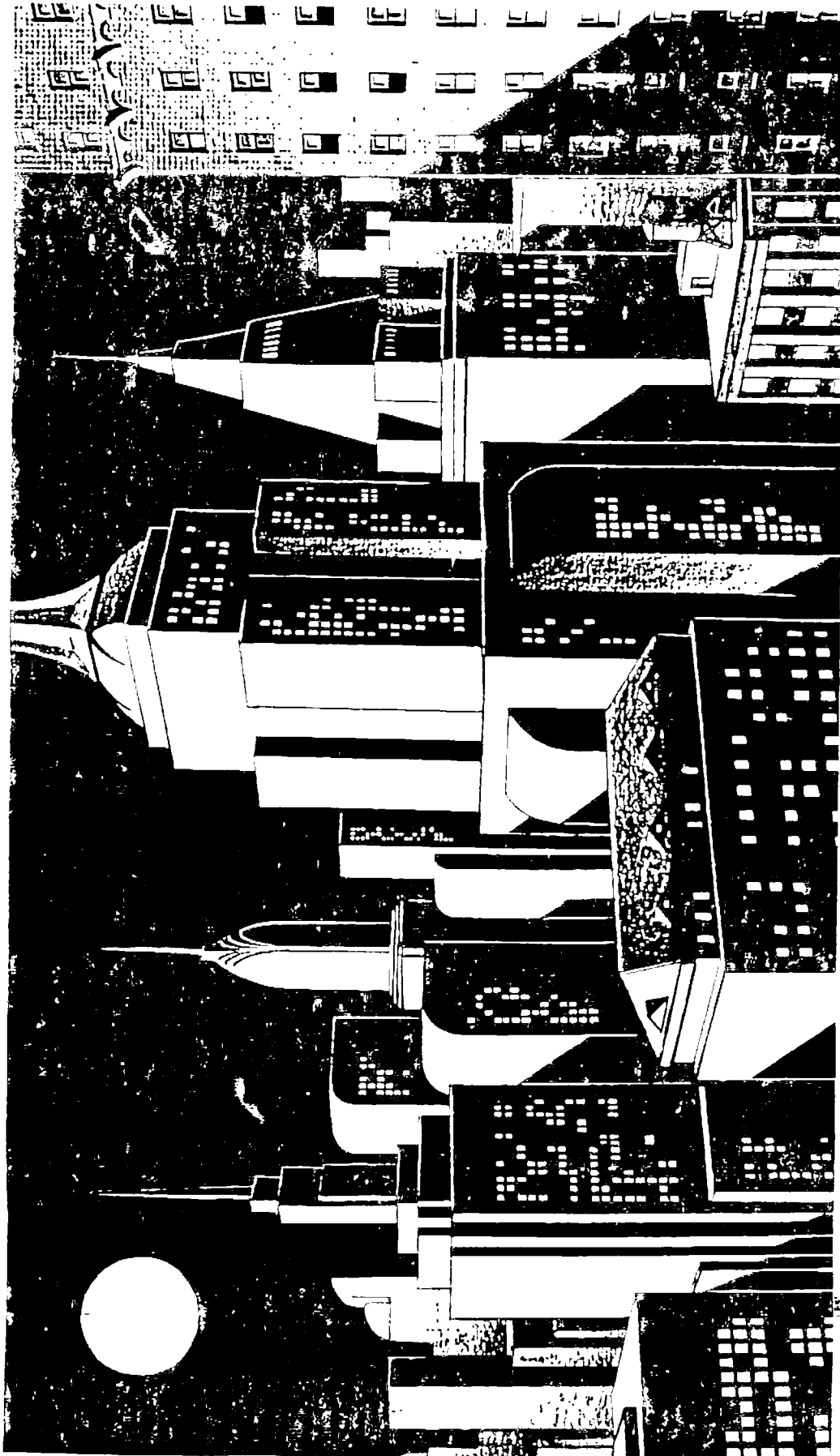












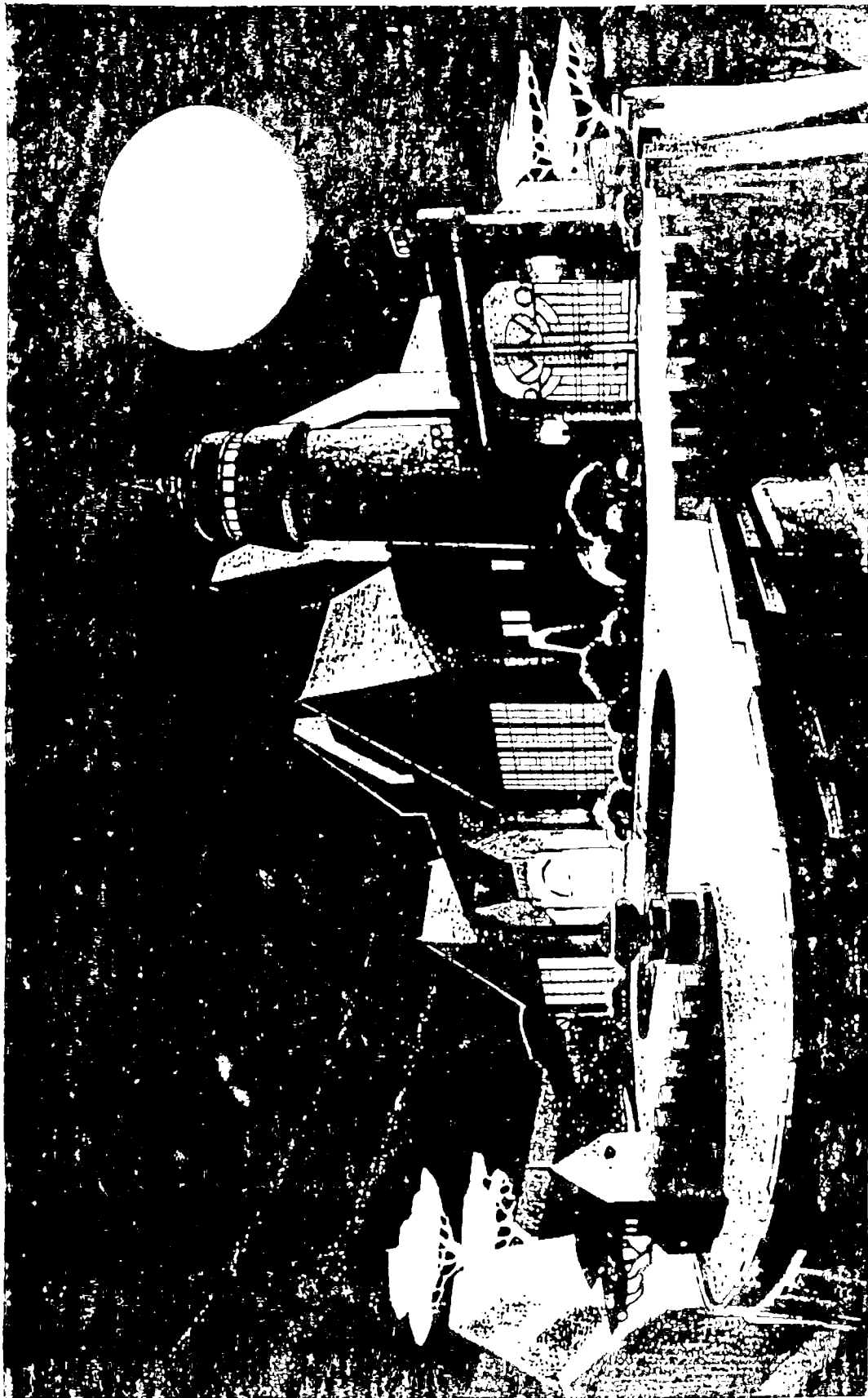
THE BAT CAVE

Resting below Wayne Manor, via elevator or gigantic, winding staircase, the Bat Cave is comprised of several enormous caverns beneath the 150-acre Wayne estate. Smaller caves connect the caverns and provide several disguised "exit caves" at various ends of the Wayne estate. This network of caves extends to the edge of Gotham city, and Batman has constructed a conduit that allows him to travel into the catacomb-like sewers of Gotham city. An underground river that empties into Gotham Harbor allows quick access to the Ocean via The sleek Bat Boat.

The Bat Cave houses a chemical/forensics laboratory, mechanical garage, engineering area, trophy room and a sophisticated video surveillance system where the Batman can watch not only Wayne Manor, but the streets of Gotham. This allows him to often catch crimes in progress, and with the speed of Batman, nab the crooks before they finish.



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THE VILLAINS

With the exception of the Joker, Penguin and Catwoman, each time we initially meet a Batman villain, it will be Batman's first encounter with them as well. Some of these adversaries will appear in more than one adventure, while others will be defeated and locked away in Arkham Asylum or Stonegate Island Penitentiary, surrounded by the icy waters of Gotham Harbor.

Many of the villains faced by Batman will combine an eccentric, outrageous sense of criminal "fun" with deadly efficiency. After all, if they're going to give a character as extreme as Batman a run for his money, they'll have to be pretty extreme themselves. Such villains will include original characters as well as those from the comic pages, such as The Riddler, Man Bat, Scarecrow, Mad Hatter, Ras al Ghul, Clay Face, Hugo Strange and Boss Thorn.

Although there is a temptation for every episode to be about a villain's attempt to set a trap for Batman, we offer a word of caution and encourage story lines that stress pursuit of criminals and their activities instead of simple "Bat-Trap" stories. Although some of these stories are necessary and desired, we don't want to run into the problem that the TV series faced, where the only thing more outlandish than the traps was the improbable way the hero escaped.

Also, we insist that our writers put some thought into the internal logic of the villains' actions. Specifically, what does the villain want and what do they plan to do with it when they get it. Although greed is a good motivation, the more thought we put into the manifestations of this greed, the more satisfying it will be. Beyond greed, the motive and plan of the villain should be made clear so we have a sense of where the story is going and what Batman must thwart in order to emerge victorious. The same goes for those stories which are "mysteries." We have to know what Batman is wondering if we're to care about his discovery.

THE JOKER

Taking first place in Batman's Rogues Gallery is the malevolent Clown Prince of Crime, the Joker. Originally an ambitious criminal with a twisted sense of humor, the man who was to become the Joker first encountered Batman during a botched robbery at the Monarch card factory. Terrified by the Dark Knight's ominous appearance, the would-be robber escaped by leaping into a drainage vat of chemical waste which carried him into the river. After dragging himself to shore, the criminal made a horrifying discovery; the toxins in the vat had dyed his hair bright green, bleached his skin chalk white, and stretched his now red-rimmed lips up into a hideous grin. This gruesome, permanent transformation snapped the crook's already unstable mind, and he vowed to use his bizarre looks to terrify honest people the same way Batman used his costume to strike fear into criminals. Thus was born the malevolent mountebank known only as the Joker.

Despite his clownish appearance, the Joker is the most dangerous of Batman's enemies. His arsenal includes lethal gag-inspired weapons like electrocuting joy buzzers, acid-squirting flowers and exploding whoopie cushions, as well as his most fearsome creation, Joker venom. Sprayed in a fine mist, this chemical induces wild laughing fits followed by temporary paralysis. A stronger dose causes instant death, with the victim's face pulled into a copy of the Joker's hideous rictus grin.

True to his criminal roots, the Joker still wants to be the number one crime boss in Gotham. But mixed with that is his insane need to confound Batman (and the rest of Gotham) with his outrageous black comedy crimes. To our way of thinking, the Joker's one motivating objective is not to do in the Batman. Oh, he will try to kill him, but only as the coup de grace to a particularly inspired crime. The Joker looks upon Batman as his greatest challenge, and he's not going to take out the Dark Knight in anything less than a grand and gruesomely funny style.

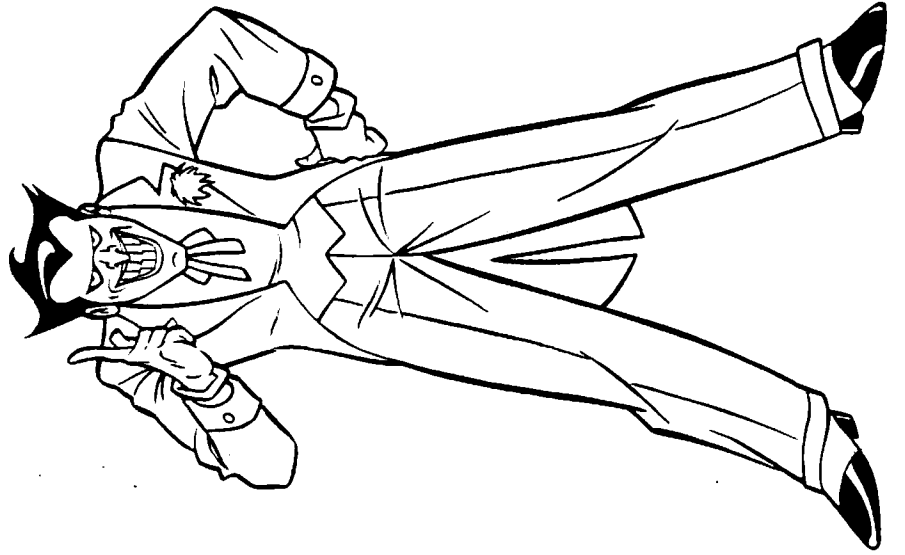
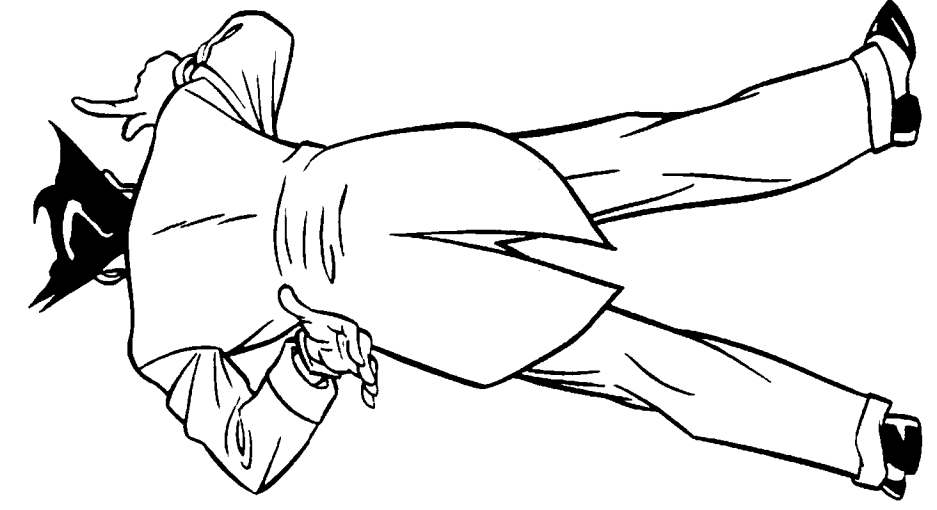
The Joker is intelligent, theatrical, and in his own weird way, a showman. To him, if a crime isn't worth pulling off with panache, it isn't worth doing at all. It must also be noted that while the Joker is frightening, and prone to psychotic, murderous mood swings, he is at times genuinely funny.

His dialogue must be crisp and clever, and completely free from the usual round of stale cartoon one-liners and bad puns. He's got a lightning-fast mind, and should always be ready with a quip, or a comical non-sequitur as a given situation demands. Also keep in mind that this guy is a clown, and writers should find ways to work visual gags, funny expressions, and the occasional element of innocent, clownlike comedy into his persona. The fact that the Joker can instantly snap from a roguish, not unlikable mischief-maker into a cold-blooded killer makes him an even more terrifying adversary.





The Joker™





THE PENGUIN

Starting life as a sheltered, over-protected mama's boy, young Oswald Chesterfield Cobblepot was treated cruelly by the other kids in his neighborhood. His short, round body, waddling gait, and beak-like nose were easy targets for bullies, and they gave little Oswald the nickname "Penguin". His only safe haven was his mother's exotic pet store, where he could spend time with his dotting mother and the birds he loved.

But even there, peace was fleeting for Oswald. Though he was in his late twenties, he was still the object of scorn by local gang members. They jeered him for his funny looks, his obsessions with birds, opera and classical literature, and cruelest of all, for the fact he still lived at home with his mother. The breaking point came when several members of the gang broke into the pet shop and destroyed the birds as a "prank". Oswald's mother suffered a massive stroke when she discovered the atrocity, and her son was driven mad with grief. Deciding then and there to fight the punks with their own methods, the Penguin used the shop's insurance money to hire his own gang, and exacted his terrible revenge on the neighborhood punks. With the local bullies crushed, the Penguin took over their neighborhood shake-down operations, and in no time parlayed it into one of the most profitable criminal gangs in Gotham.

In our series, the Penguin will have his fingers in every illicit element of Gotham's underworld. Smuggling, gangs, gambling, fencing rings; the evil bird will have a piece of it all. Still, he will be very careful to present himself as a gentleman to the cities' upper crust. This is important for two reasons; the first being he actually considers himself to be a debonair, sophisticated man about town. He dresses in an old-style cutaway coat and top hat, a look which he, at least, considers high-class. He is also fond of quoting classic writers, particularly Shakespeare, though, to add a beat of comedy to his character, he will rarely get the quote right. The Penguin is more concerned with the appearance of being educated, rather than actually getting his quotes right. The second reason the Penguin wants to pass himself off as a gentleman is that he doesn't want his mother to learn of his criminal misdeeds. Mrs. Cobblepot genuinely loves her son and Penguin fears that if she ever knew the truth about him, it would kill her.

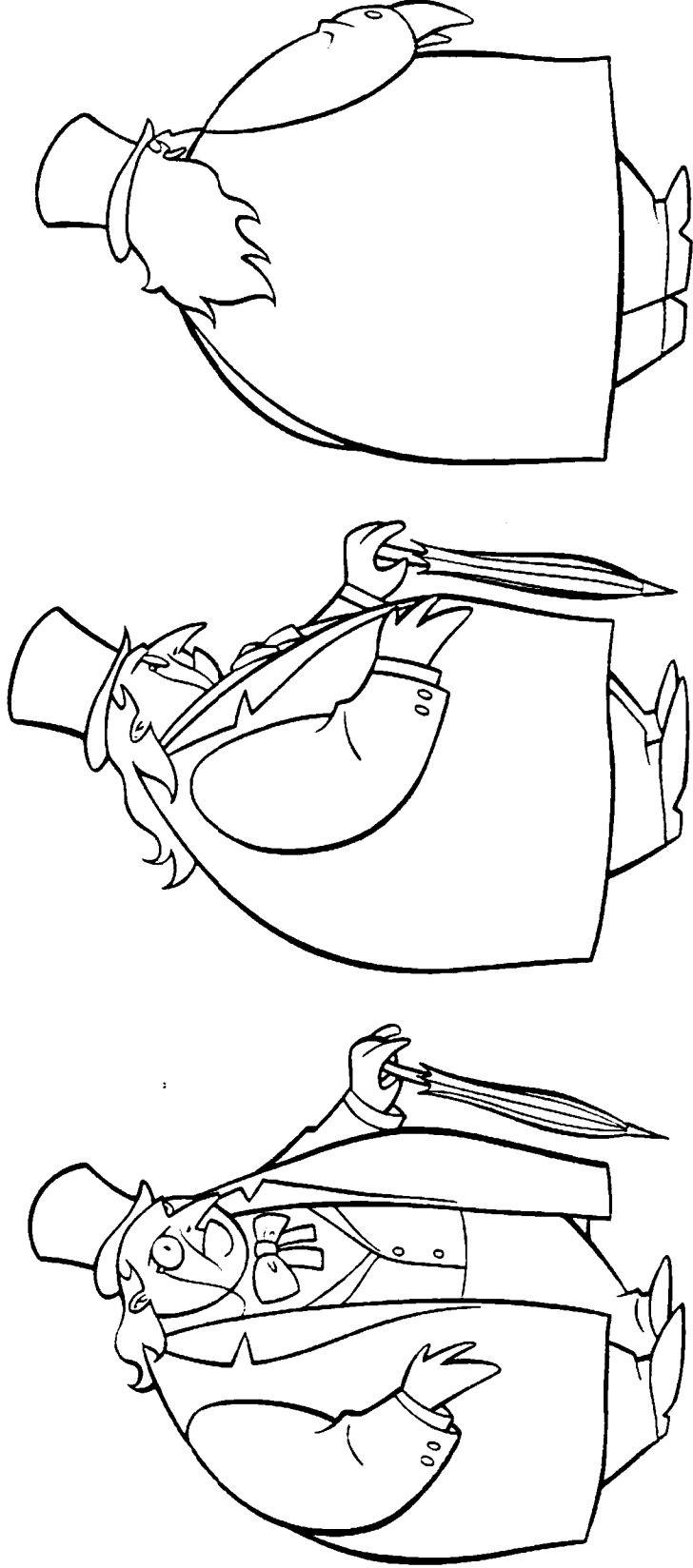
Though he is often seen in the company of beautiful women (usually rentals) most human relationships mean nothing to the Penguin. People are troublesome but necessary objects to be bought, sold and discarded at his whim. Any affection he might have is reserved for his mother and his precious birds.

Even as a child, the Penguin had an almost psychic bond with birds. Throughout his lonely teen years and into adulthood, birds were his only companion. They obeyed the young Cobblepot's every command, and when he started his career as the Penguin, he often used them in, or as the object of, his bizarre crimes. It should be noted that despite his pretensions to sophistication, the Penguin is legitimately acknowledged as one of the world's leading authorities on birds. In fact, he's written several highly acclaimed papers on ornithology during his various stretches in prison. (When he's sent away for a crime, Penguin will tell his mother he's going on a lecturing tour for a while, or make up some other convenient, bird-related excuse.)

Penguin's signature props are his trick umbrellas. He has a vast collection of baneful bumbershoots, each equipped with a deadly function. Some shoot bullets or knockout gas while others deliver an electric shock or conceal a hidden blade. Penguin's most advanced umbrellas can be used as hand-held helicopters for quick escapes. And of course, he has one or two designed for nothing more than keeping the rain off him. Penguin's father died of pneumonia, and Mrs. Cobblepot has always been insistent that her "little Oswald" carry an umbrella with him whenever he goes out. Consequentially, this has turned Penguin into something of a hypochondriac.

As far as Batman's concerned, the Penguin mainly wants to see him dead. There's little of the on-going match of wits between the two adversaries as there is between Batman and the Joker or the Riddler. Penguin considers Batman to be a muscle-headed nuisance, not much different from the buffed-up goons who used to bully him when he was a kid. Therefore Penguin tends to underestimate the Dark Knight's detective abilities, which trip him up every time.

The Penguin™







THE CATWOMAN

Rich, glamorous and stunningly beautiful is how the world of Gotham high society sees Selina Kyle. A darling of the jet set, Selina is apparently independently wealthy, and is noted for giving large donations to animal protection organizations.

What no one knows is that Selina Kyle leads a double life as the mysterious Catwoman, a shadowy figure that preys on the fortunes of Gotham's idle and corrupt rich. The same socialites Selina shares a glass of champagne with one night might find their private safe ransacked by Catwoman the next.

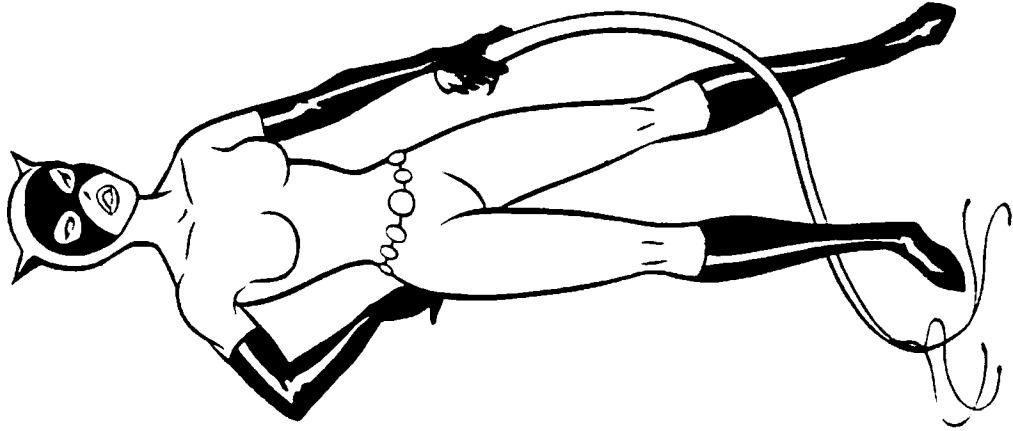
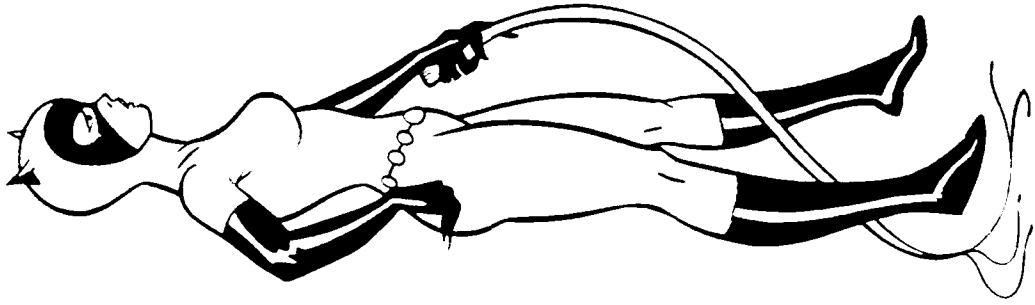
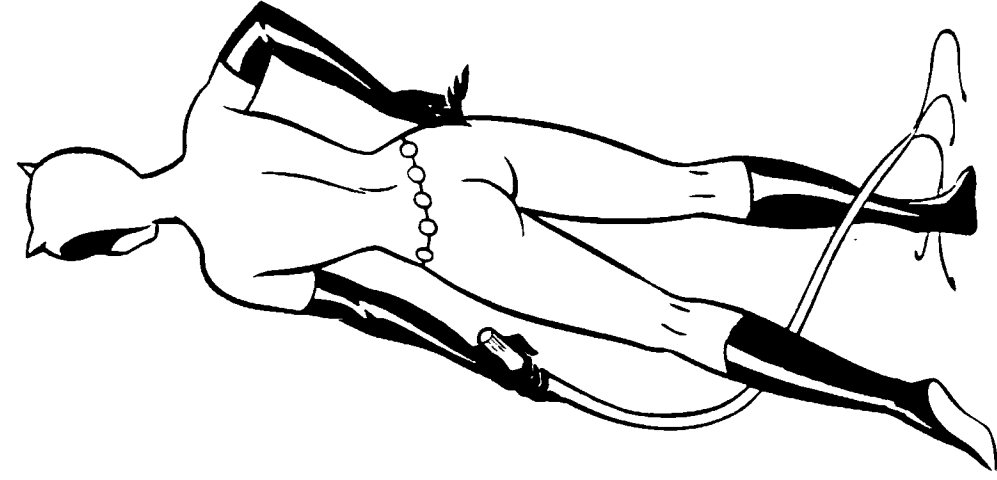
Growing up poor on Gotham's streets, Selina was forced to steal to live. By the time she was a young woman, she had become the city's most accomplished cat burglar, and adopted a cat-like disguise to heighten the mystery around her already growing legend.

Though she is a thief, the Catwoman does have her own code of honor. Remembering what it was like to grow up needy, she never steals from those who can't afford it. The rich, especially those who came by their money through criminal means are fair game to her. She's a little like a modern-day Robin Hood, only instead of giving her loot to the poor, she keeps it for herself.

Catwoman's link with cats is just as strong as Penguin's with birds. She enjoys a special bond with felines, and all cats, tame or wild, instinctively trust her. Catwoman has several tigers and leopards of her own that she has liberated from wildlife smugglers and will occasionally rely on their fangs and claws for extra defense. On her own, however, the Catwoman is nothing if not a formidable opponent. She carries a cat-o'-nine-tails whip with her at all times, and is an extraordinary athlete as well as a dangerous hand-to-hand combatant.

In our series, Catwoman's relationship to the Batman will be complex. There is an undeniable attraction between them, and they will occasionally find themselves working on the same case from different sides. Still, Catwoman is a criminal, and Batman will be torn between his feelings for her and his drive to see justice done. Also adding to Batman's conflict is that he and he alone will know who Catwoman really is.

Catwoman™



Within an episode we'll see how Batman, as Bruce Wayne, secretly discovered Selina Kyle's double life. Even though Selina has no idea Batman (or Bruce Wayne) knows her secret, Batman knows revealing her double identity would leave his in question, as well.





THE RIDDLER

Years ago, young Eddie Nashton won a school prize by being first to figure out a complicated puzzle. It wasn't hard. The boy was curious, quick-witted, analytical, and even more important, he cheated. Flushed with his success, the boy went on to become an expert on solving puzzles, games and riddles.

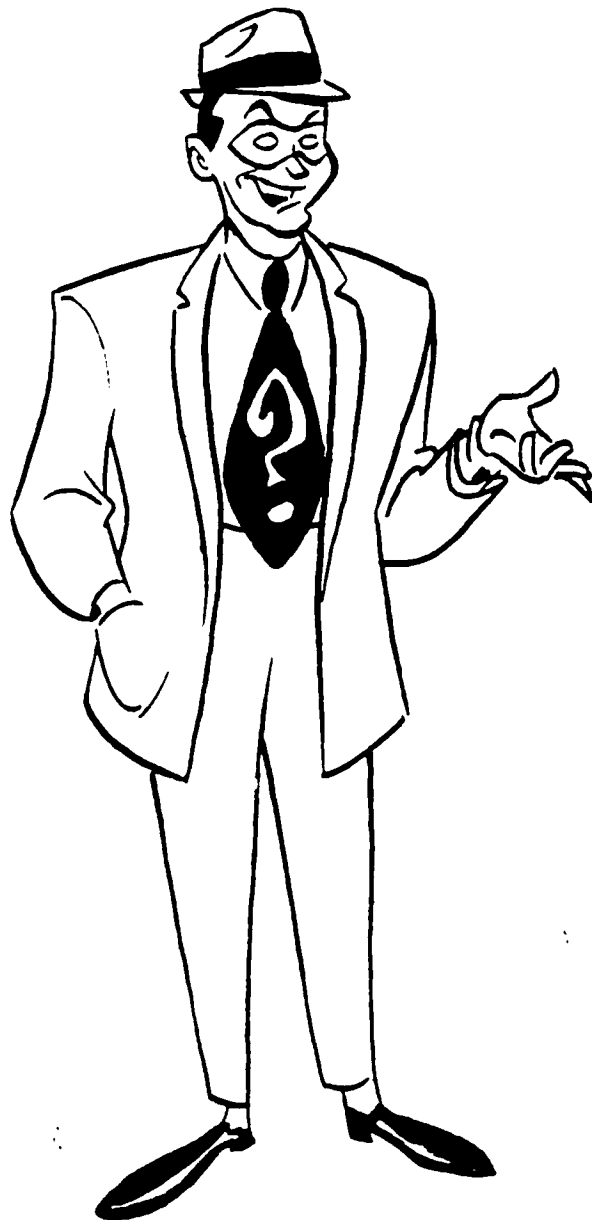
In later years, Nashton changed his name to E. Nigma, and billed himself as "The Puzzle King." He made a fortune inventing puzzles and games, and demonstrated them in one-to-one exhibitions across the country. But it all proved too tame for Nigma's quirky mind, and he decided to put his cunning to use by masterminding puzzle crimes on a grand scale. Police in every city were baffled by the quixotic crimes of the mysterious "Riddler", but when Nigma hit Gotham, his very first scheme was deciphered and undone by Batman. As he was led away to jail, the Riddler swore that he'd someday engineer a riddle crime that even Batman couldn't figure out.

To date, the Riddler has yet to make good on his promise to devise a riddle clue that Batman hasn't been able to crack. Not that the Riddler is a total idiot; he's actually more than a match for anyone on the police force. But he's so psychologically fixed on the idea of stumping Batman that he can't commit a crime without leaving the Dark Knight some clue as to how he can be caught.

In our series, we'll be playing the Riddler as a sharp-witted, mental genius whose cryptograms are light years away from the goofy gag-like riddles of the 60s TV show. He may decide to riddle Batman with an ancient quote a la the Riddle of the Sphinx, or leave a clue in the way he rearranges objects on a table. Writers should challenge themselves to come up with the most interesting yet visual clues they can when thinking out a Riddler story.

It should also be noted that out of all of Batman's major adversaries, the Riddler is probably the one most likely to try to learn Batman's secret identity. After all, a masked man is something of a riddle himself, which makes the idea of unmasking the Dark Knight all the more appealing to the Riddler. E. Nigma is not really bent on killing Batman, that's for more out and out vicious characters like Penguin and some others that we'll meet presently. The Riddler, even moreso than the Joker, is obsessed with the idea of the on-going chase between himself and Batman.

For without Batman, what would the Riddler have left? He'd have to give up riddling completely, or move to Central City and match wits with that overhyped jogger.





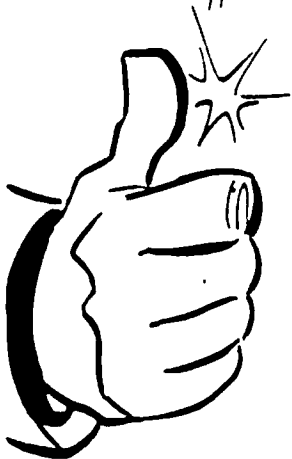
TWO-FACE

Easily the most tragic figure in Batman's Rogue's Gallery is the grotesque creature now known as Two-Face. Originally Harvey Dent was the most handsome and charismatic district attorney in Gotham City. He was a real crusader for justice, and even consulted with the Batman on key cases. Then, while tracing down a gangland boss on a lead supplied by Batman, Dent surprised the criminal and tried to subdue him himself. During the fight, the gangster threw a vial of acid into Dent's face. This permanently and hideously disfigured the left side of the D.A.'s face, and when he saw the scars, Dent went hopelessly insane.

Our series will be unique in that we will show Harvey Dent not only as Two-Face, but, in at least the first week's worth of episodes, as Gotham City's justice-minded district attorney. Two-Face's story is too emotionally rich to do as one episode, and the tragedy of his condition will be made all the more real if we first meet him as Batman's closest ally in the Gotham legal system. In these stories we'll show the beginning of trust and friendship between the two men, all of which will be irrevocably destroyed along with Dent's face. He'll blame Batman for what happened to him, and will not rest until he's hunted down the Dark Knight and killed him.

With the loss of his face, Dent turned his back on law and order. Still, the crusading D.A. is not completely dead inside him. Two-Face always carries a two-headed silver dollar, one side pristine mint and the other side hacked-up and scarred. A flip of the coin will decide if Two-Face will commit an act of good or evil.

As a result of his accident, Two-Face became obsessed with the number two. He has a psychotic attraction to anything in pairs or anything that even suggests a dual nature. He might rob a company on the twenty-second floor on a high-rise, for example, or steal from a firm on Gemini Street. He'll go after any object in twos, and in one planned story, after objects in threes with the express purpose of destroying one of them. Two-Face's very unpredictability makes him one of Batman's most dangerous enemies.



THE SCARECROW

Ex-college professor Johnathan Crane was obsessed with the use of fear to trigger obedience in test subjects. When one of his subjects died as a result of "fear overdose," Crane was barred from ever holding another teaching position. Embittered and seeking revenge on the world at large, Crane dressed his loose-limbed form in the macabre rags of a scarecrow and used his fear-inducing chemicals to force innocent people to bow to his will.

True to his name, the Scarecrow has a scrawny, loose-limbed body, and poses no physical threat to anyone. His real power is in his brain, and he's a master manipulator. Scarecrow's modus operandi is to discover what his victims' greatest fears are -- then to use those fears against them. While never resorting to outright murder, the Scarecrow has incited riots and driven people to suicide. Once under his fear control, helpless victims will promise him anything, money, possessions, land, or total, blind obedience.

POISON IVY

When she was a child, homely Pamela Isley's only "friends" were the plants she tended in her families' greenhouse. Then, in high school, the shy girl blossomed into an attractive young woman, and suddenly found herself beset with would-be boyfriends. Insecure Pamela was scared by the attention, and withdrew even more. Then, one day while she was working alone in the greenhouse, a gang of young toughs surprised and attacked her. During the struggle some heat lamps shattered, sparking a fire. Pamela escaped, but as she watched the greenhouse burn, she swore that she would find a way to use and humiliate all men for the way she was abused.

After years of study, Pamela devised a "love potion" extracted from rare plants and used it to bend men to her will. Adopting the name Poison Ivy, the girl began a life of crime, taking wealthy men for all they had. In their first encounter, Ivy tried unsuccessfully to use her potion on the Batman, but he had already analyzed traces of the potion from her other victims and had fortified himself with an antidote. Because Batman was the first man she couldn't seduce, Ivy developed a warped infatuation with him. Her goal is to enslave his heart by whatever means possible.

Poison Ivy has a unique metabolism which makes her body immune to all poisons. Consequently, she can handle virtually any toxin and frequently uses them in her crimes. Her own costume is cut to look like leaves of poison oak and ivy, and coated with the noxious oils of those plants. This alone makes Poison Ivy a hard girl to hang onto.

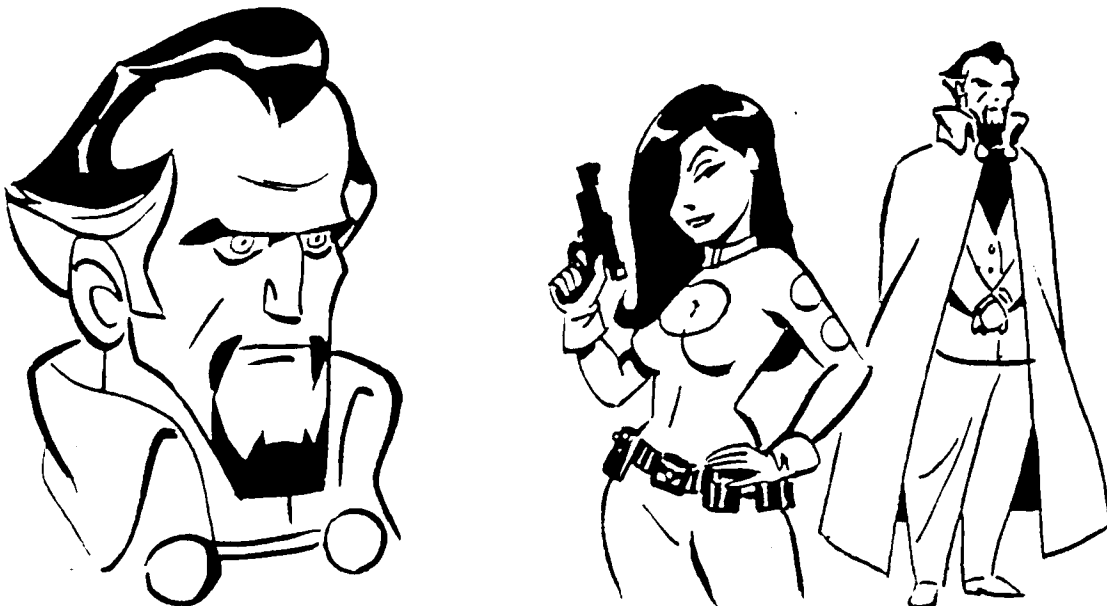
RA'S al GHUL

A master criminal with an international organization, the mysterious Ra's al Ghul is bent on nothing less than complete world-wide control. His genius mentality rivals Batman's, and he is the only man to logically and deductively reason that the Dark Knight and Bruce Wayne are one and the same.

Though seeming to be a remarkably well-conditioned man in his mid-fifties, Ghul is decades, perhaps centuries, older. Thanks to the Lazarus Pit (a mixture of exotic, mystical chemicals) Ghul's followers have brought their leader back from the dead countless times. Ghul says he can never rest until his dream of a perfect world is realized. A world without hunger, disease and fear, and also a world that recognizes him as absolute master. The fact that he frequently uses extortion, terrorism and murder to accomplish his goals is irrelevant to Ghul. The vision of his perfect world must be maintained at all costs, and if some people get crushed in the process, he believes it's a small price to pay.

Despite his ruthlessness, Ra's al Ghul does have a strong sense of honor where Batman is concerned. Ghul looks upon the Dark Knight as his ultimate challenge, and perhaps a someday successor to his global empire if he can be turned to his will.

Toward this end Ghul has stacked the odds in his favor by making his beautiful daughter TALIA part of his schemes to ensnare Batman. Like her father, Talia is a brilliant tactician and a masterful warrior. There is a great deal of heat between her and Batman, but her father's villainous dealings have always tainted the relationship in Batman's mind. Still, neither Ra's nor Talia have admitted defeat yet, and they hope to eventually sway him to their side.



MR. FREEZE

Once a shifty cryogenics "expert" running a body freezing scam, Mr. Freeze eluded the police in his lab only to be found out by Batman. The two fought, and Freeze was knocked into a cryogenics chamber where he was frozen into a near-death state. After he was revived, he discovered he could only live in sub-zero temperature, and vowed to make Batman pay for what happened to him.

Mr. Freeze wears a specially constructed helmet and suit that preserves his body at 50 degrees below zero. He also carries a "cold gun" that can instantly freeze people or turn metal so brittle that it shatters on impact. Because of his freezing death and revival, Freeze considers himself to be emotionally "cold," rather like a walking corpse. He cares nothing for innocents who may get hurt by his crimes, or the hoods he employs to carry out his schemes. All human feeling has been frozen out of him.

All of Freeze's crimes are cold or snow-related, which would make him a great villain for a wintertime setting. Also a team-up between Mr. Freeze and the Penguin might lead to some interesting possibilities.

OTHER CHARACTERS

These are by no means the only villains in Batman's Rogues Gallery. We encourage prospective writers to consult the Batman comic book for other colorful criminals that might trigger an interesting story. Some likely candidates include:

THE VENTRILOQUIST -- A seemingly mild-mannered criminal who gives orders through his ruthless, tough-talking dummy, scarface.

CALENDAR MAN -- A thief who stages his crimes around calendar gimmicks; days of the week, zodiac signs, holidays, etc.

DR. HUGO STRANGE -- A brilliant but warped scientist who mutates his patients into brutish, simple-minded giants.

CLAYFACE -- A former small-time criminal who, thanks to a secret elixir, can duplicate anyone's face.

THE MAD HATTER -- A psychotic genius who commits crimes based on a Lewis Carroll "Wonderland" theme and controls people's minds via mechanisms built into hats.

KILLER CROC -- An incredibly strong "reptile man" complete with bullet-proof, alligator-like skin, razor-sharp teeth and claws. He is ruler of the Gotham City sewers.

MAN-BAT -- Originally a dedicated zoologist, Karl Langstrom tested an experimental serum made from bats' blood on himself and transformed into a rampaging half-man, half-bat monster. Though Batman found a temporary antidote, Langstrom can never be sure when he might become the vicious Man-Bat again.

THE GENTLEMAN GHOST -- No one, even Batman, is sure if this semi-invisible, elegantly-dressed wraith is a real ghost or not. Still, the being known as the Gentleman Ghost has used his powers of dematerialization and levitation to confound the Gotham police on several occasions.

Writers should keep in mind that while we can use any of Batman's fantastic array of villains, our series should not be limited to the "Freak of The Day." The classic villains can trigger some great ideas, but don't rule out gangsters, crooked politicians, locked-door mysteries, or the occasional technological threat to spark a story.

EPISODE PREMISES

1. A birthday party for the mayor's child turns into a nightmare when the JOKER, disguised as a performing clown, kidnaps the birthday boy. When a ransom note appears, Batman is lured to an abandoned carnival where the Joker has arranged a gauntlet of traps to welcome the Dark Knight's rescue plan.

2. Exhausting his final lead in a current case, Batman sneaks into Stonegate Prison in order to question a connected prisoner who refuses to talk. Once there, he realizes that a trap has been set by prison kingpin MR. BIG, who comfortably runs his criminal network from within his cell. As word spreads of the Batman's presence, a riot ensues. Pursued by sworn enemies furious for revenge, Batman fights his way through the bowels of the prison, only to be captured and marched down Death Row and strapped into the electric chair. Luckily, The Riddler springs him at the last minute, not about to have the honor of besting Batman robbed from him by a bunch of low-life jailbirds.

3. When innocent tourists are murdered by a huge, human-like "Bat," renegade Detective BULLOCK declares open season on the Batman, not realizing that the murderer is in fact "THE MAN-BAT" -- a product of a misguided scientist's self-inflected genetic experiments. The Man-Bat flies into a chemical-stealing rampage, hoping to create a serum that will transform him completely into a new species of bat. Meanwhile, the Batman uses the trail of thefts to deduce the plan and develops his own anti-serum. Then he sets in motion a plan to lure The Man-Bat to a showdown in the skies above Gotham City.

4. The demented mind of a meek VENTRILOQUIST snaps and his machine-gun-toting puppet, SCARFACE, takes over, obsessed with seizing control of Gotham's gambling industry. His crime spree begins with a racetrack heist in order to ruin the opposition, but Bruce Wayne is there watching his racehorse and catches a glimpse of the thieves. Batman arrives and thwarts the robbery, eventually tracing the mad Ventriloquist to an offshore gambling barge which has become a trap to be sprung on the Batman.

5. Batman is shocked to see criminal mastermind RA's al GHUL calmly walk into the Bat Cave. When Ghul reveals that he has kidnapped Robin, he forces Batman to assist in the theft of a jeweled statue of Kali. As Ghul's band of thuggee assassins begin a crime wave, the Dark Knight must outwit Ghul and rescue Robin. But Ghul's beautiful daughter TALIA has other plans for the Batman...

6. D.A. HARVEY DENT's meticulously planned stake-out goes awry when Batman chases a henchman into its midst. When acid meant for the Batman is hurled into Dent's face, half of his face is destroyed and his overworked mind snaps. Escaping from the hospital, TWO FACE is born, and with a flip of the coin launches into a crazed crime spree, hoping to lure Batman to his death.

7. When a line of mechanical, killer toys appear in stores just days before Christmas, all signs point to the JOKER. As Batman races to find their place of origin Gotham's TV reception is interrupted by a transmission of "The Joker's Christmas Eve Special," featuring unwilling guests held hostage with ticking bombs in their stockings. Batman has until midnight to track down the Joker's transmission spot before the Joker goes off the air and ticking guests go into it.

8. An animal trader is bitten by a rare species of lizard while delivering it to Gotham's zoological gardens and contracts a strange disease that hardens his skin into a bullet-proof hide. His mind is warped with an equal toughness and "KILLER CROC" is born, terrorizing the city with the release of reptiles into the sewers and a plot to steal the rare lizard to create an army of invincible followers. But when his theft goes awry, Batman follows him into the reptile filled sewers and uses his detective skills to track him down.

9. Wealthy but cruel acquaintance of Bruce Wayne's has set up a private island where rich sportsmen pay top dollar to hunt rare big cats. When the CAT WOMAN gets wind of it, she journeys to the island and soon finds herself hunted. Luckily Batman arrives on the same trail and both find themselves the prizes of the hunter's most dangerous game.

10. The RIDDLER has infiltrated the lethal security system of a newly constructed skyscraper, and after robbing the building's vault, sits with his loot on the top floor and challenges Batman to come get him. When Batman arrives, he discovers that the Riddler has reprogrammed the security system to destroy The Dark Knight and a dizzying array of narrow escapes ensues as he makes his way to the penthouse rendezvous with the Riddler.

11. Locked in the inescapable "Hard Timers" wing of Stonegate Prison, a criminal mastermind known as THE ARCHITECT is sprung when the impervious walls of Stonegate are miraculously exploded. The architect dives into the icy waters of Gotham harbor and never surfaces. Soon, high security buildings everywhere are breached and the Batman attempts to thwart the Architect in an adventure that leads him to the Architect's secret submarine base and a battle below the waters of Gotham Harbor.

12. It's "Cap Day" at Gotham Stadium, where Bruce Wayne and the Gotham populace don baseball caps chemically treated by "The Mad Hatter" and his Alice in Wonderland Gang. As paranoia sweeps the city, the episode becomes a twisted "Batman in Wonderland" as the Mad Hatter's robbery scheme uses the ensuing chaos and a disoriented Batman fights for sanity while trying to thwart the crimes.

13. When two panels of a famous triptych are stolen and the third destroyed, a series of similar crimes follow, all based on stealing trios of items. In each case, one is destroyed and the remaining two are seized by TWO FACE. Setting his sights on the trio of Batman, Robin and Batgirl, he captures Batgirl and lures the dynamic duo to his estate, planning to stalk them all and destroy one of the three. But which one?

14. Bruce Wayne is personally supervising the deposit of Wayne Industry files in an underground storage facility, when CLAY FACE'S well-armed group of THIEVES descend into the high security operation. Unable to change into the Batman, Wayne uses the cover of darkness and a flurry of bats from a connecting cavern to convince the villains that the Batman is among them. He then must escape unnoticed and return as Batman, hoping to stop the robbery before it is completed.

15. When a psychology professor experimenting the nature of terror develops a serum that unlocks its victim's worst fears, "THE SCARECROW" is created. As he uses the serum to extort money from Gotham's wealthy, he sets his sights on Bruce Wayne, unaware that he'll get more than he bargained for when Wayne is given the drug and the worst fears of the Batman are brought into play.

16. Ocean vessels are falling prey to robberies by "BLACKBEARD" and his band of modern day pirates. But when an entire ocean liner disappears, Bruce Wayne discreetly charts a cruise following the missing liner's course and finds himself in the Sargasso Sea's legendary graveyard of lost ships. Discovering that Blackbeard and his band have converted the liner into a hidden, half-submerged base, intending to increase their piracy, it's up to Batman to stop them.

17. After a freak accident in his cryogenics lab, MR. FREEZE is created and uses the lab as a front for the theft of a valuable "ice" called diamond. As museums and jewelry stores suddenly freeze and diamonds are stolen, Batman's detective skills lead him north to Freeze's Arctic smuggling operation and a battle in the snow with the deadly cold foe.

18. When the lights come up at Gotham's Opera Hall, the wealthy audience finds all of their valuables stolen. Among the audience is Bruce Wayne and soon the Batman is pitted against THE MAD MAESTRO, whose compositions have recently been rejected by the Gotham Musical Academy. Vowing revenge on the judging committee, the Madman begins a musical reign of terror from his hidden lair in the Gotham Opera House.

19. While investigating a series of crimes attributed to the mysterious POISON IVY, Batman is poisoned, and he and Robin have only 24 hours to track down Poison Ivy and the antidote. As the Batman weakens in the final hours, the salvation of The Dark Knight is entirely in Robin's hands and the clock is ticking...

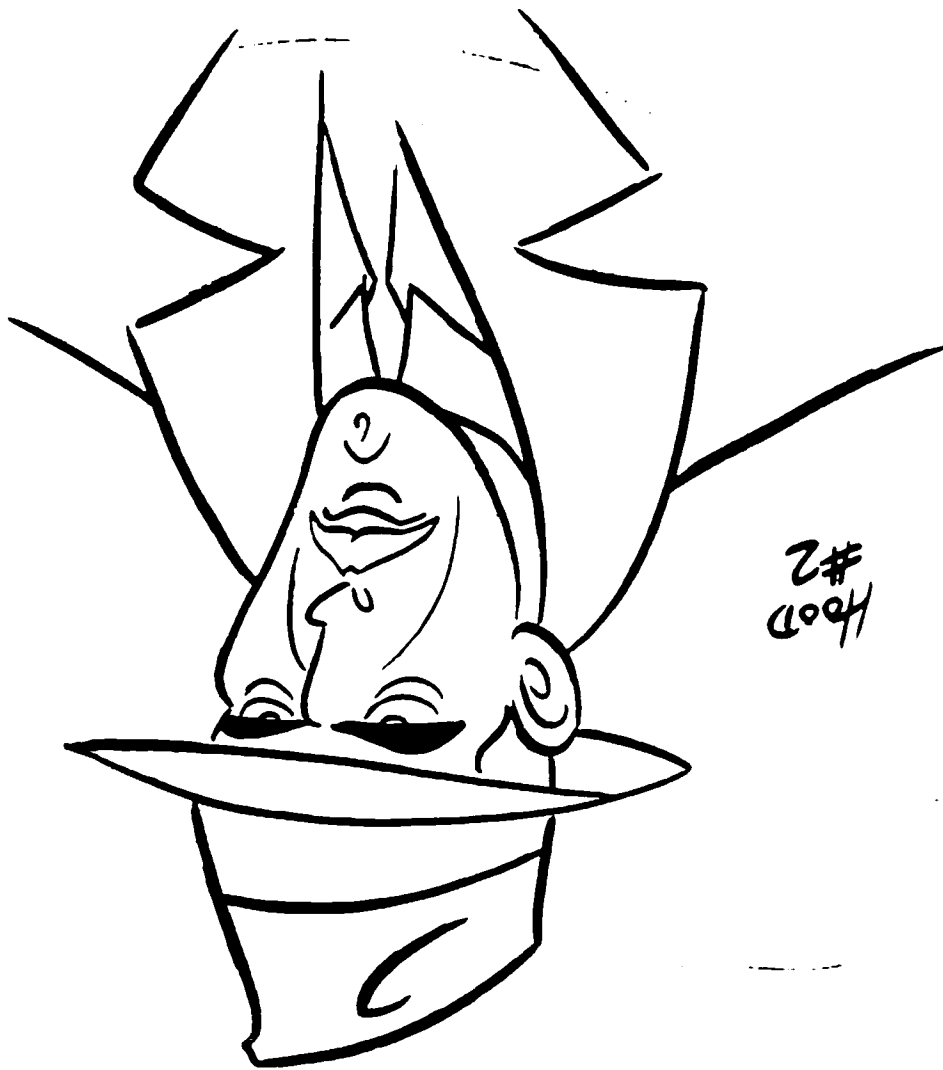
20. The mysterious Batman has been sighted three different times in one night by a trio of cops, including OFFICER RENEE MONTOYA. As the three sit in a coffee shop, each recounts their adventure, prejudiced by their own personality and opinion of the Batman. Montoya leaves, putting elements from the stories together, and realizes that each story is part of what must be The Batman's current case. By calculating his next move, she finds herself side by side with the Dark Knight and helps him complete the criminal case.

21. THE SCARECROW infects Gotham's water supply and jams TV and radio transmissions with images and sounds of the Batman, triggering an epidemic of "Bat terror" in the populace. When Batman is spotted that night, he finds himself pursued by rabid mobs of police and citizens as he attempts to track down "The Scarecrow" and his antidote.

22. Gotham's most famous illusionist, ZATANNA, promises to make the Gotham Mercantile Bank disappear on her televised special. The bank disappears, but when it returns, all of the money is gone. Swearing innocence, she is jailed, but Batman's investigation reveals the crime was the work of the GENTLEMAN GHOST. It isn't long before wolfish Bruce Wayne comes up with the beautiful Zatanna's bail bond and although immune to Wayne's charms, Zatanna is soon visited by Batman and the two of them set out to track down the Ghost and the money.

Man-Bat™





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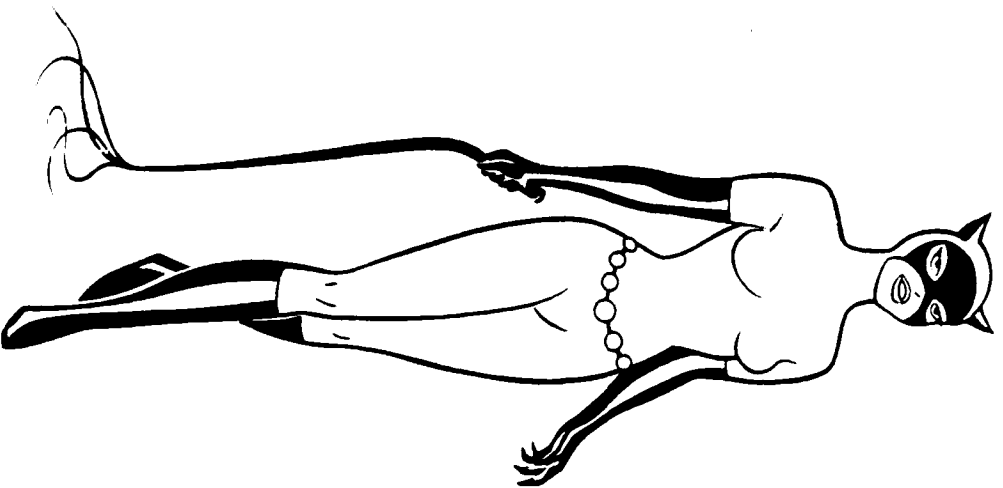




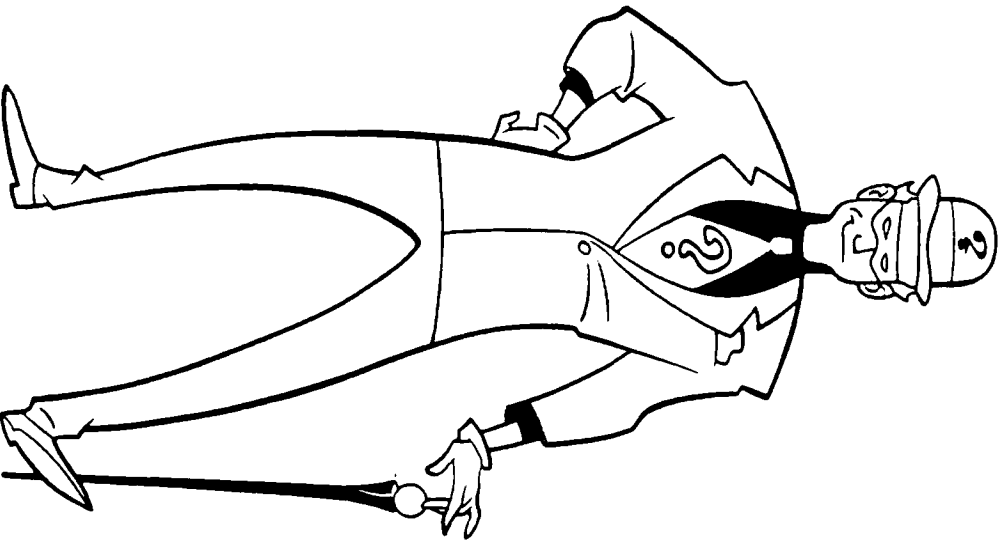




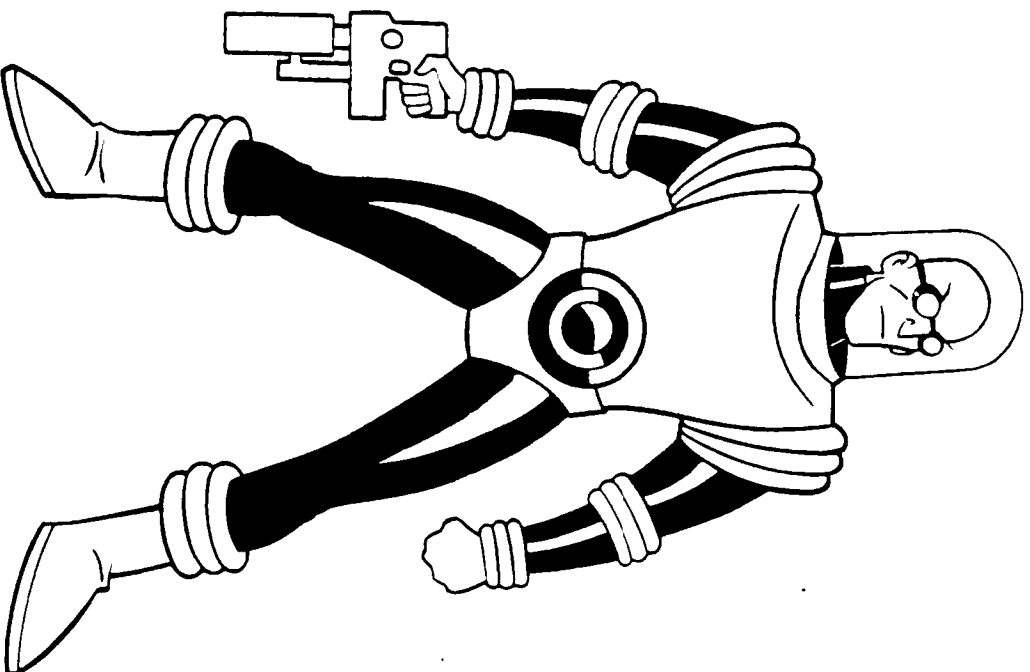
The Villains



CATWOMAN™

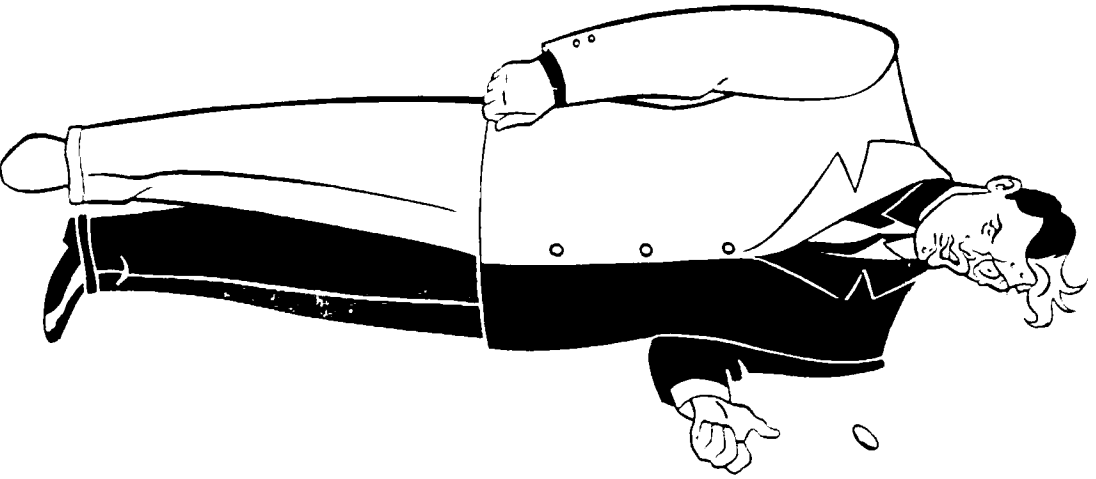


THE RIDDLER™

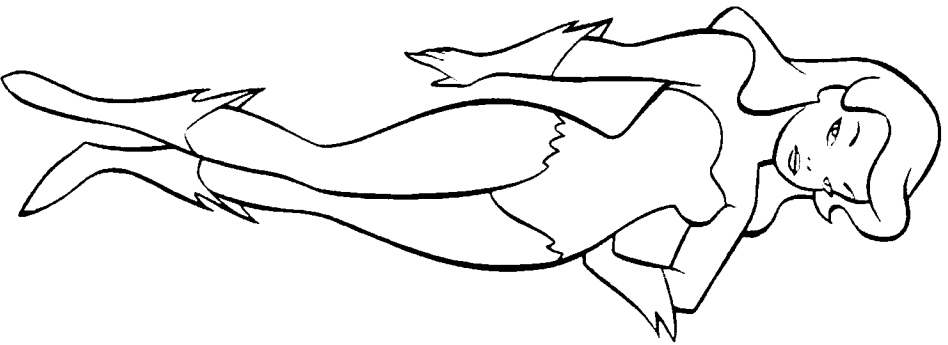


MR. FREEZE™

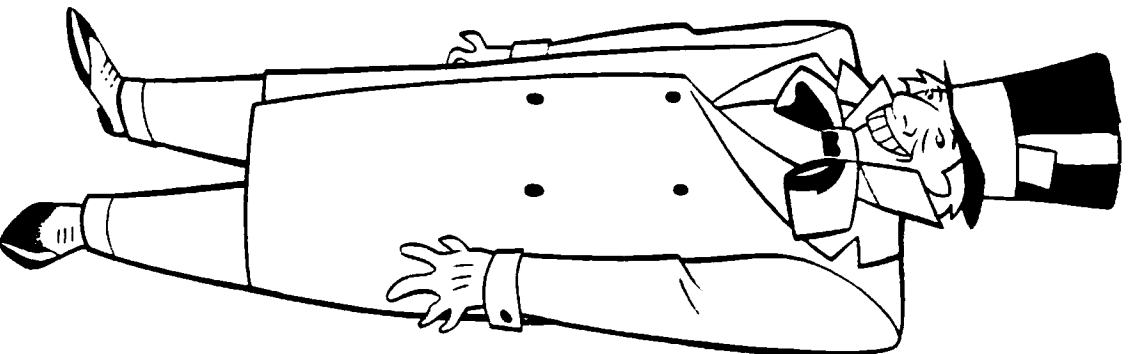
The Villains



TWO-FACE™

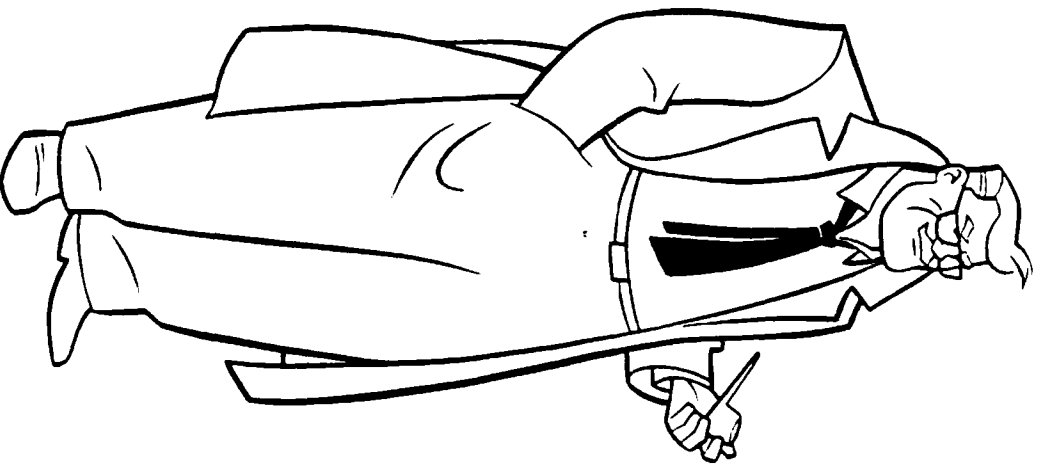


POISON IVY™

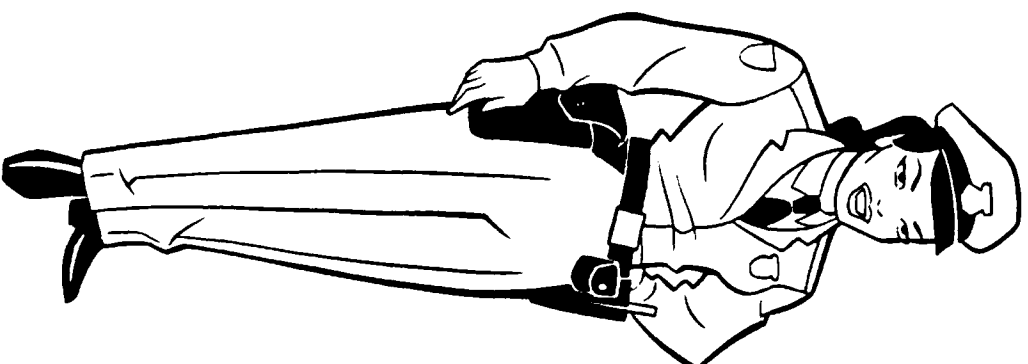


MAD HATTER™

The Good Guys

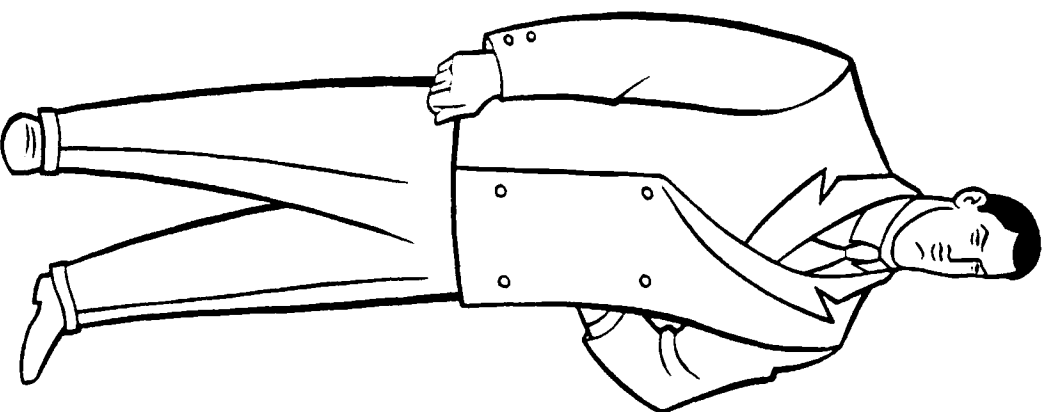


COMMISSIONER GORDON™

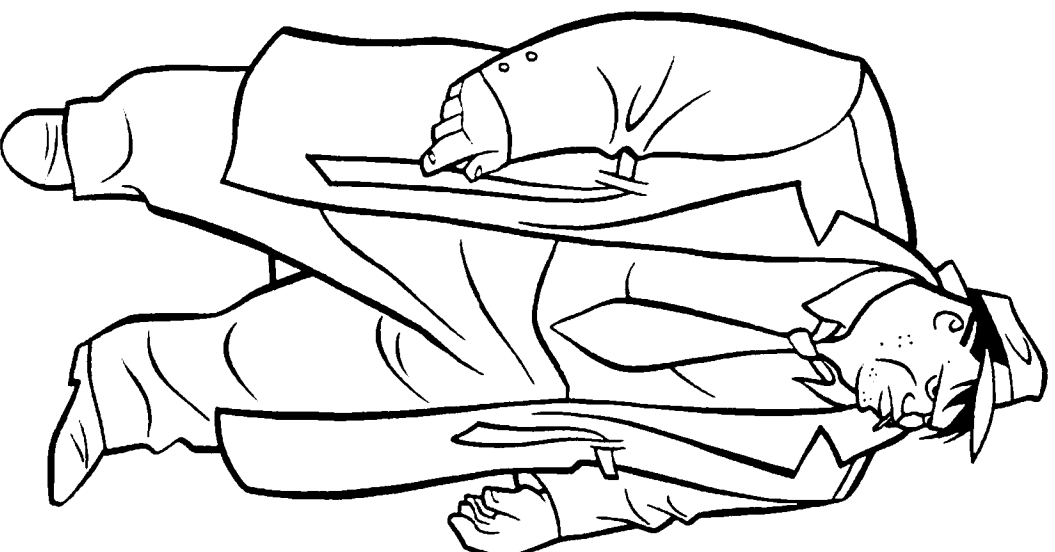


RENE MONTOYA™

The Good Guys



HARVEY DENT™



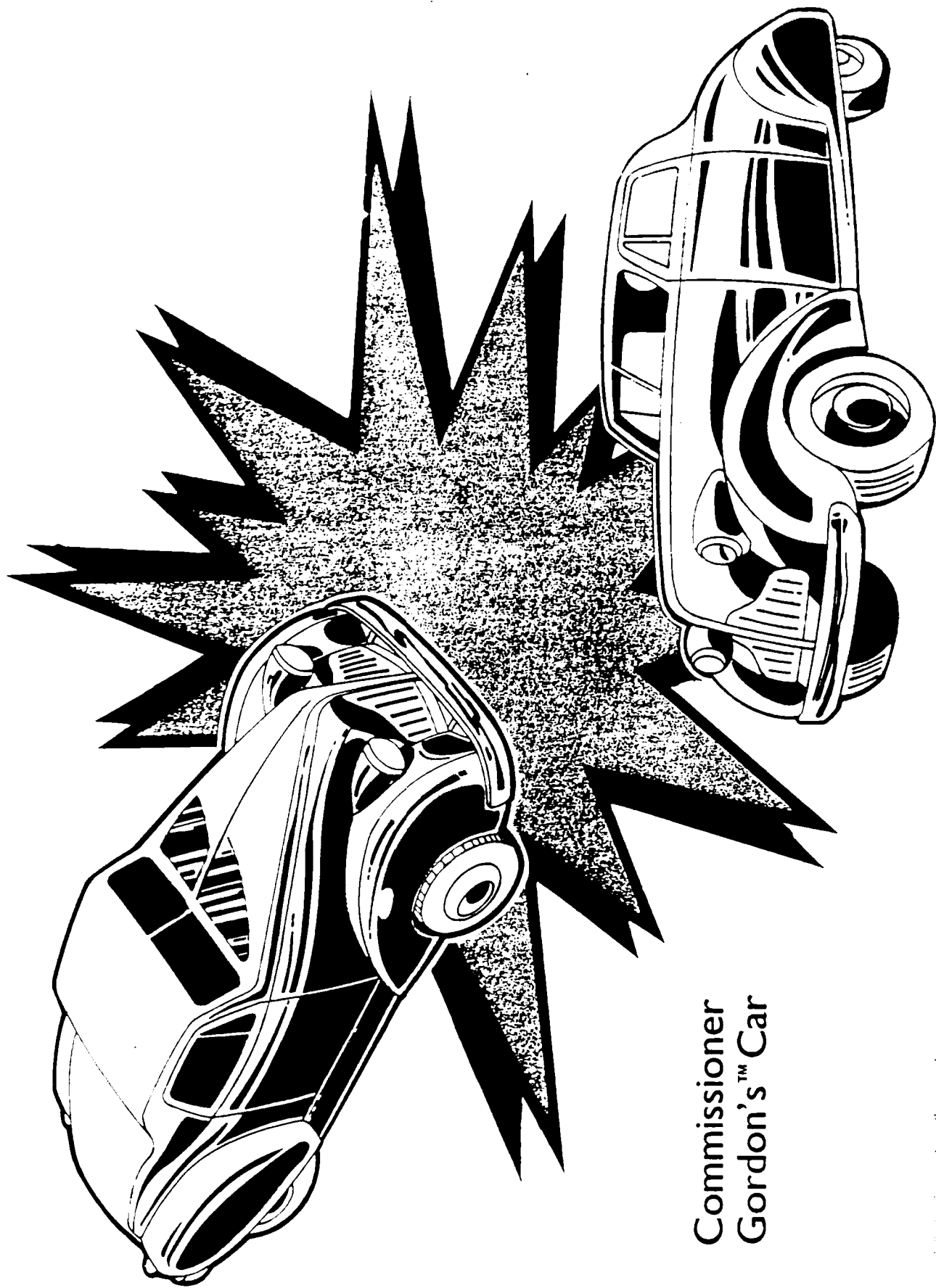
HARRY BULLOCK™



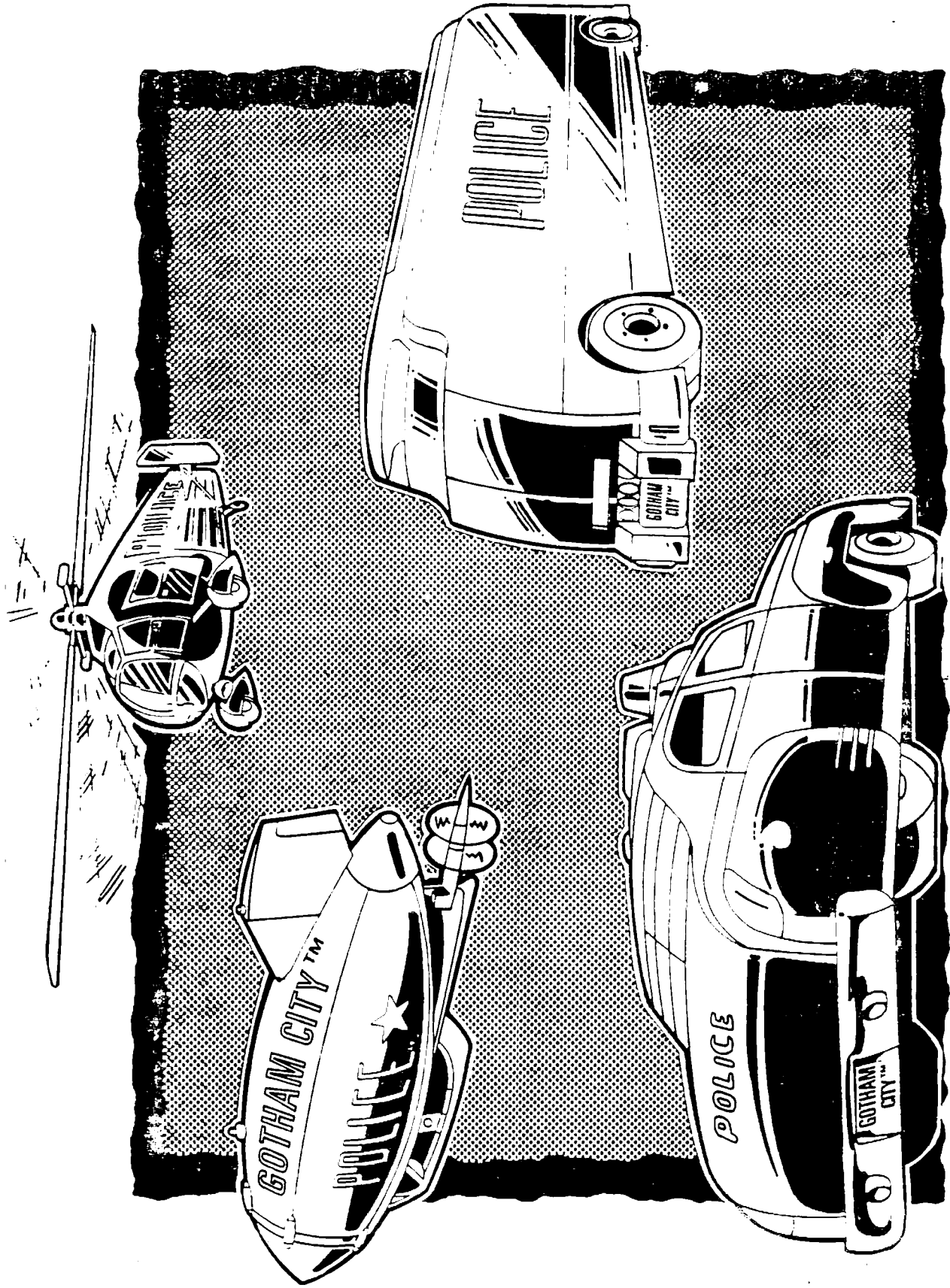
BATMAN



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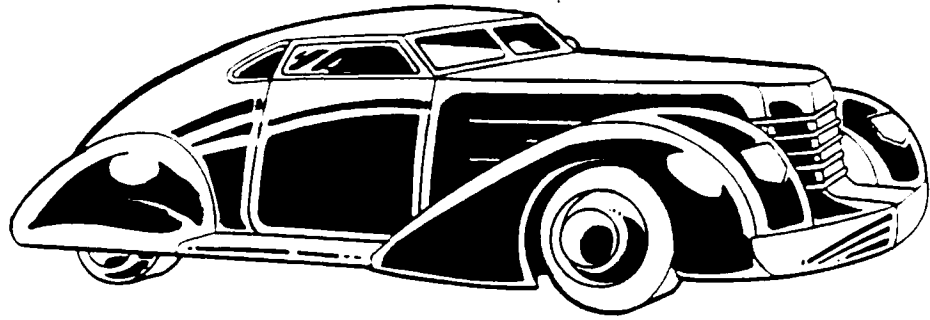


Commissioner
Gordon's™ Car



Gotham City™ Police Vehicles

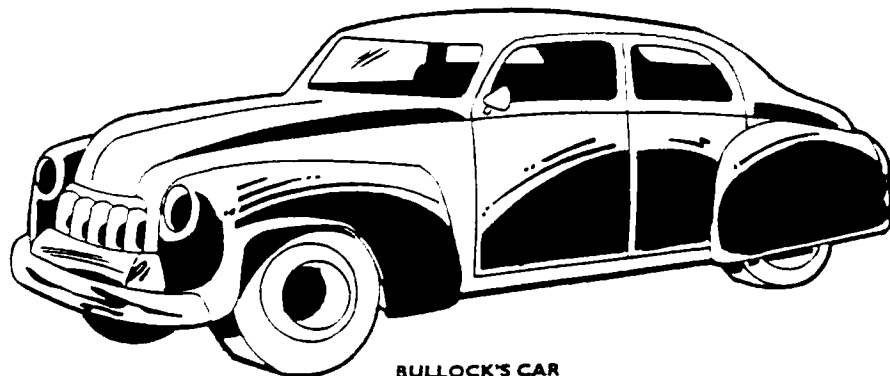
Vehicles



BRUCE WAYNE'S CAR

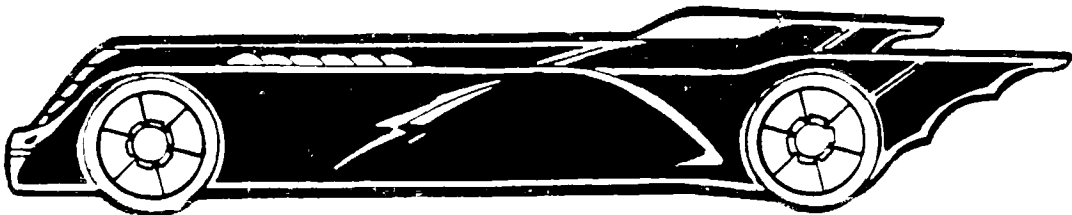
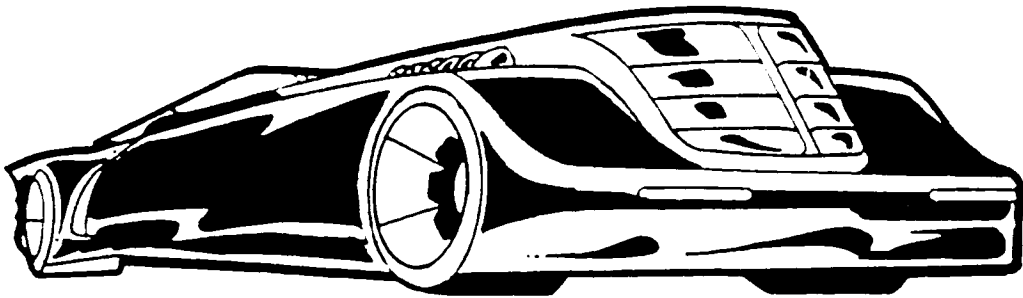
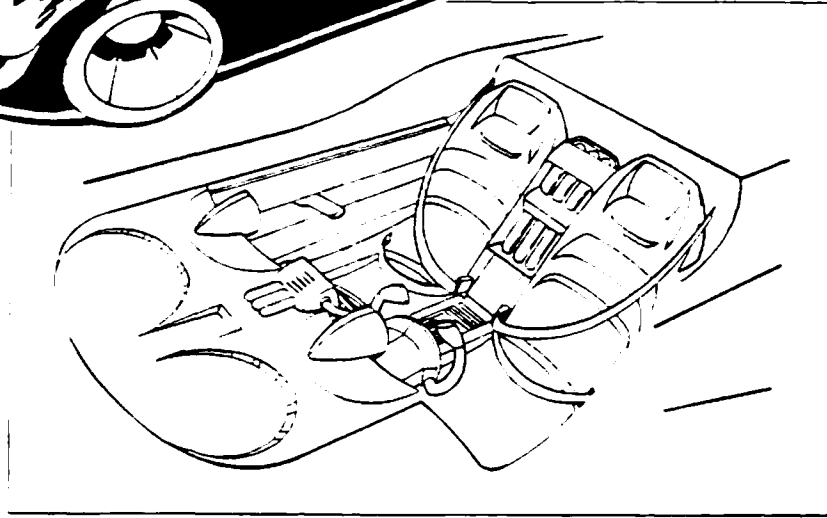
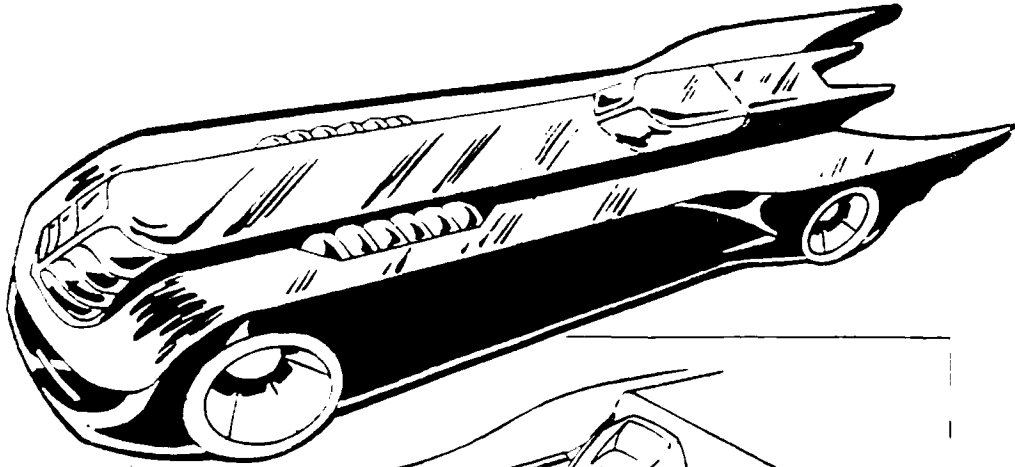


AMBULANCE



BULLOCK'S CAR

The Batmobile™





BATMAN™

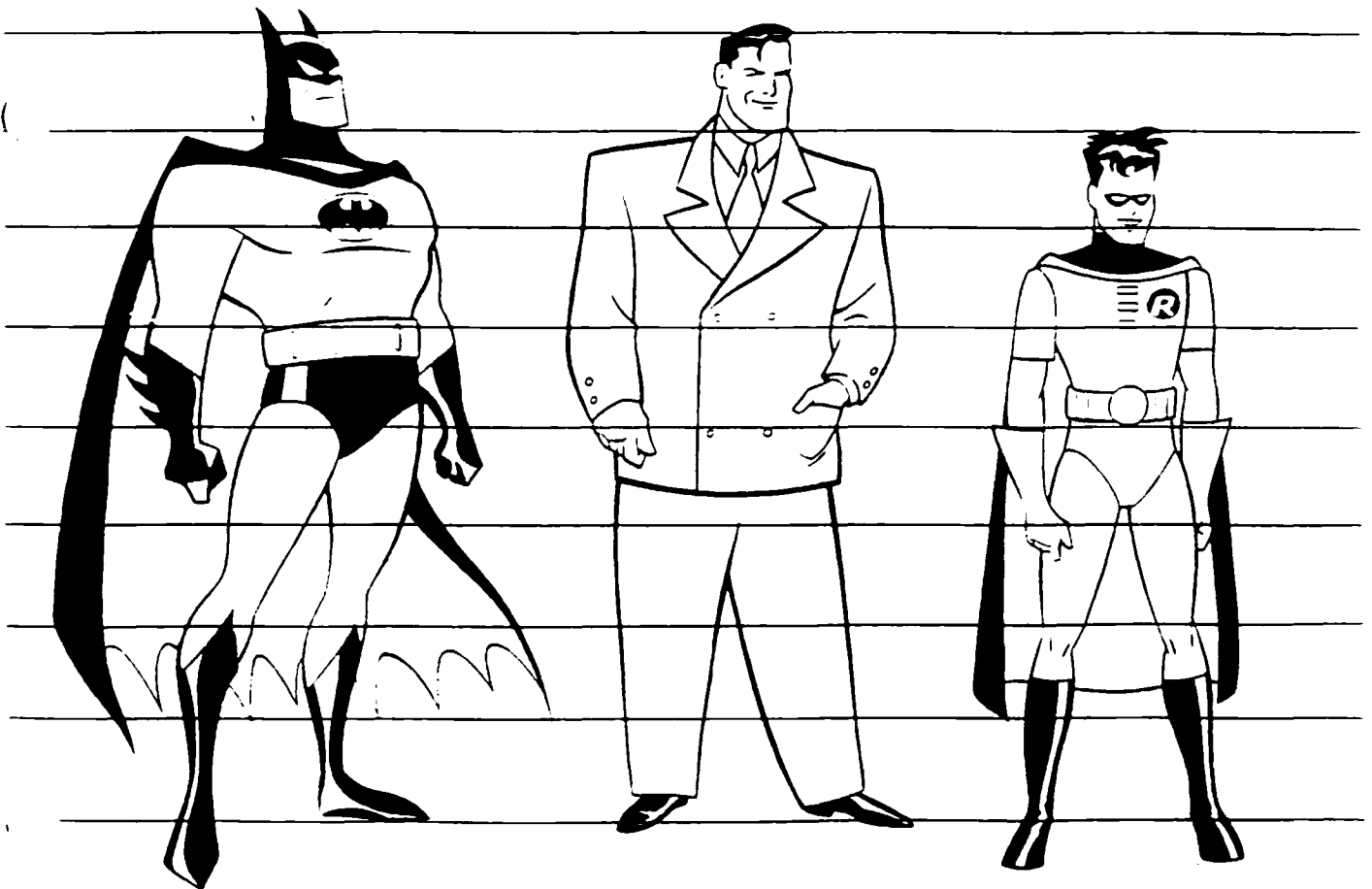
- FLESH
- PMS 473
- EYES
- WHITE
- LOGO BACKGROUND, BELT
- PMS 123
- BODY SUIT (TORSO, ARMS, LEGS)
- PMS 430
- CAPE INTERIOR, HIGHLIGHTS
- PMS 293
- LOGO BAT AND OUTLINE, COWL, GLOVES, BOOTS, TRUNK, CAPE EXTERIOR
- BLACK

BRUCE WAYNE™

- FLESH
- PMS 473
- SHIRT
- WHITE
- SUIT
- PMS 293
- TIE
- PMS 200
- HIGHLIGHTS
- PMS 430
- HAIR, SHOES
- BLACK

ROBIN™

- FLESH
- PMS 473
- EYES
- PMS 441
- BODYSUIT
- PMS 485
- GLOVES, LEGS
- PMS 340
- LOGO "R" BELT, CAPE INTERIOR, BODYSUIT BARS
- PMS 123
- HIGHLIGHTS
- PMS 292
- HAIR, MASK, BOOTS, CAPE EXTERIOR, LOGO BACKGROUND
- BLACK



BATMAN™

BRUCE WAYNE™

ROBIN™

COMMISSIONER GORDON™

- FLESH
PMS 473
- HAIR ON HEAD
AND FACE, BUCKLE
PMS 551
- COAT
PMS 161
- SHIRT
PMS 427
- PANTS
PMS 465
- PIPE
PMS 160
- HIGHLIGHTS
PMS 430
- SHOES, BELT
BLACK

ALFRED™

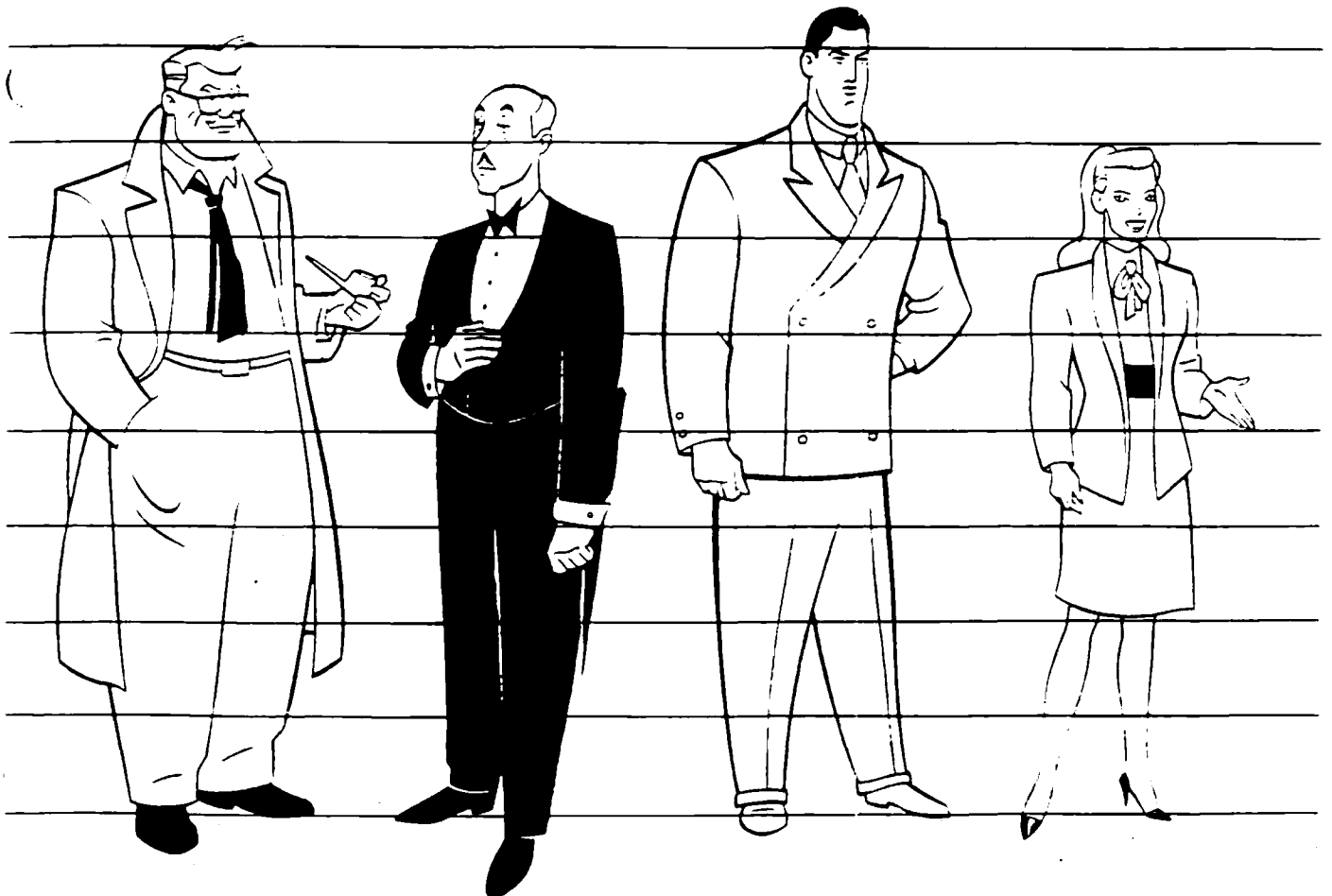
- FLESH
PMS 473
- HAIR
PMS 551
- SHIRT
PMS 427
- INTERIOR LINES
PMS 430
- SUIT, TIE, SHOES,
SHIRT BUTTONS,
MOUSTACHE,
IRIS
BLACK

HARVEY DENT™

- FLESH
PMS 473
- SHIRT AND CUFF
PMS 317
- TIE
PMS 427
- SUIT, BUTTONS,
SHOES
PMS 430
- HAIR, IRIS
BLACK

SUMMER GLEESON™

- FLESH
PMS 473
- HAIR
PMS 131
- BLOUSE, TIE
PMS 551
- JACKET
PMS 340
- SKIRT, HIGHLIGHTS
PMS 430
- TEETH
WHITE
- LIPS
PMS 485
- SHOES, BELT, IRIS
BLACK



COMMISSIONER GORDON™

ALFRED™

HARVEY DENT™

SUMMER GLEESON™

OFFICER RENE MONTOYA™

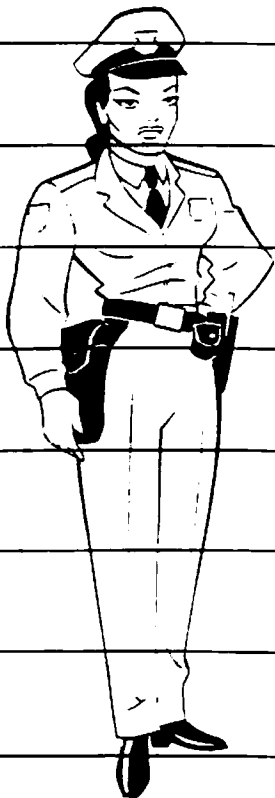
- FLESH
PMS 473
- LIPS
PMS 179
- PANTS, HAT
PMS 292
- SHIELDS ON HAT
AND UNIFORM
PMS 131
- BELT BUCKLE
PMS 430
- SHIRT AND COLLAR
PMS 551
- JACKET
PMS 432
- HIGHLIGHTS
PMS 430
- IRIS, HAIR, HOLSTER,
HAT BAND AND BRIM
SHOES, TIE
BLACK

HARRY BULLOCK™

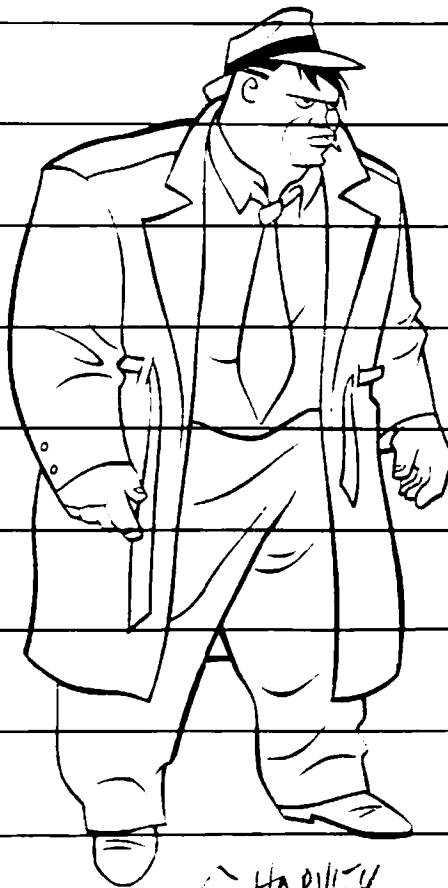
- FLESH
PMS 473
- HAT, COAT,
SHOES, BELT
PMS 430
- SHIRT
PMS 480
- TIE
PMS 161
- PANTS
PMS 551
- HAIR, IRIS,
HAT BAND
BLACK

MAYOR HAMILTON HILL™

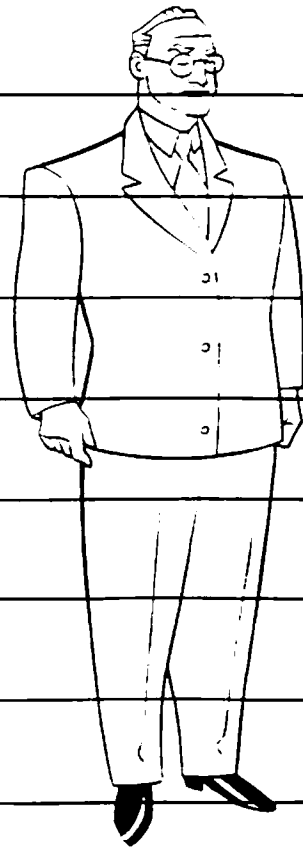
- FLESH
PMS 473
- SHIRT
PMS 427
- TIE
PMS 465
- SUIT, HAIR ON
HEAD AND FACE
PMS 430
- HIGHLIGHTS
PMS 427
- SHOES
BLACK



OFFICER RENE MONTOYA™



HARRY BULLOCK™



MAYOR HAMILTON HILL™

Handwritten signature

RIDDLER™

- FLESH
PMS 473
- EYES, TIE, HANKERCHIEF
PMS 441
- HAT AND BRIM, JACKET
AND LAPEL, SHOES
PMS 340
- HAT BAND, SHIRT AND
CUFFS, PANTS, UMBRELLA,
SHOE SOLES
PMS 432
- GLOVES, MASK, TIE
QUESTION MARK
PMS 272
- HAT QUESTION MARK
BLACK

TWO-FACE™

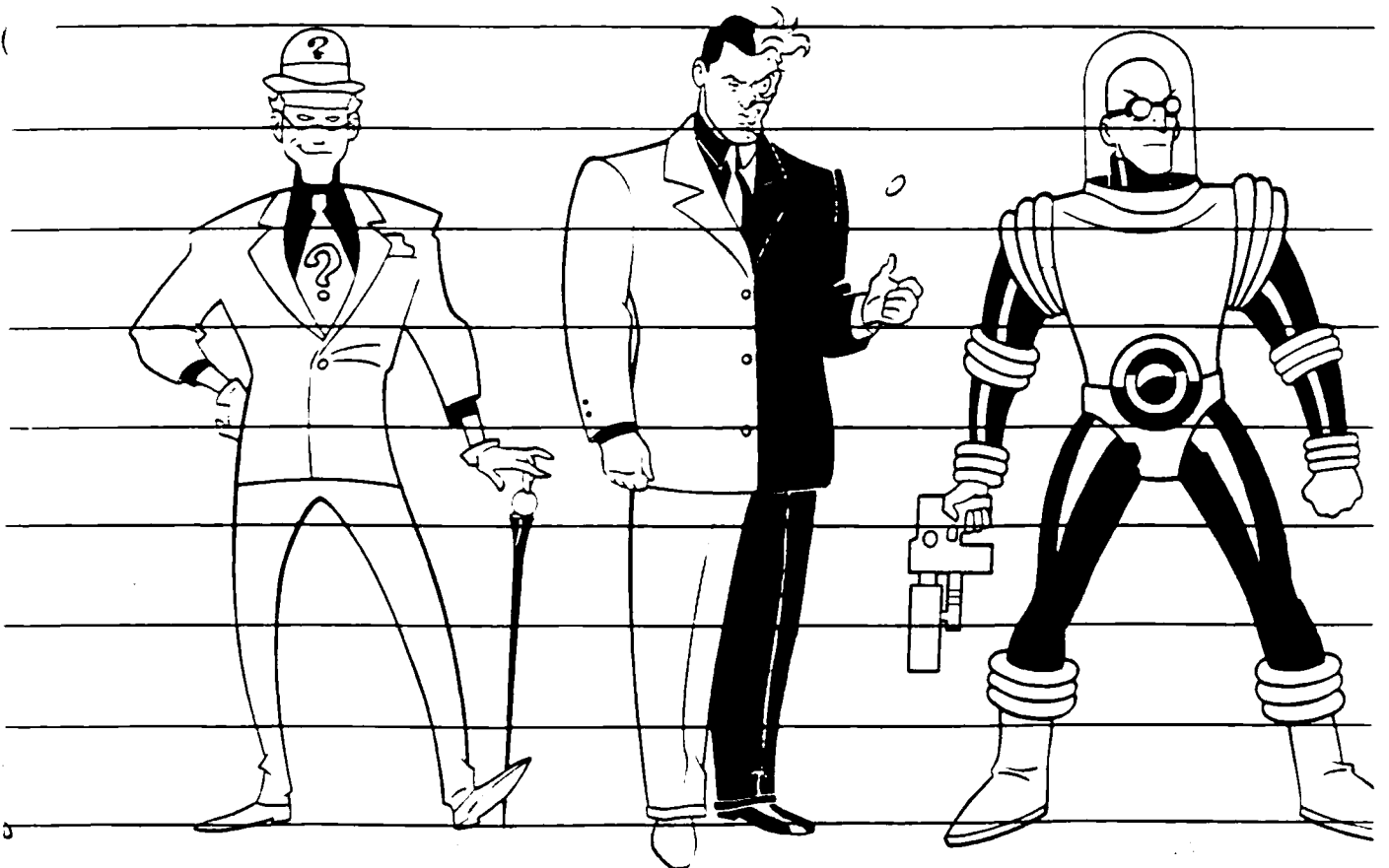
- FLESH
PMS 473
- WHITE OF EYE
PMS 441
- TIE
PMS 427
- JACKET,
BUTTONS,
PANTS, SHOE
PMS 317
- IRIS, HAIR,
CUFF
BLACK

TWO-FACE™

- FLESH, HAIR
PMS 319
- WHITE OF EYE
PMS 113
- LIPS
PMS 228
- SHIRT, COLLAR
AND CUFF
PMS 427
- HIGHLIGHTS
PMS 430
- IRIS, TIE, JACKET,
PANTS, SHOE
BLACK

MR. FREEZE™

- FLESH
PMS 427
- HELMET
PMS 340
- TORSO
PMS 430
- PELVIS, SHOULDER/ARM/
BOOT RINGS
CYAN
- GLOVES, BOOTS
PMS 272
- GLASS LENSES
PMS 485
- HIGHLIGHTS
PMS 432
- GUN
PMS 430
- BODY BUCKLE
BLACK AND WHITE
- ARMS, LEGS, COLLAR,
GLASSES
BLACK



Handwritten signature

POISON IVY™

- FLESH
PMS 480
- HAIR
PMS 179
- LIPS
PMS 485
- IRIS, BODYSUIT,
GLOVES, BOOTS
PMS 340
- LEGS
PMS 345

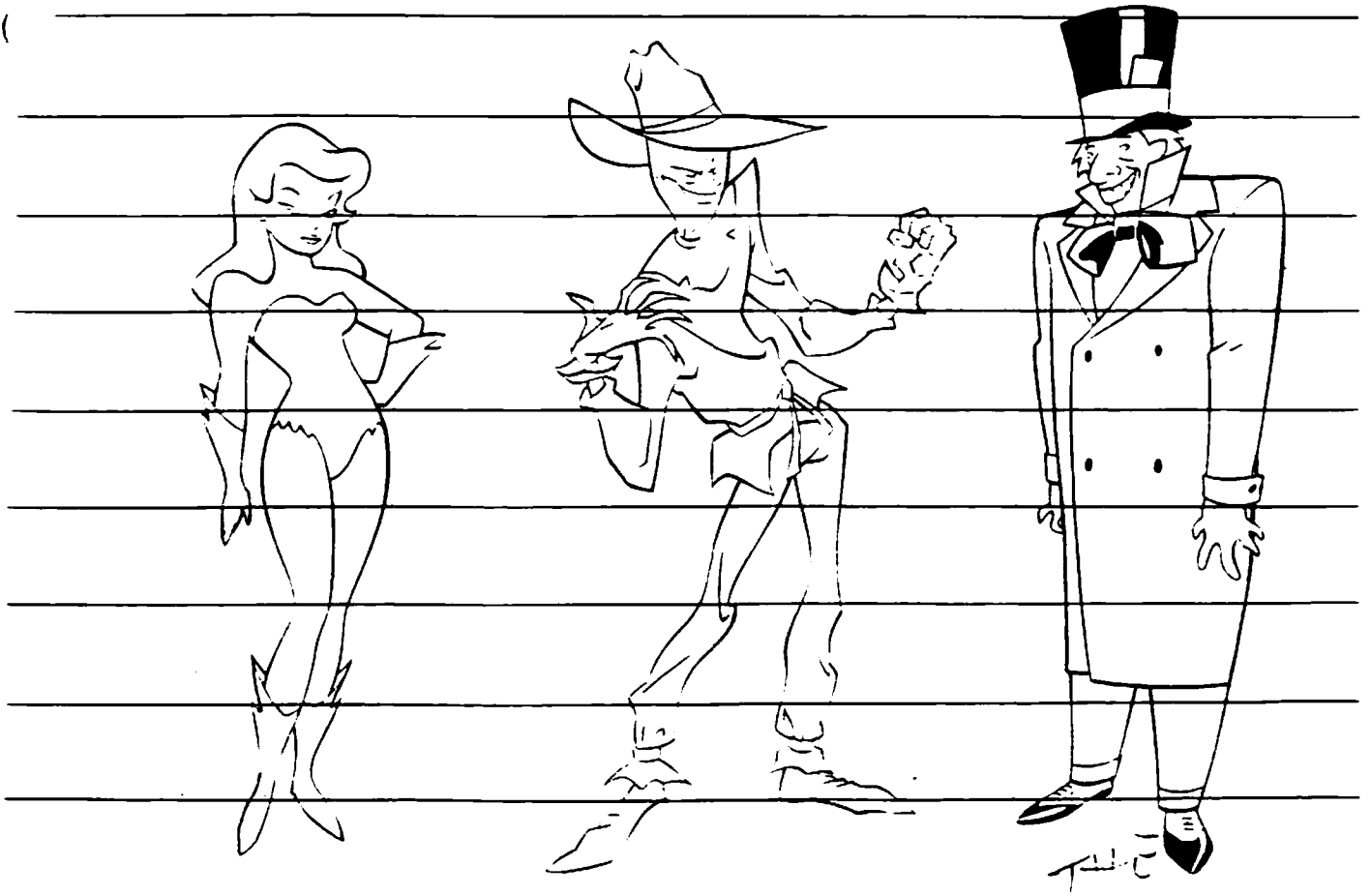
SCARECROW™

- FLESH
PMS 113
- HAT, SHIRT
PMS 465
- HAT BAND, BELT, SHOES
PMS 161
- COLLAR, PANTS, GLOVES,
PANTS AND CUFF BAND
PMS 480

Handwritten signature

MAD HATTER™

- FLESH
PMS 473
- HAIR
PMS 113
- HAT BAND
CYAN
- HAT BAND CARD, TEETH
WHITE
- SHIRT AND COLLAR
PMS 345
- COAT AND CUFFS
PMS 292
- PANTS
PMS 317
- TIE
PMS 432
- GLOVES
PMS 430
- SHOE TOP, HIGHLIGHTS
PMS 427
- HAT AND BRIM, BUTTONS,
TIE SHADOW, SHOE FRONT
BLACK



THE PENGUIN™

- FLESH
PMS 473
- SHIRT AND CUFFS
PMS 427
- VEST AND BUTTONS
PMS 480
- UMBRELLA, HIGHLIGHTS
PMS 430
- COAT, TIE
PMS 432
- LAPEL, PANTS
PMS 441
- MONOCLE
WHITE
- HAIR, HAT, IRIS,
COAT, SHOES
BLACK

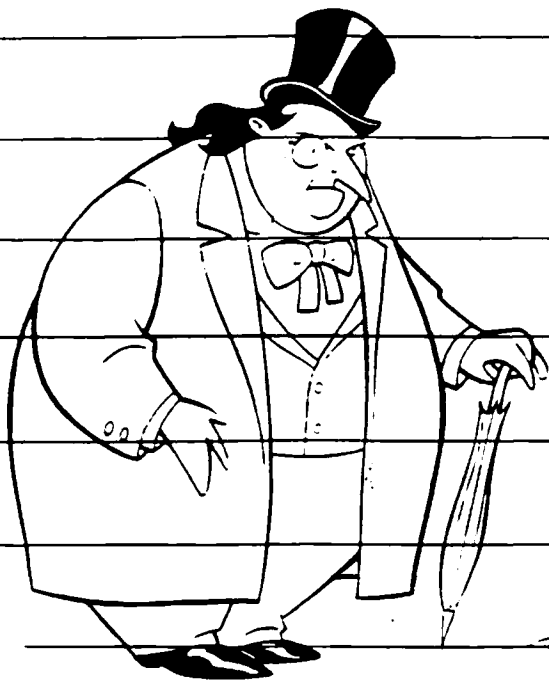
CATWOMAN™

- FLESH
PMS 473
- LIPS
PMS 485
- BODYSUIT AND
HIGHLIGHTS
PMS 432
- BELT
PMS 123
- IRIS
PMS 340
- MASK, GLOVES,
BOOTS, WHIP
BLACK

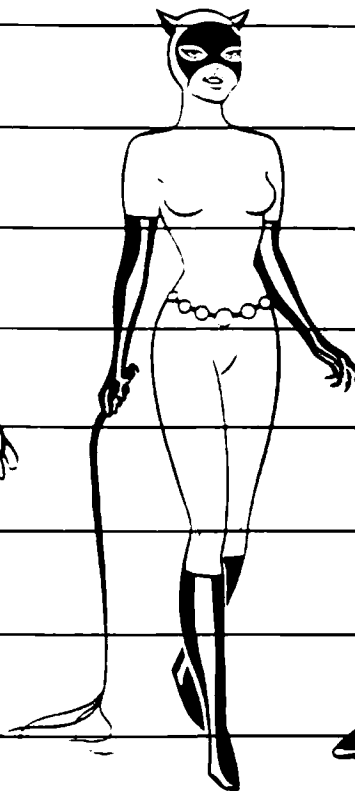
THE

JOKER™

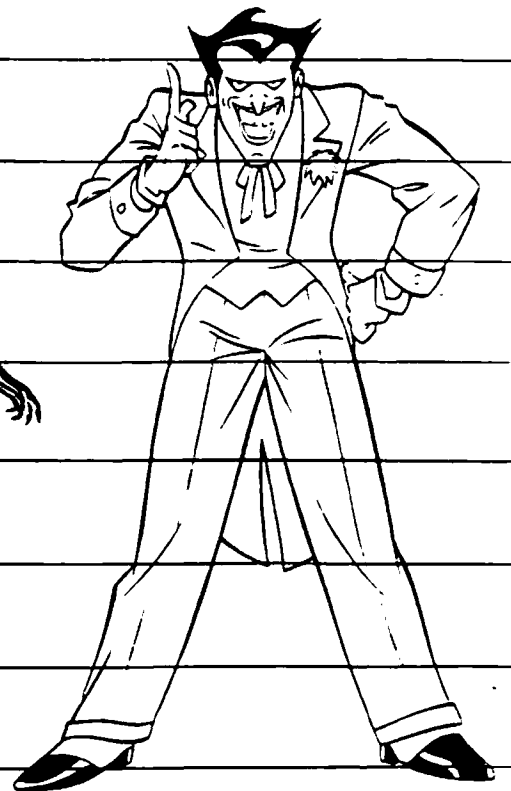
- FLESH
PMS 317
- LIPS
PMS 200
- HAIR HIGHLIGHT
PMS 340
- TIE
CYAN
- FLOWER
PMS 197
- JACKET AND PANTS
PMS 272
- VEST
PMS 131
- GLOVES, TOP OF SHOE
PMS 551
- HIGHLIGHTS
PMS 430
- IRIS, HAIR, SHOE FRONT
AND HEEL
BLACK



THE PENGUIN™

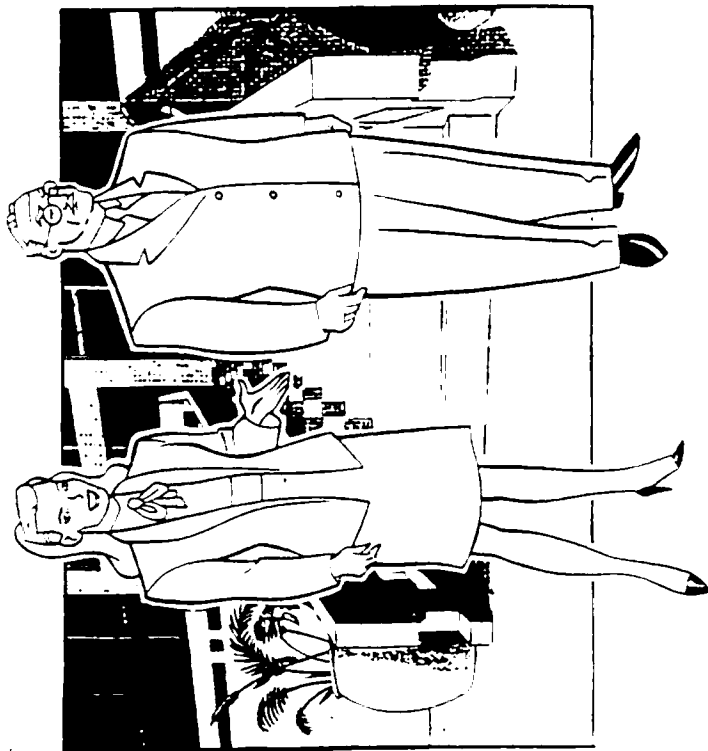


CATWOMAN™



JOKER™

The Good Guys

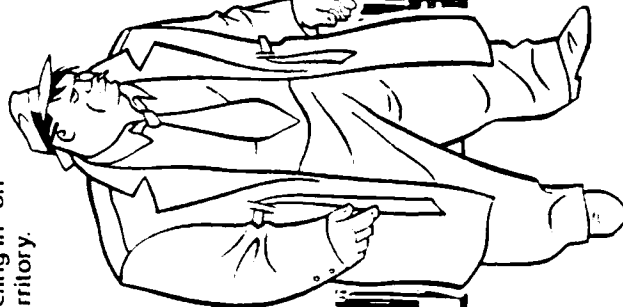


SUMMER GLEESON™

The nightly anchor-person of the scandal tabloid news show **INSIDE GOTHAM**, Summer is ever suspicious of Bruce Wayne: anyone that rich and famous must have something to hide, she surmises. And she isn't above prying into the millionaire's personal life to unearth secrets.

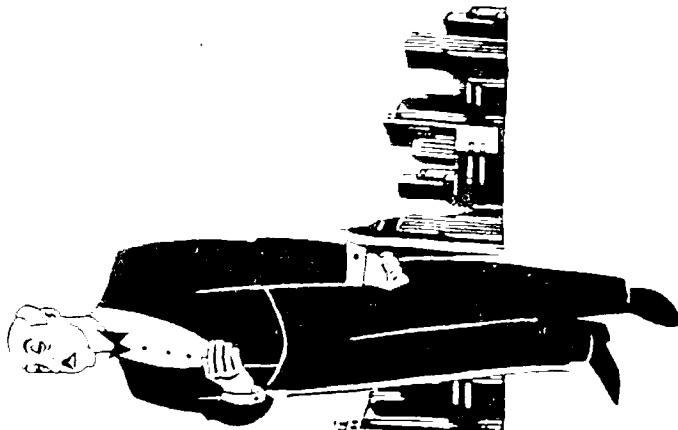
DETECTIVE BULLOCK™

He'll shoot first and ask questions next week--he's Detective Harvey Bullock, a crass and bitter loudmouth who believes that his badge gives him the authority to break rules. Bullock hates Batman, seeing him as an unauthorized meddler who is "muscling in" on his territory.



ALFRED™

Alfred, longtime butler to Bruce Wayne, is Batman's most trusted aide. Always available to act as a behind-the-scenes operative, Alfred has a dry, wicked wit that keeps Batman from taking himself too seriously.

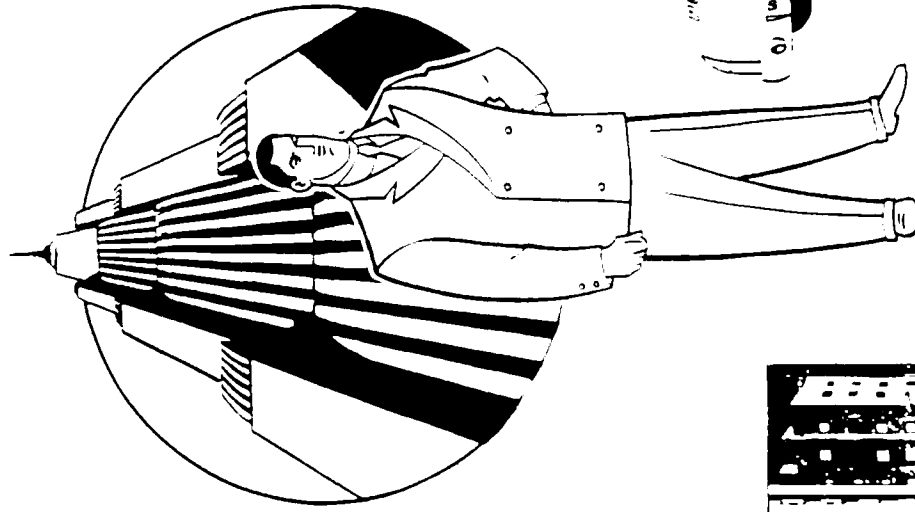
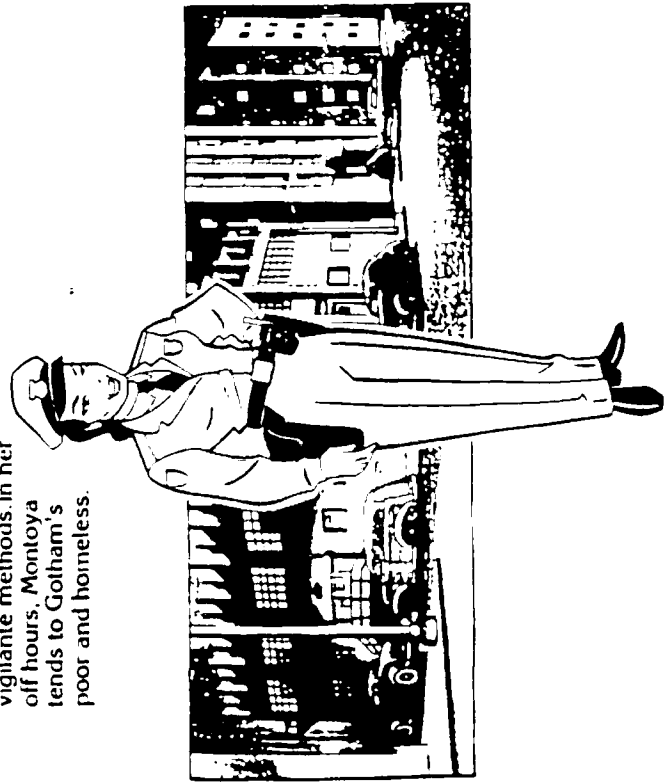


MAYOR HAMILTON HILL™

Fearing a loss of votes from pro-Batman constituents, the Mayor hasn't taken a clear stand either for or against Batman. But he invariably rallies behind the Caped Crusader when it's politically expedient.

The Good Guys

OFFICER MONTOYA™
Young, tough, and cynical, policewoman Renee Montoya has grudging respect for Batman even though at times she finds herself opposed to his vigilante methods. In her off hours, Montoya tends to Gotham's poor and homeless.



COMMISSIONER GORDON™
One of the city's few uncorruptible cops, Commissioner James Gordon is loved by Gotham's citizens and hated by its criminals. Officially, he cannot condone Batman's methods--unofficially, though, he supports The Dark Knight however he can.



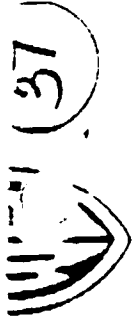
HARVEY DENT™
Crusading District Attorney Harvey Dent is Batman's closest ally in the Gotham legal system and The Dark Knight's one true friend. Driven by a thirst for justice, Dent secretly enlists Batman's aid in nailing the city's dead-liest gangsters.



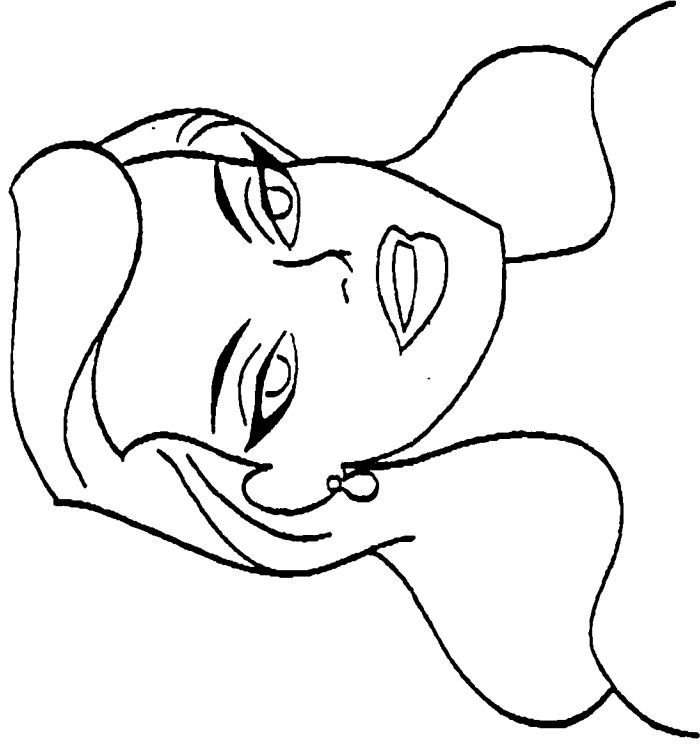
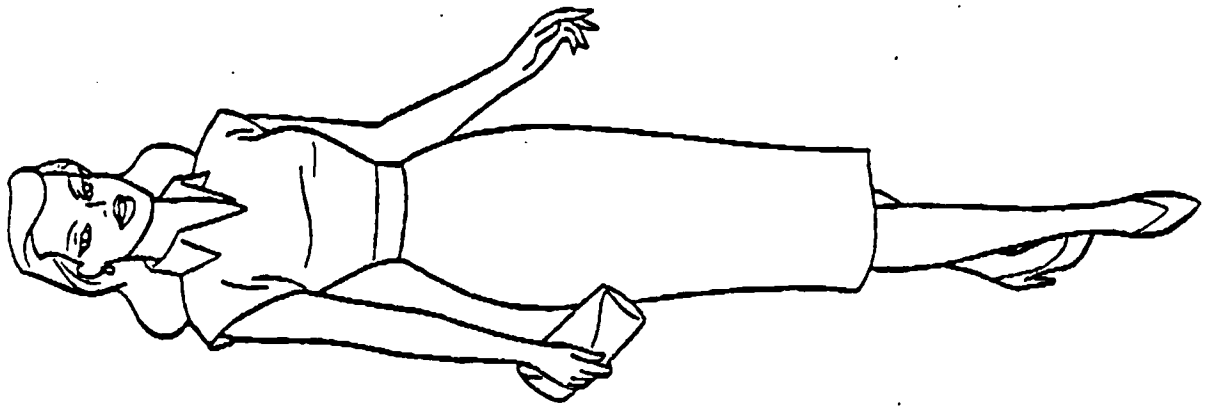
BATMAN MAIN MODY™ 'S

406-006

SELINA KYLE



WARNER BROS.



JAN 18 1992

REVISED

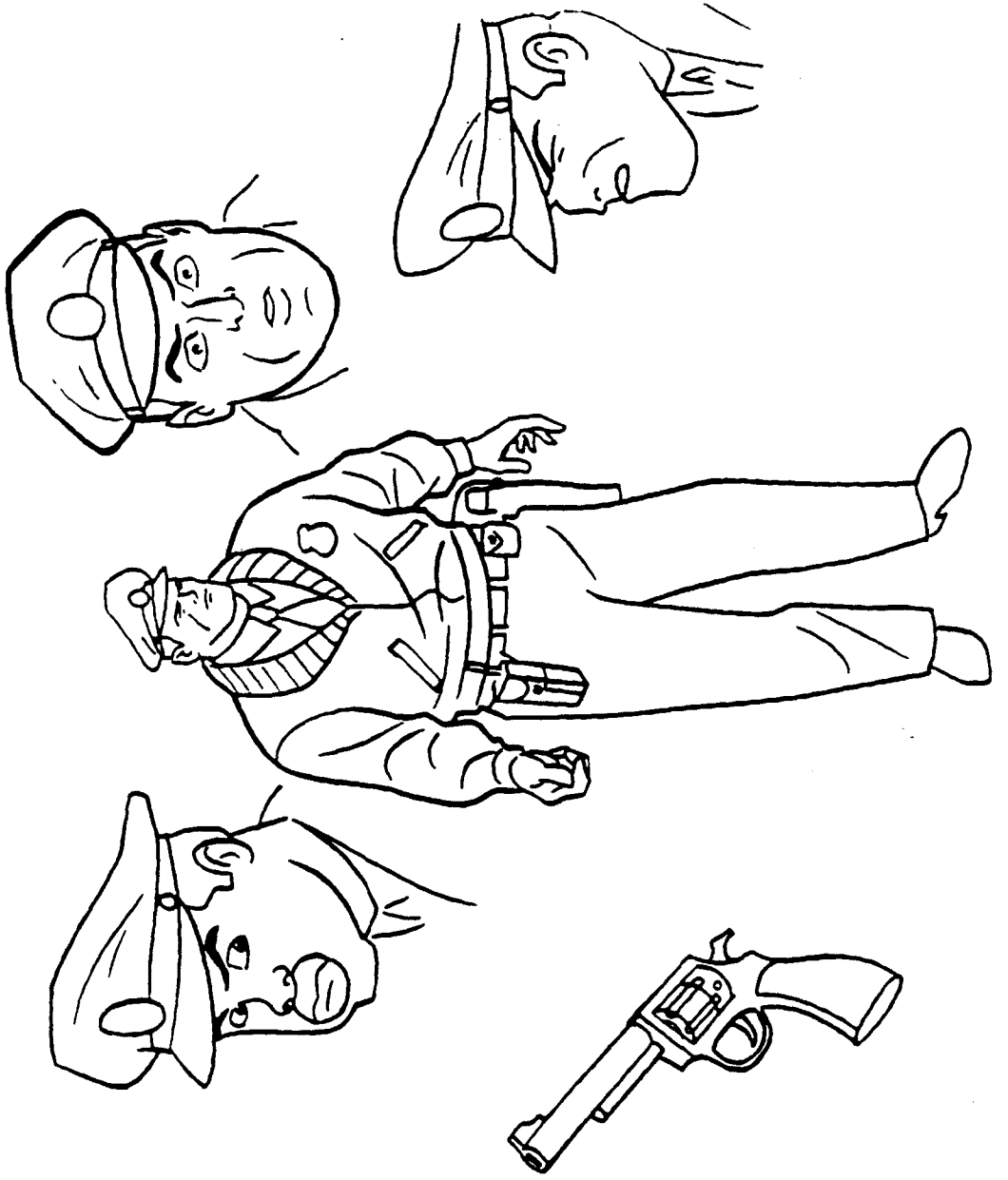
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BATMAN™

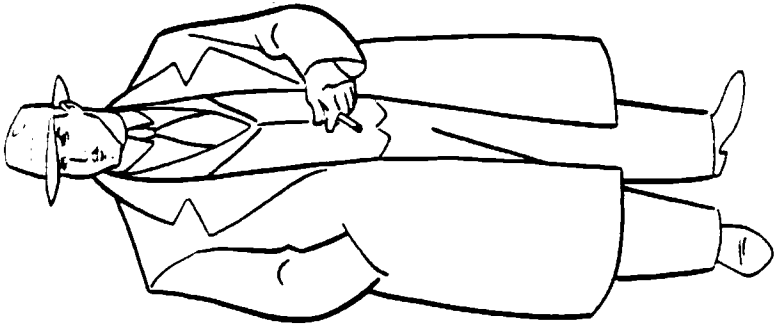
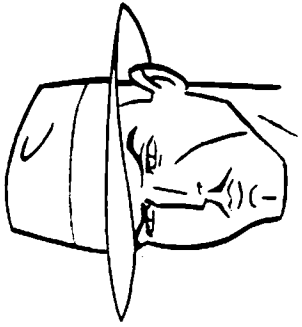
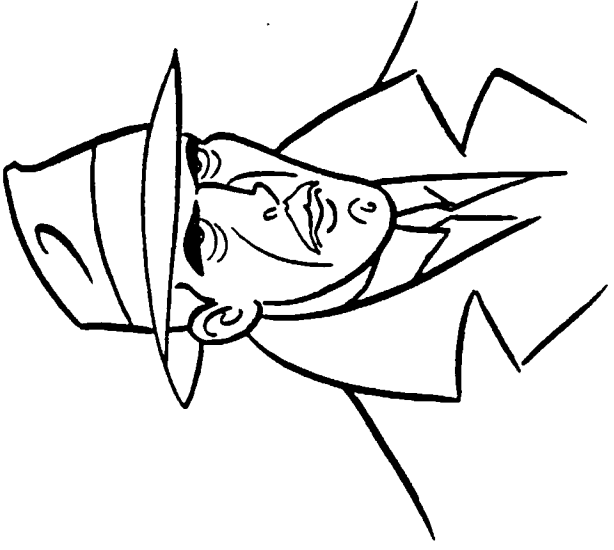


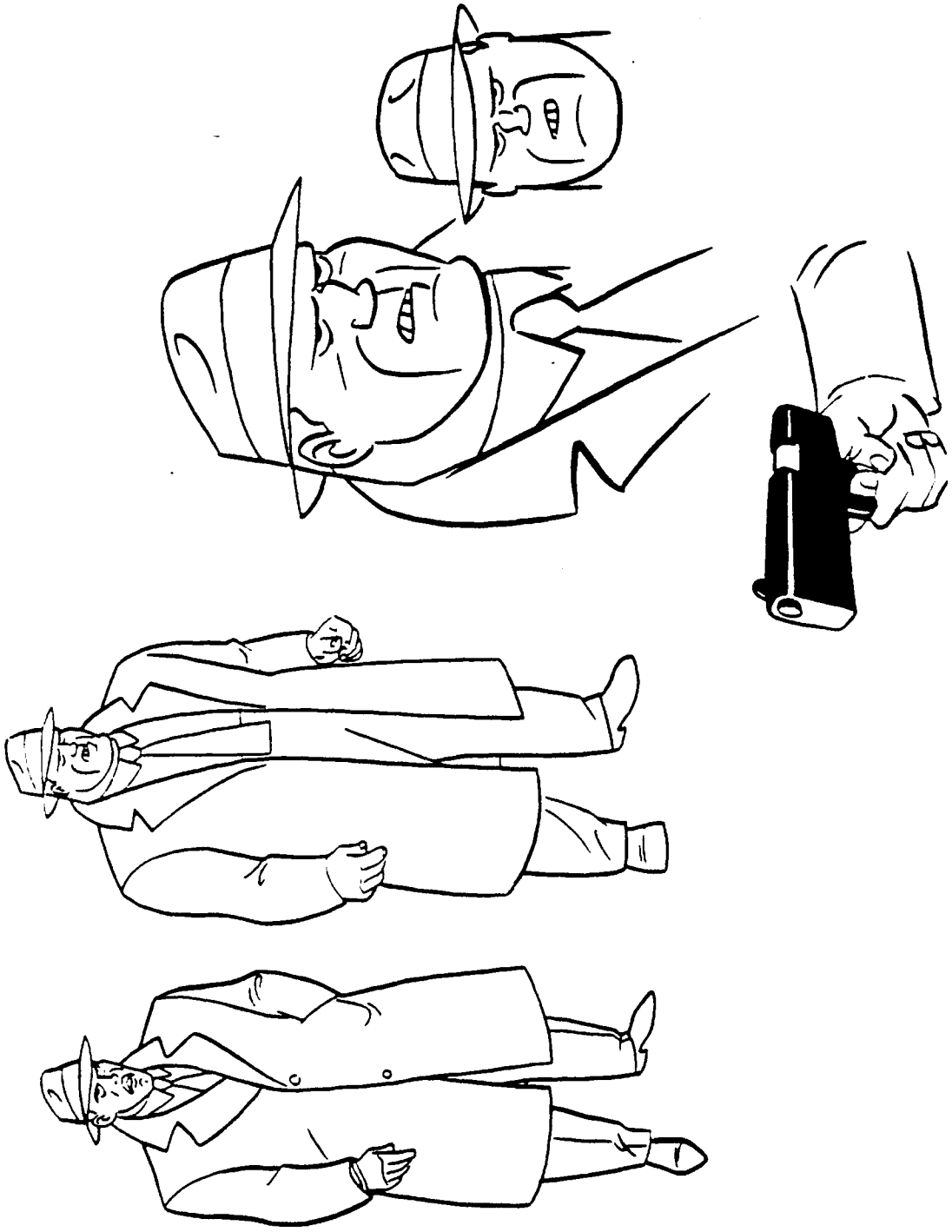
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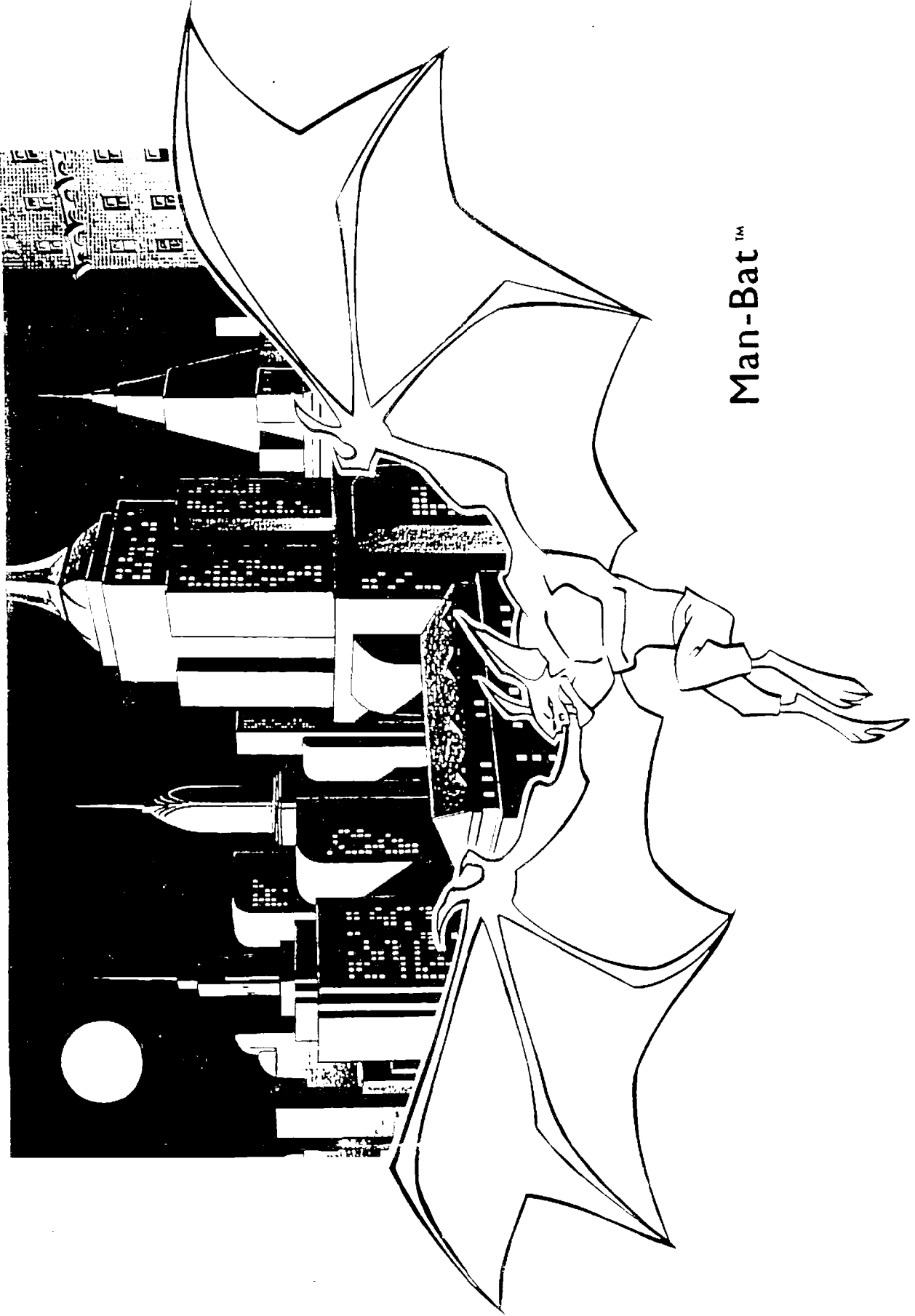
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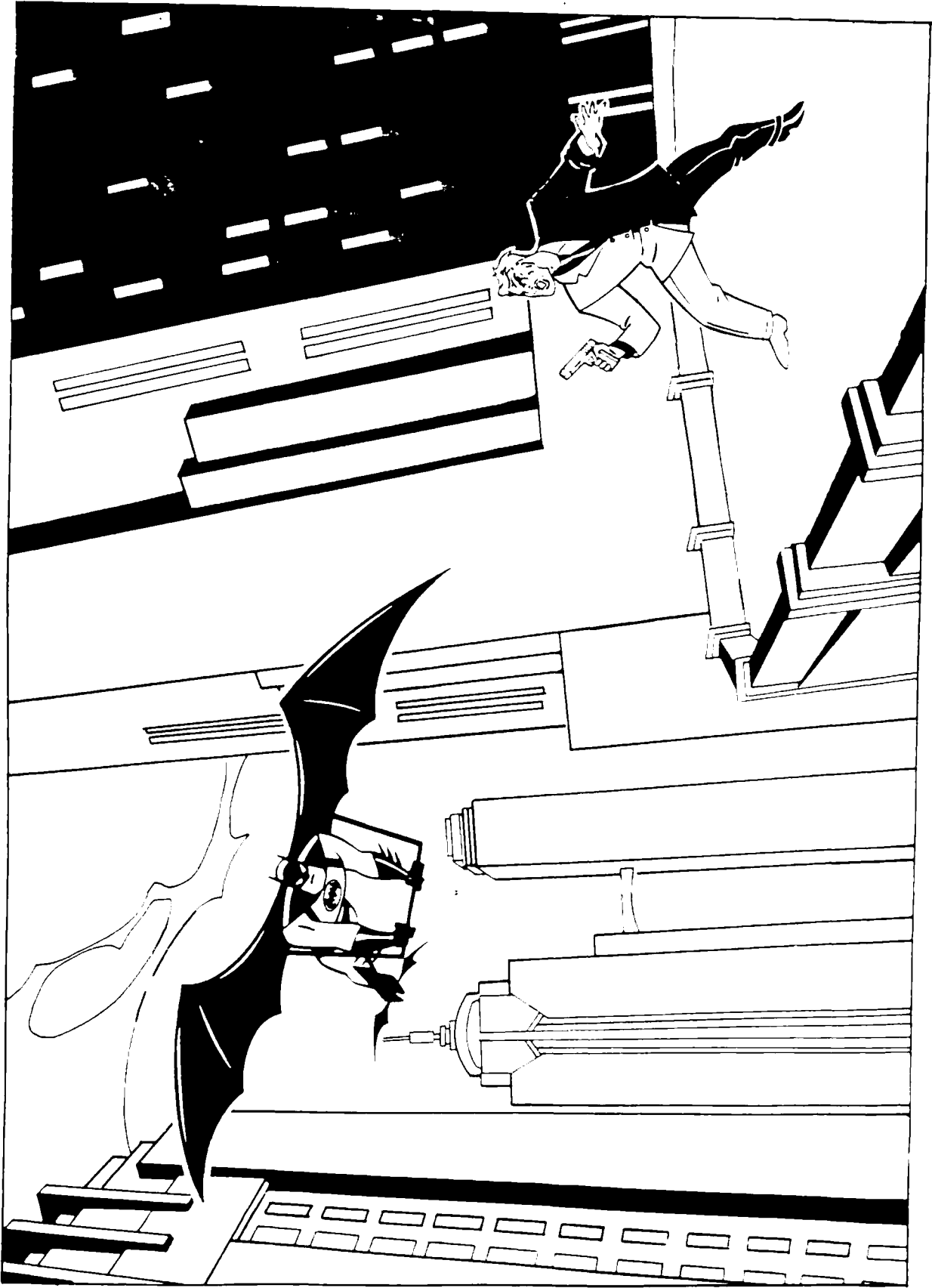


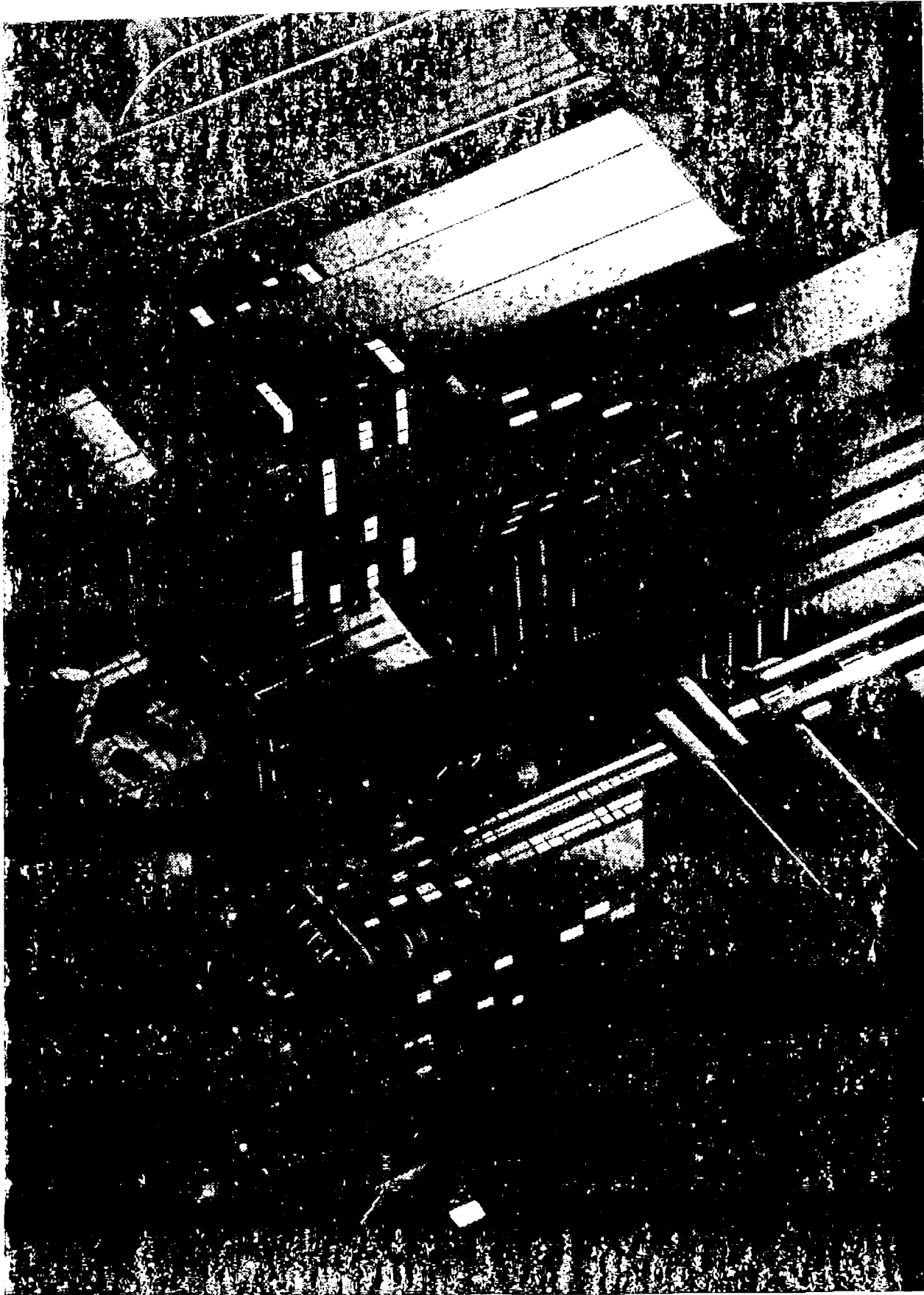


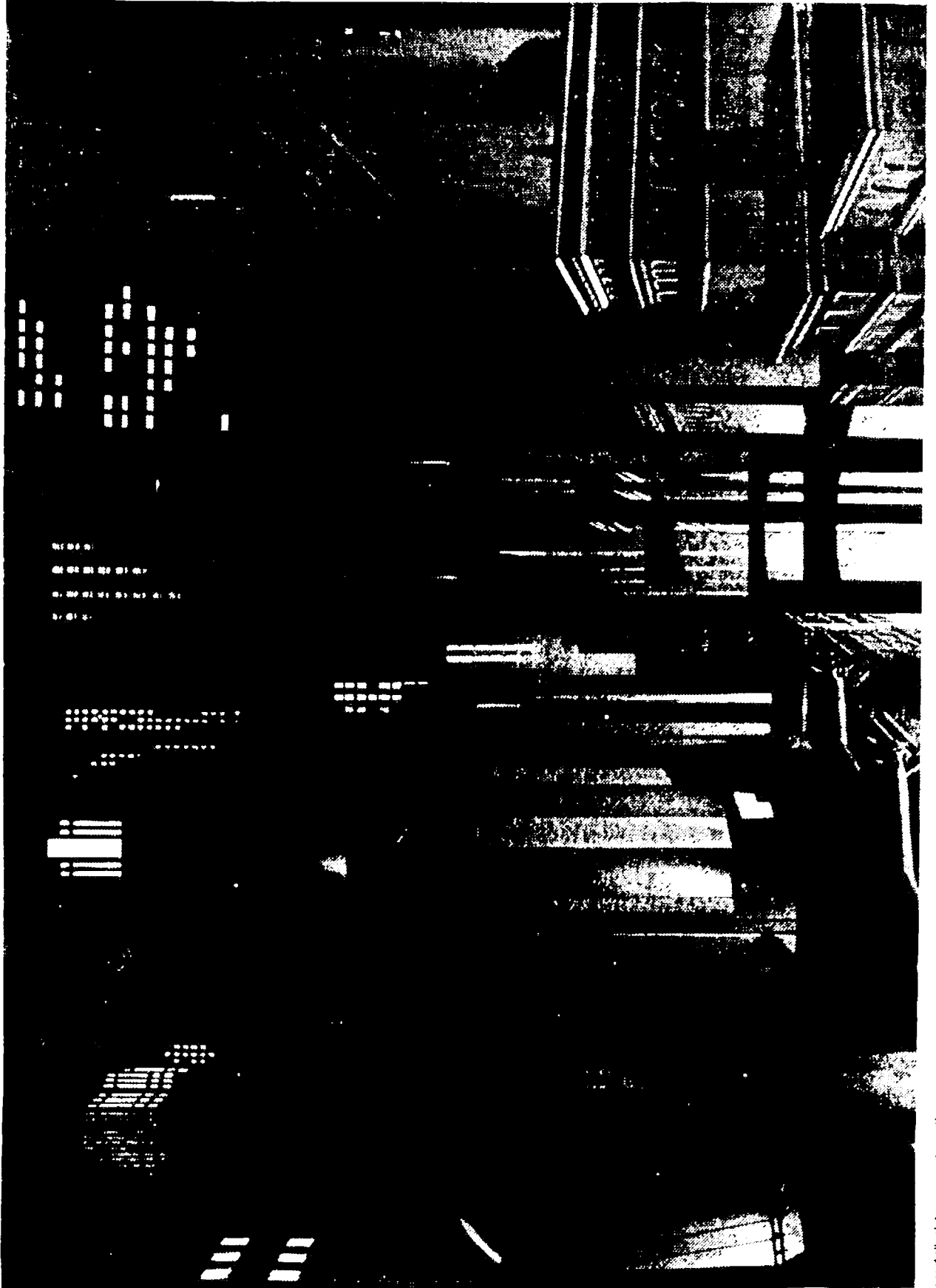




Man-Bat™



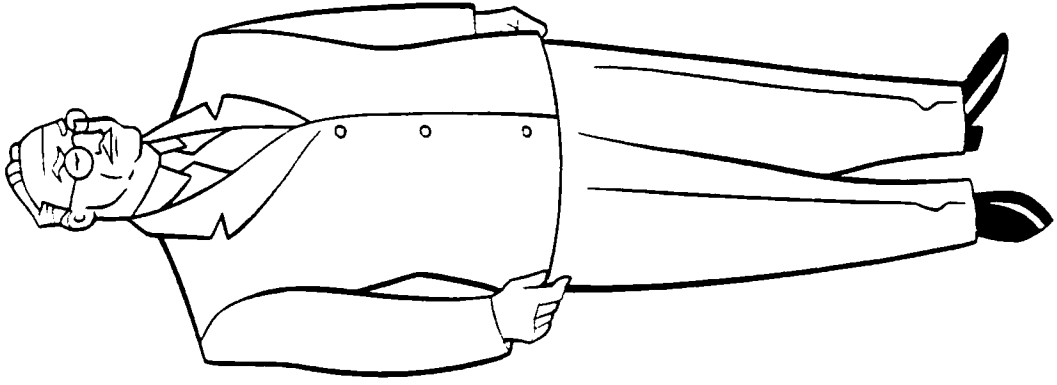




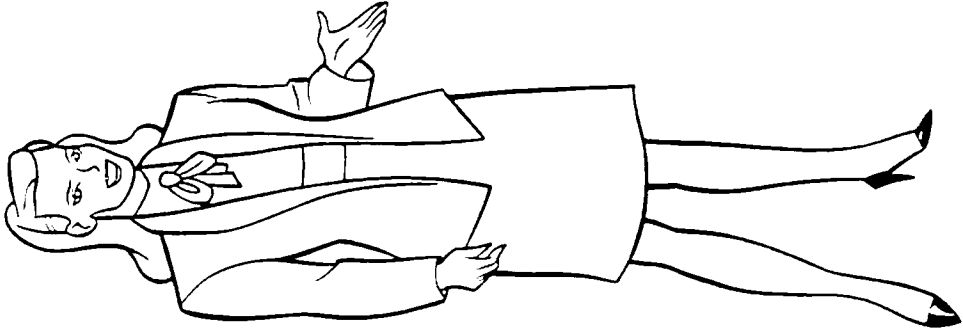




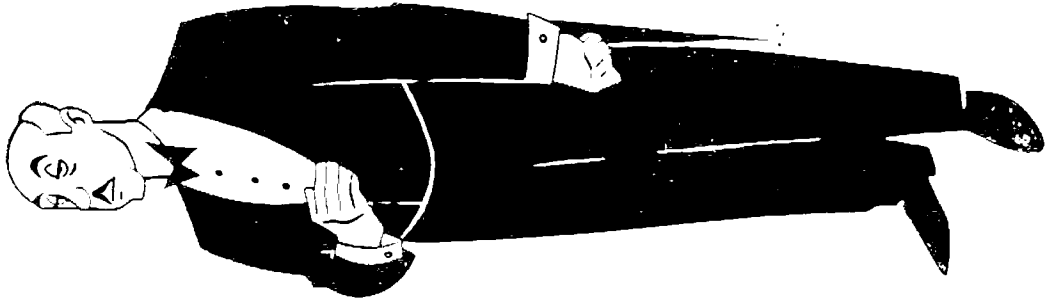
The Good Guys



MAYOR HAMILTON HILL™



SUMMER GLEESON™



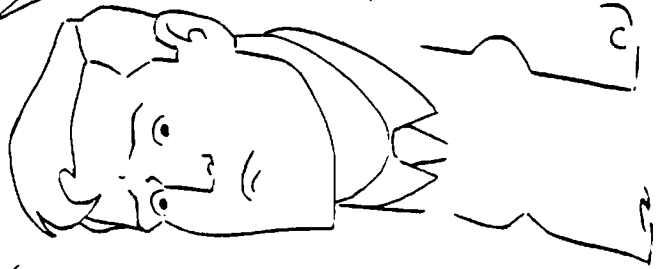
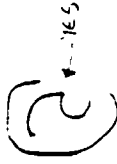
ALFRED™



BATMAN ATTITUDES



WARNER BROS.

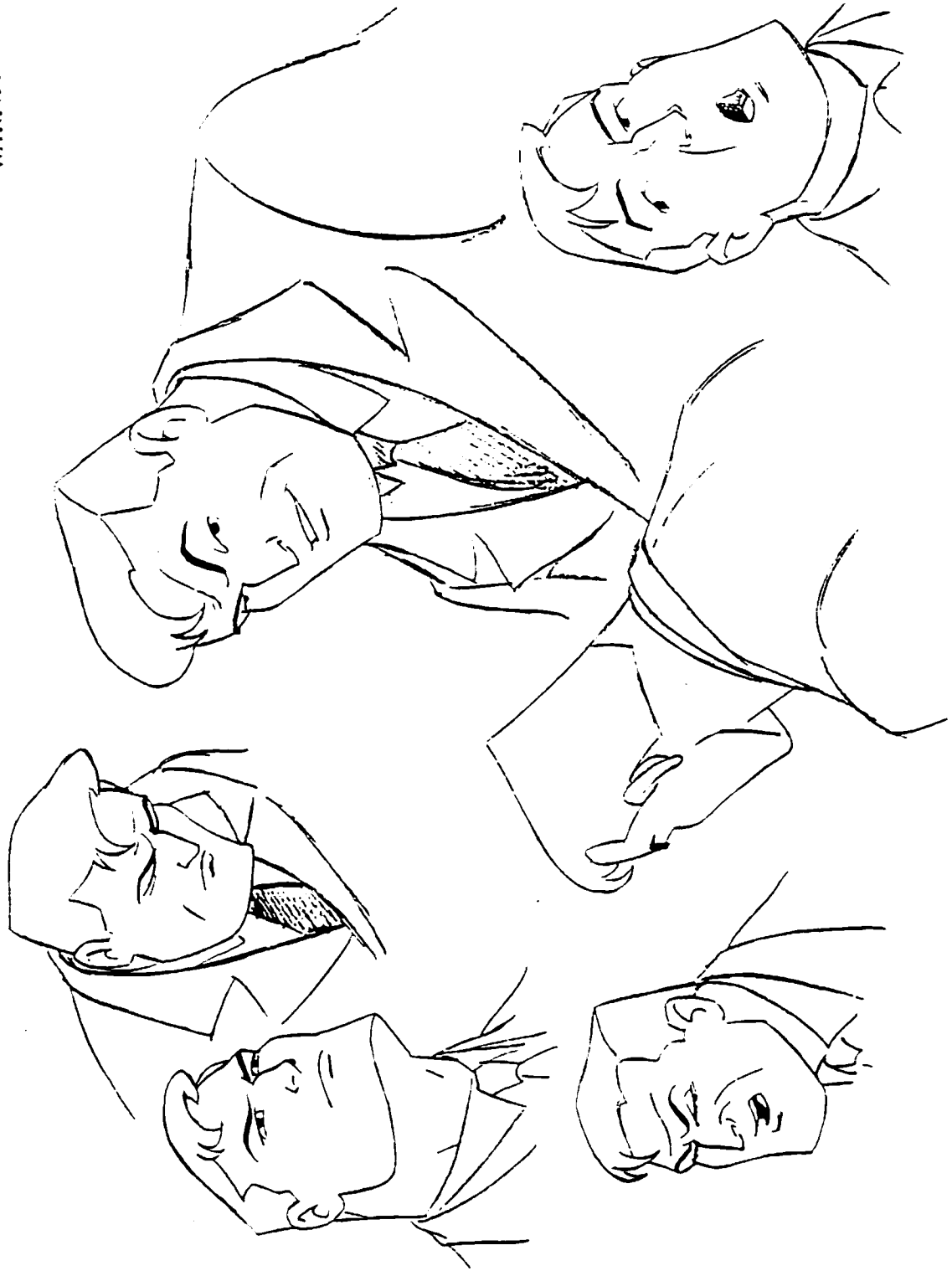




BATMAN ATTITUDES



WARNER BROS.





BATMAN ATTITUDES



WARNER BROS.



BATMAN ATTITUDES

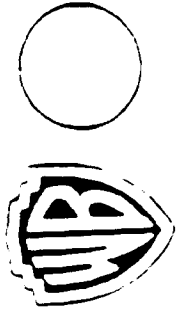


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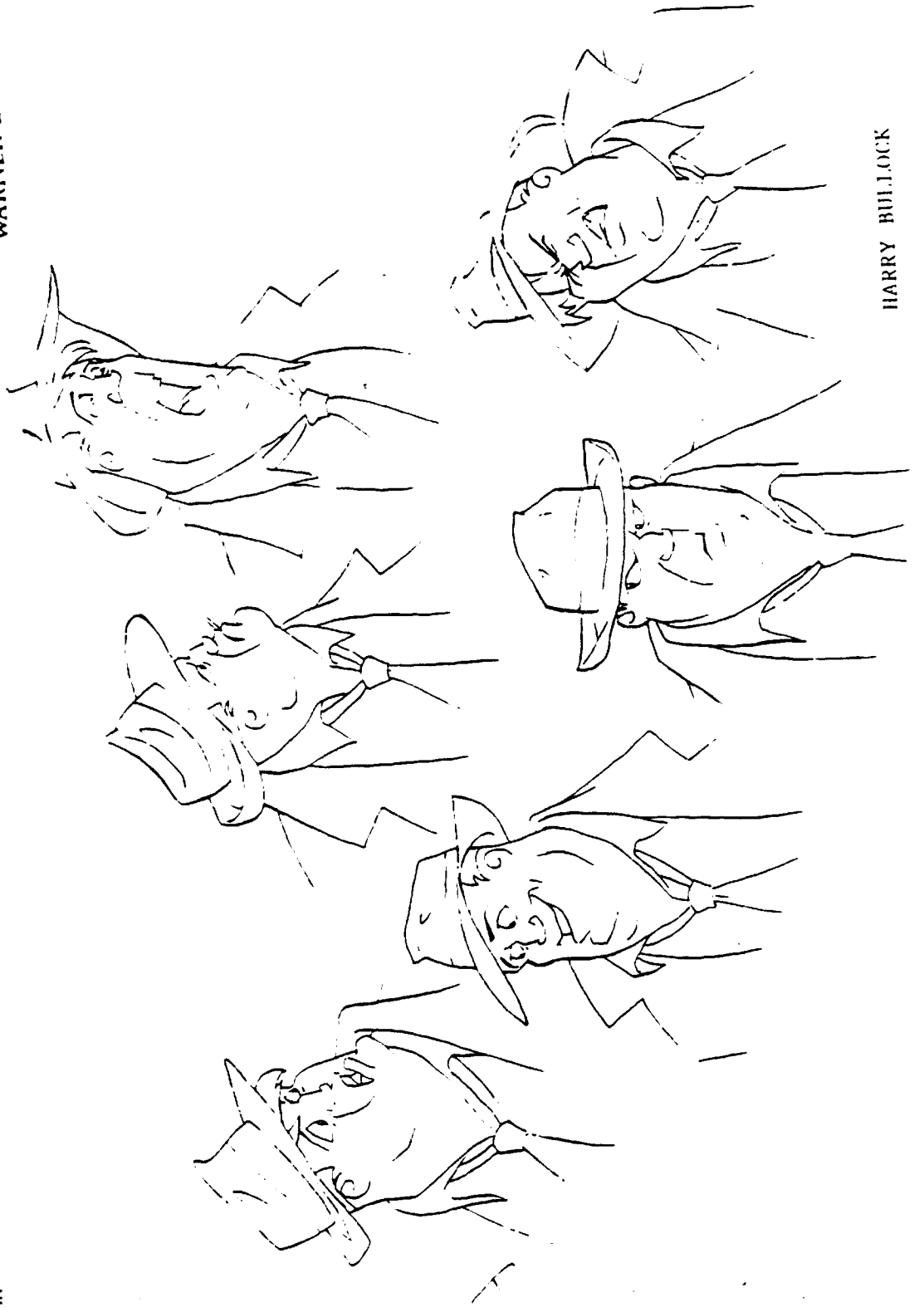




BATMAN ATTITUDES



WARNER BROS.



HARRY BULLOCK



BATMAN ATTITUDES



WARNER BROS.





BATMAN ATTITUDES



WARNER BROS.



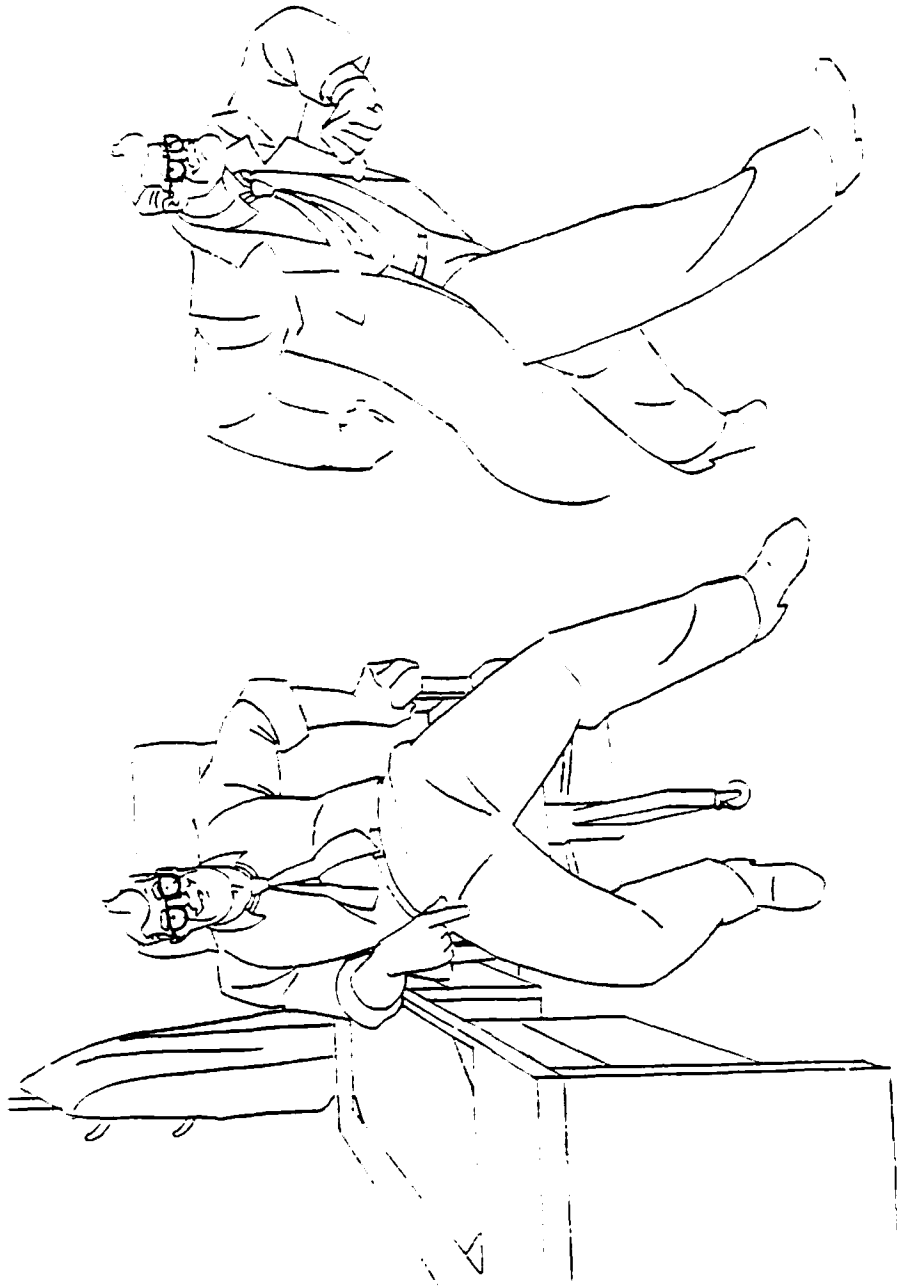
ALFRED



BATMAN ATTITUDES



WARNER BROS.





BATMAN ATTITUDES

APR 29 1991



WARNER BROS.



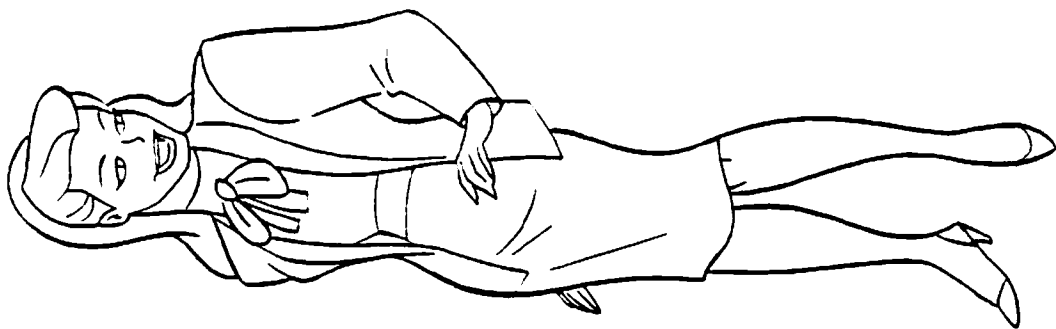
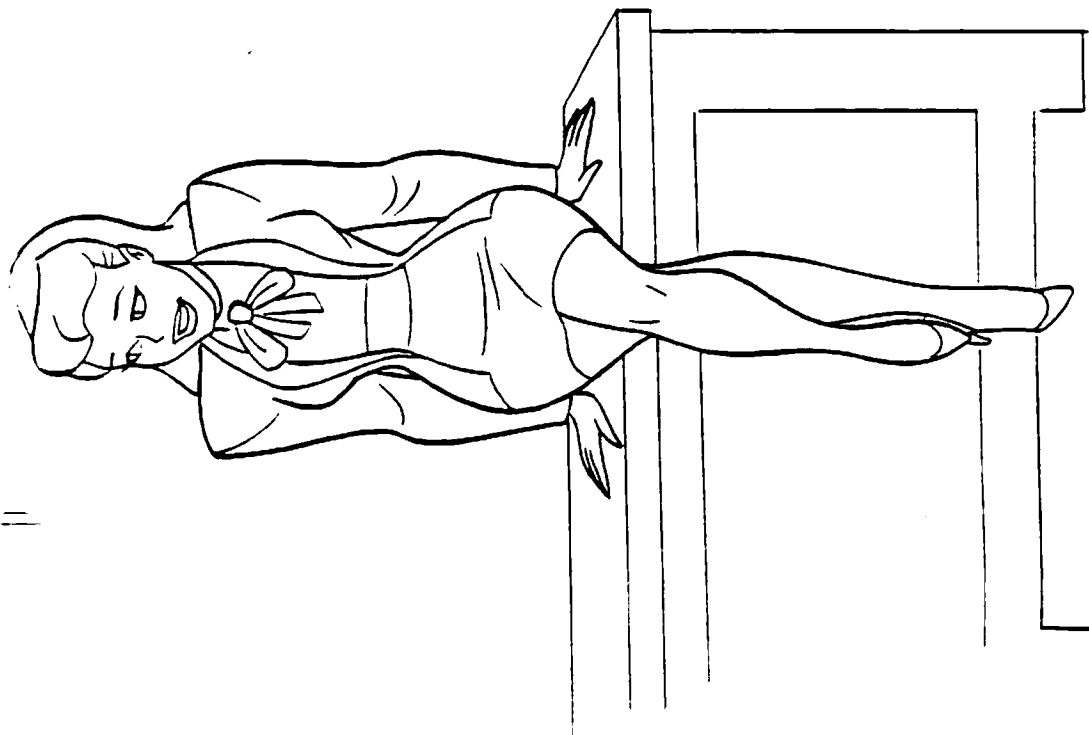
COMIC GORDON



WARNER BROS.

SUMMER GLEESON

BATMAN ATTITUDES



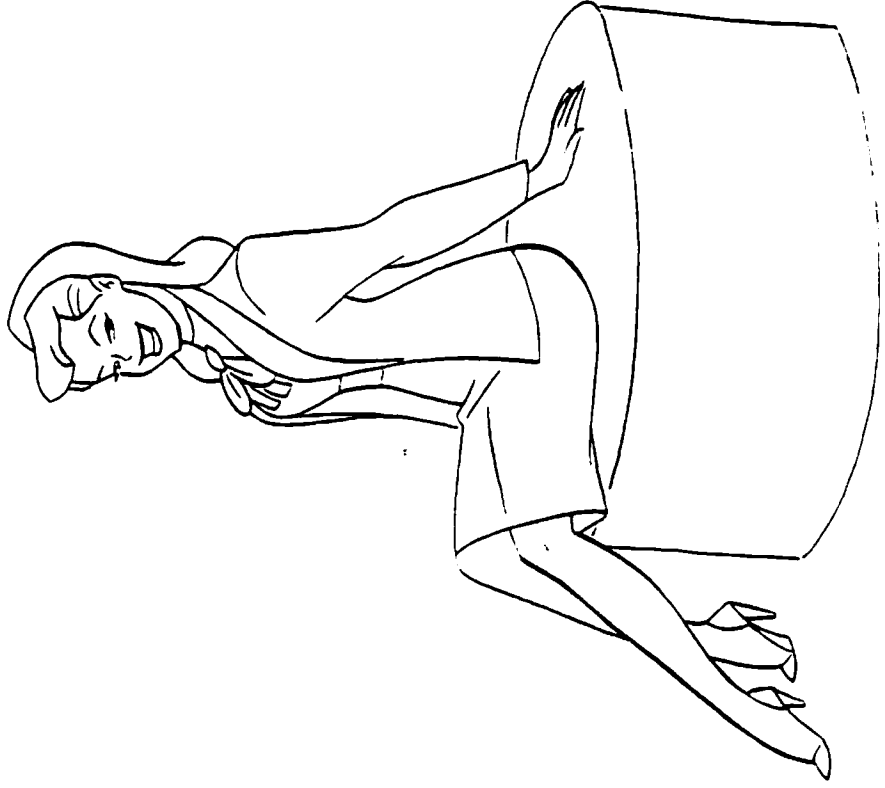
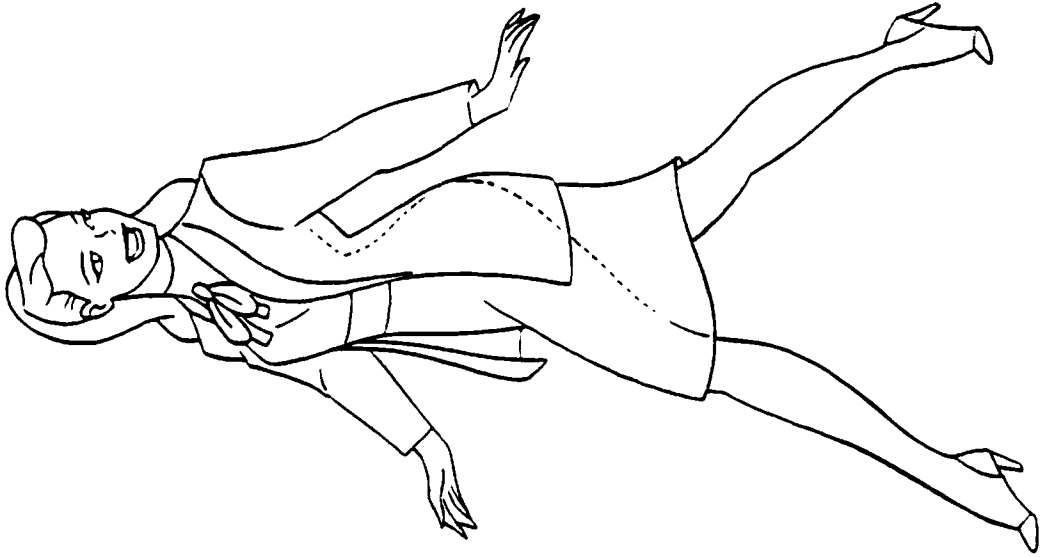


BATMAN ATTITUDES

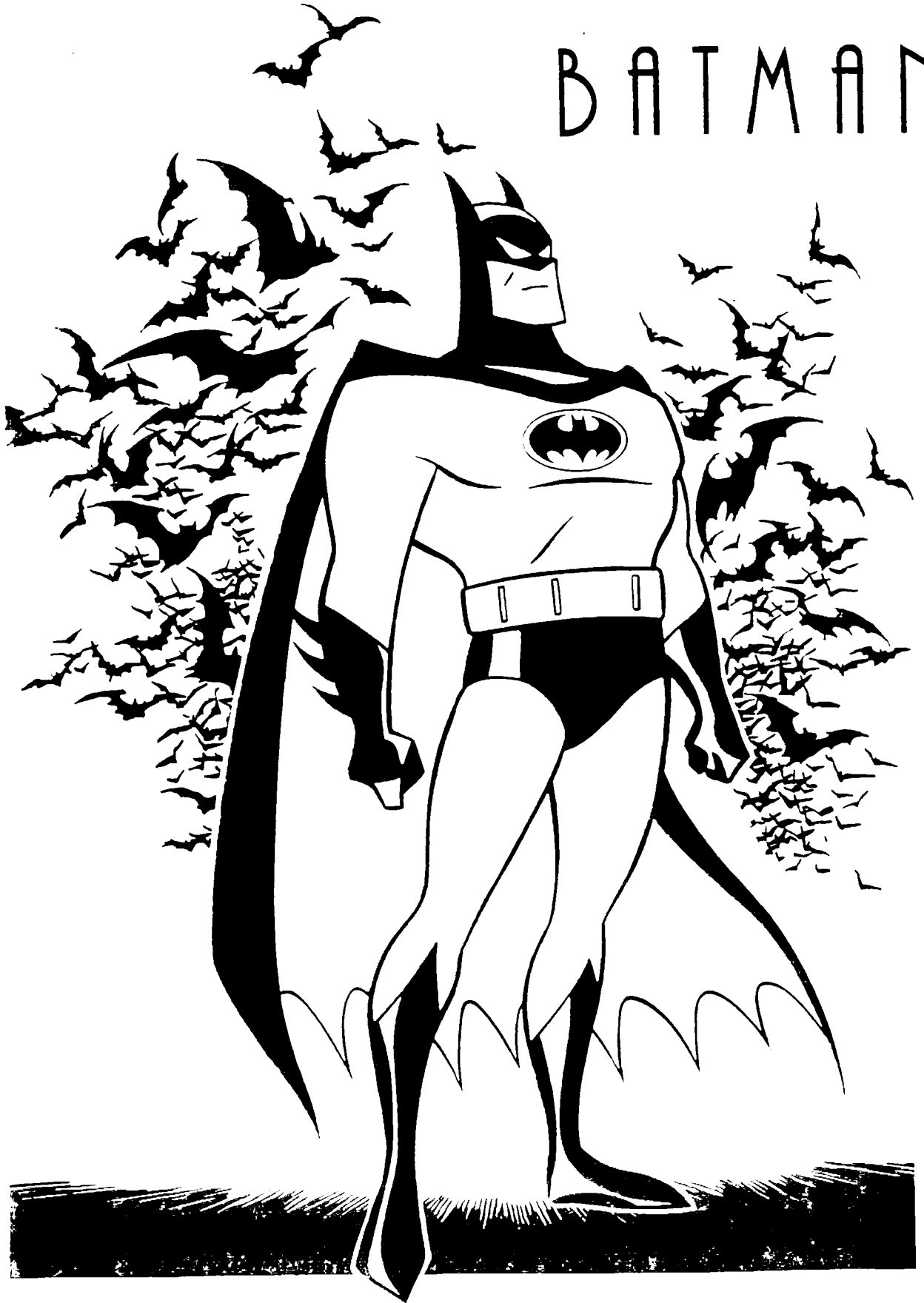
SUMMER GLEESON



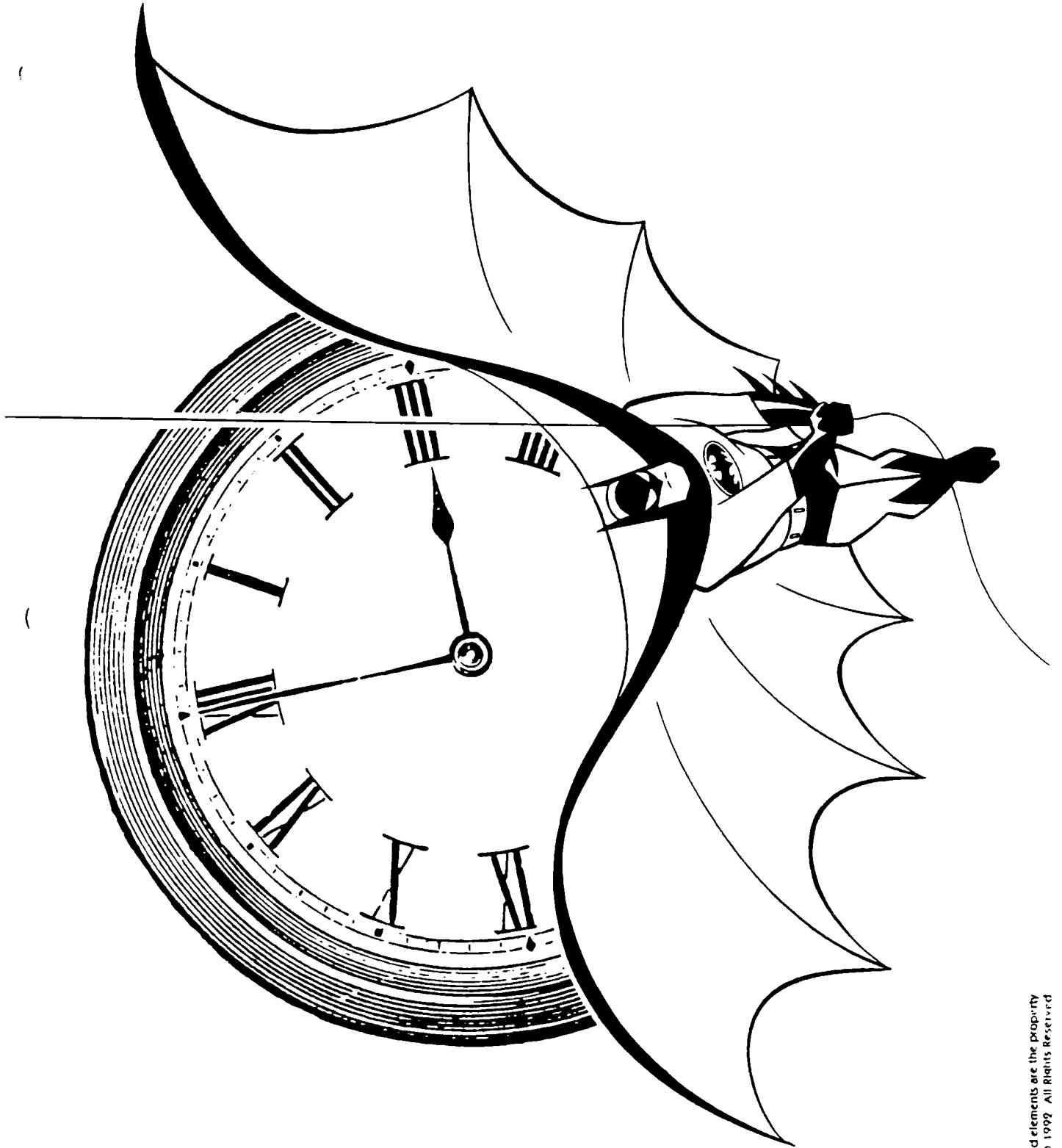
WARNER BROS.



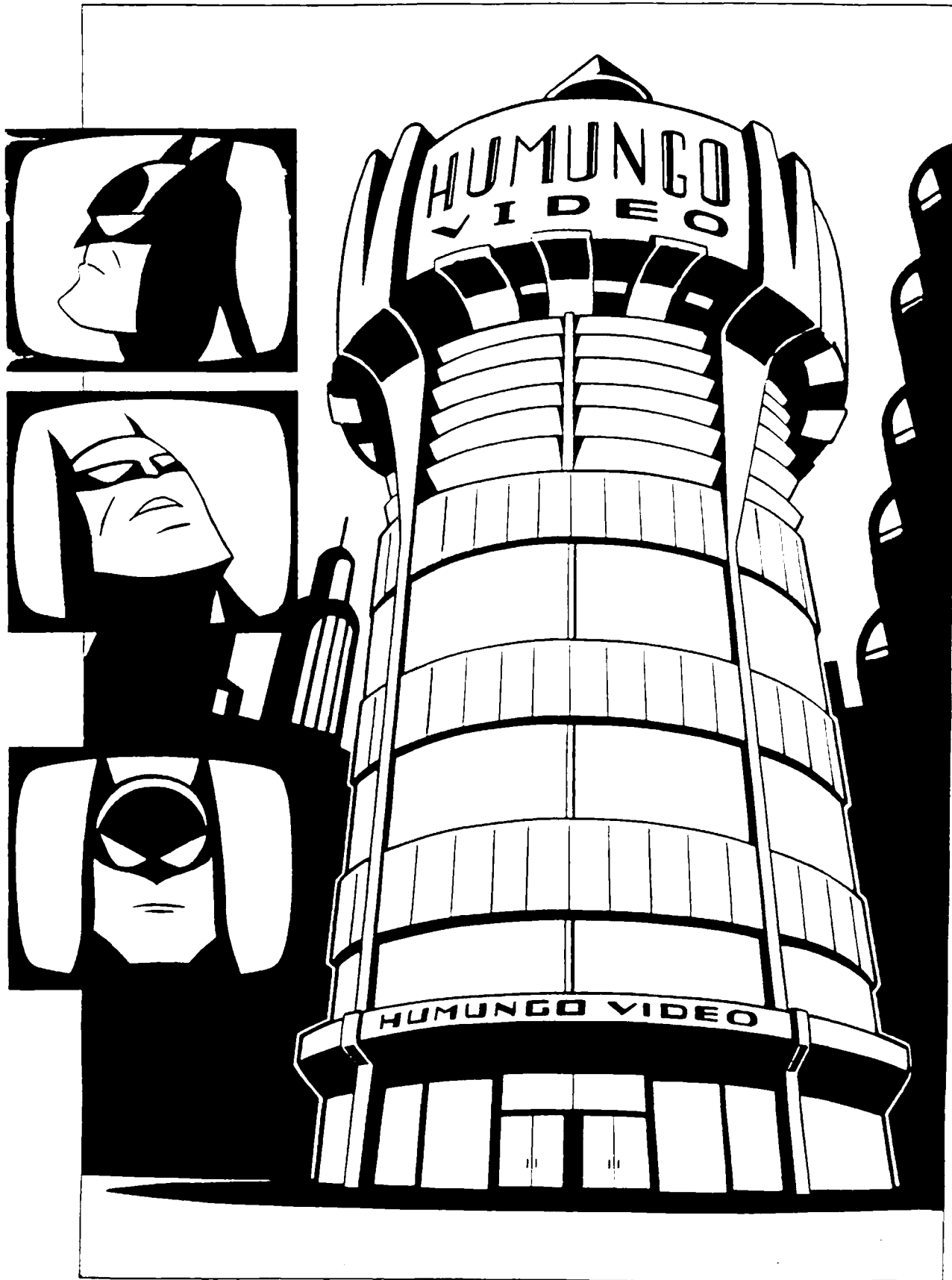
BATMAN™







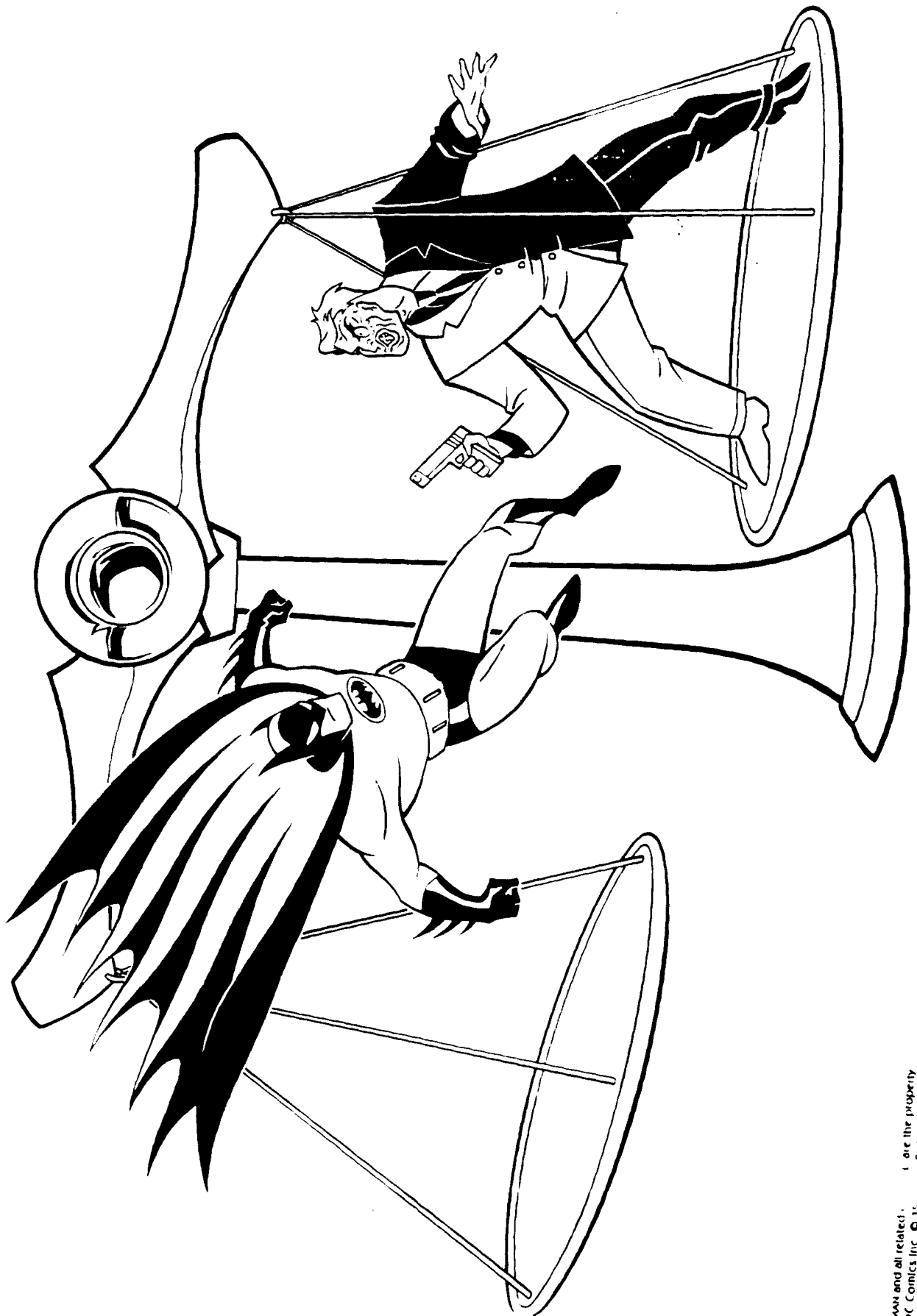








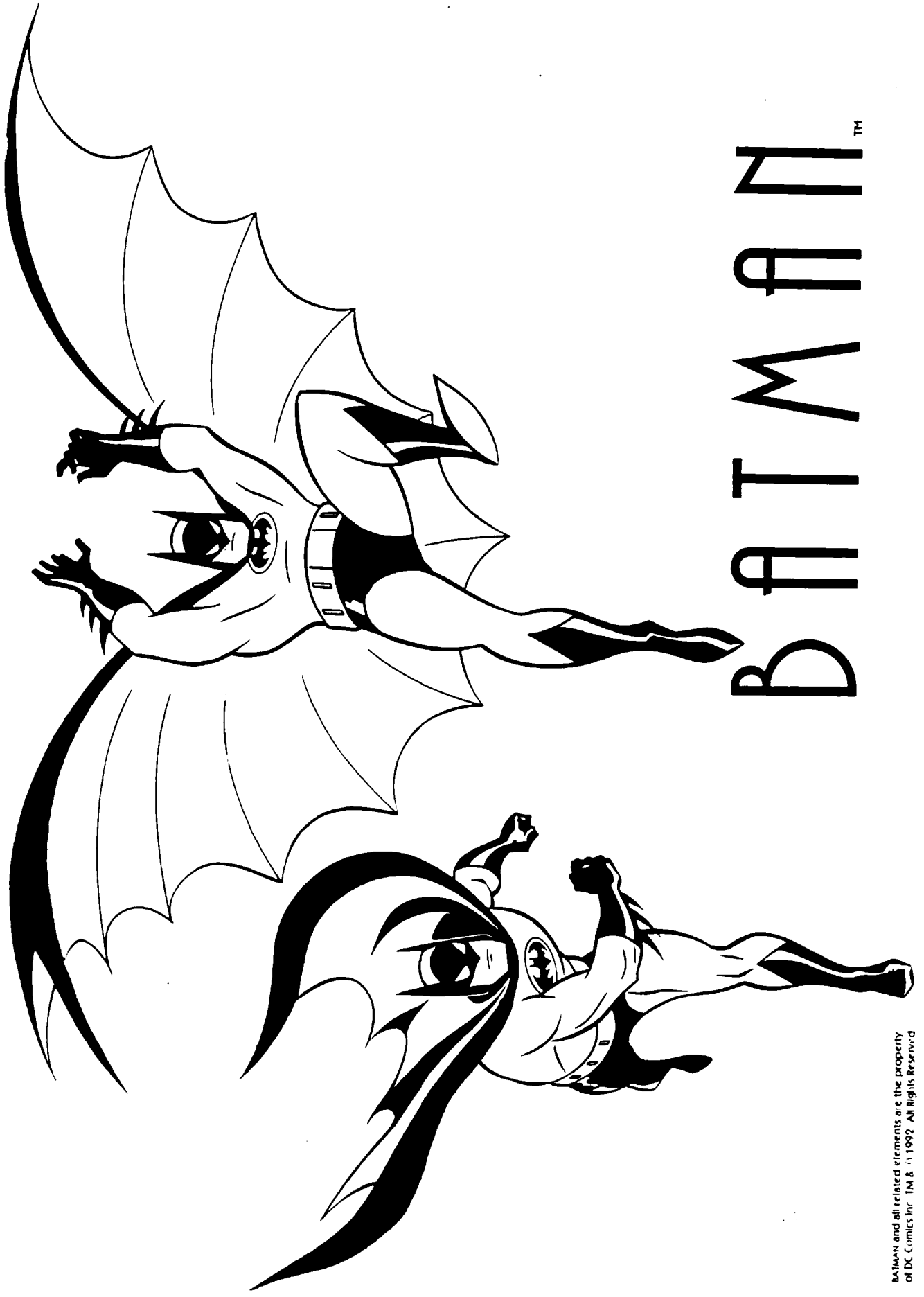




Vehicles

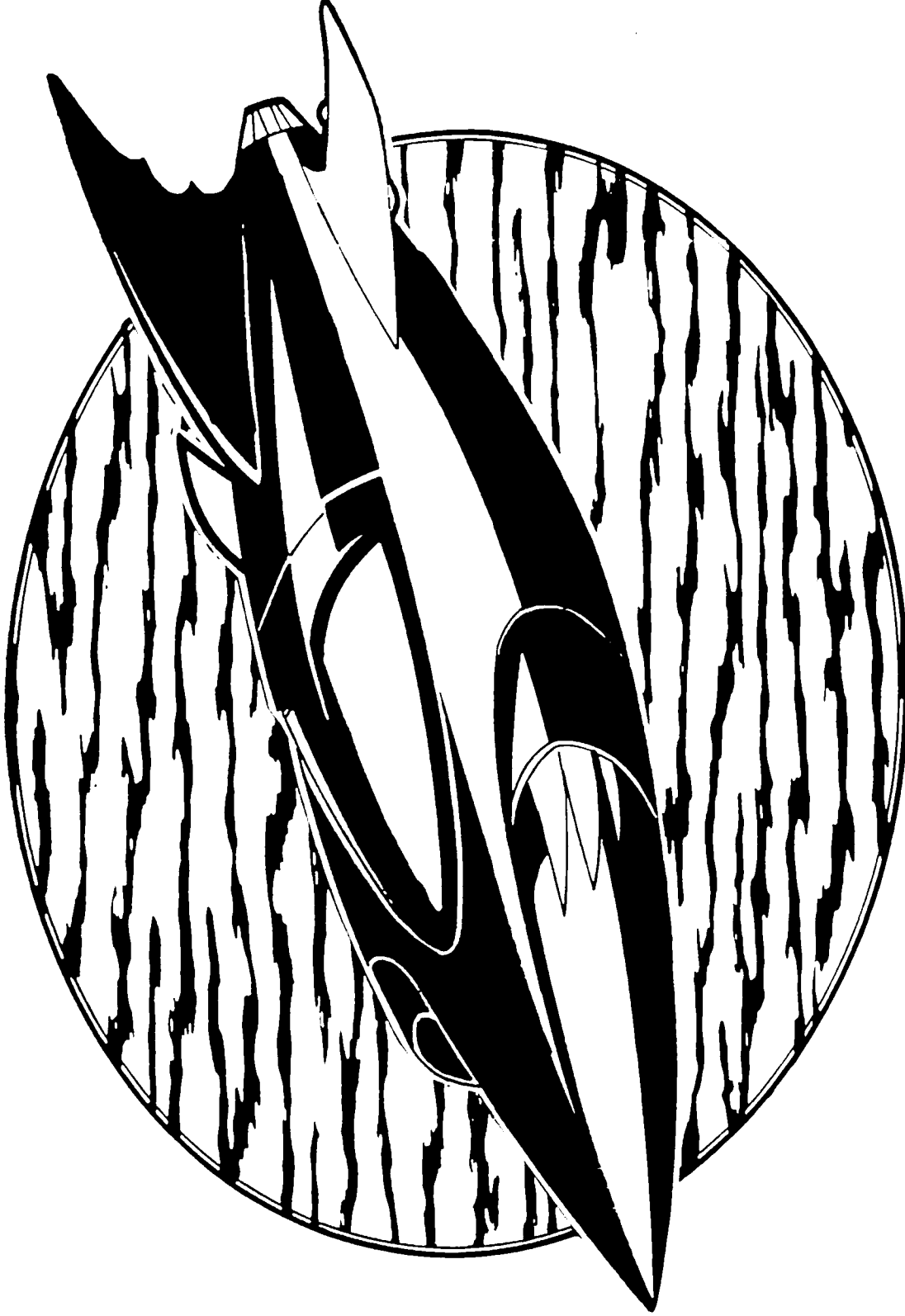


BAT CYCLE™



BATMAN™

Vehicles



BAT BOAT™



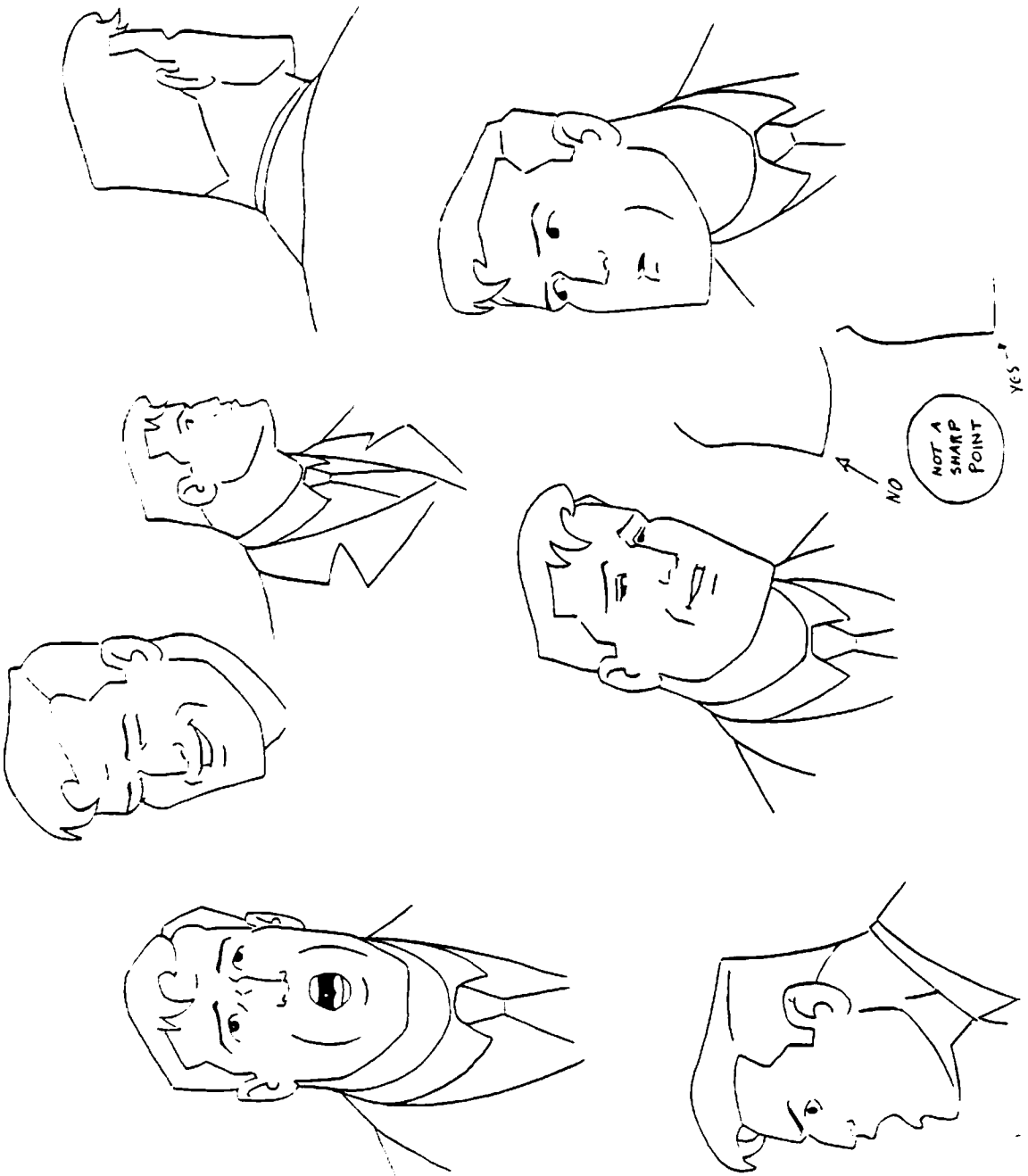
Batwing



BATMAN ATTITUDES



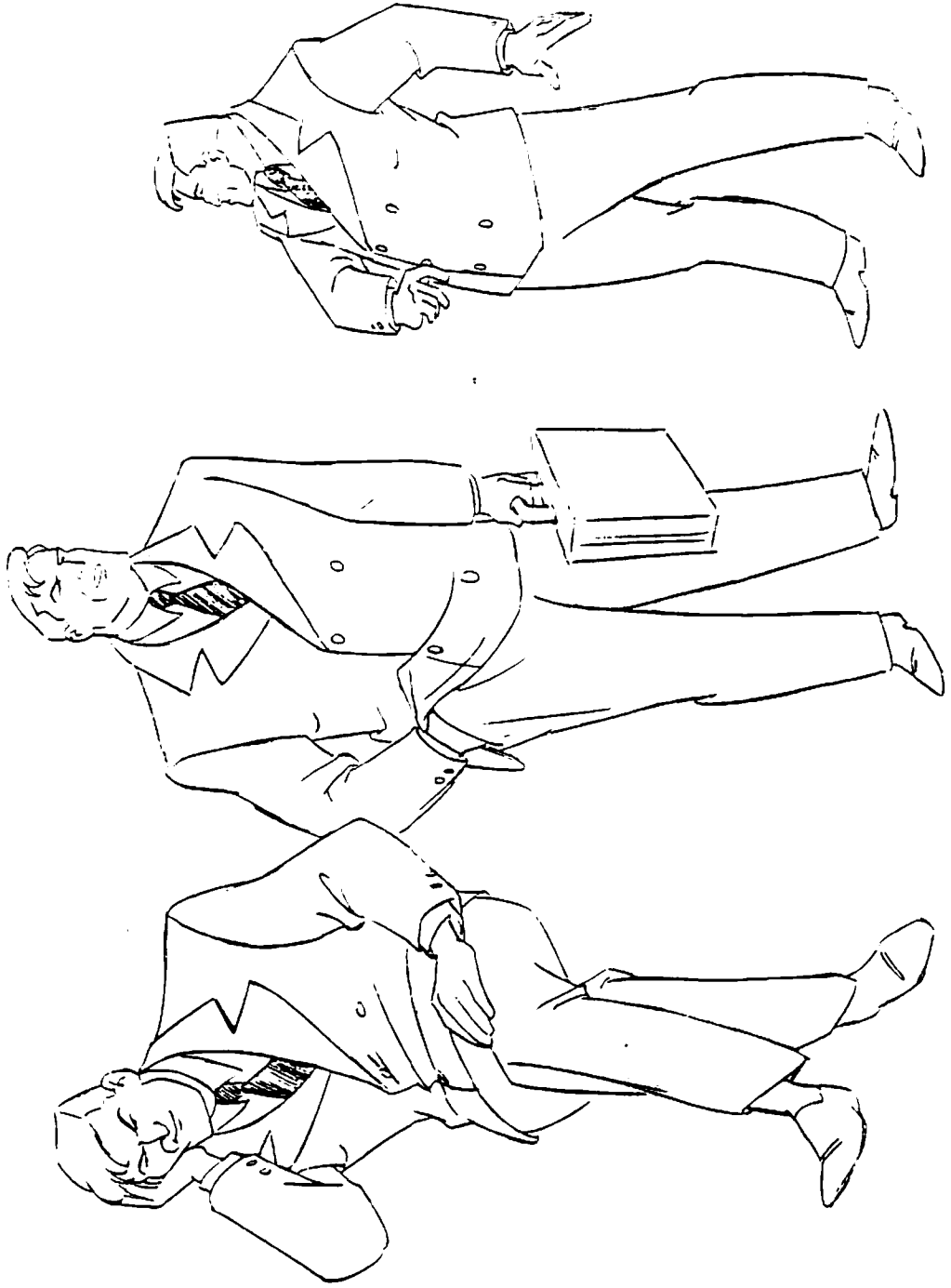
WARNER BROS.





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BATMAN ATTITUDES

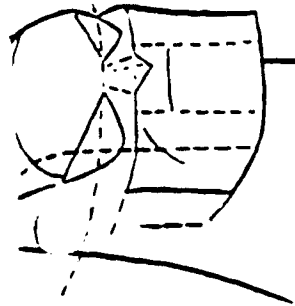


"TOP HIGHLIGHT" USUALLY ATTACHES BETWEEN EAR-LINE AND TIP OF EYE -- BUT IT DOESN'T ALWAYS WORK! SO USE THIS RULE ONLY AS A GENERAL GUIDE

EARS CAN SWEEP FORWARD TO EMPHASIZE ACTION

OOFF..

BASIC CONSTRUCTION

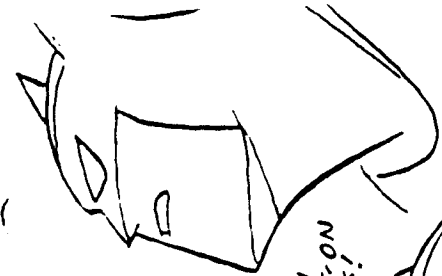


EARS SWEEP BACK

EARS CAN REALLY SWEEP BACK FOR EMPHASIS

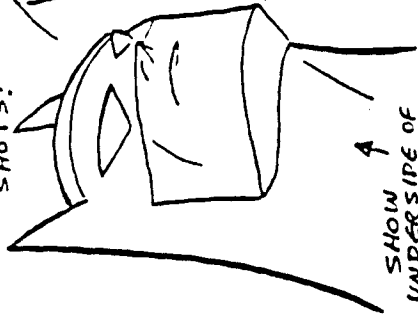


ALWAYS SEE BOTH EARS -- EVEN IN PROFILE



LOSE "CHECK" LINE IF IT GETS IN THE WAY

ALWAYS LOSE IT IN STRAIGHT-ON SHOTS!



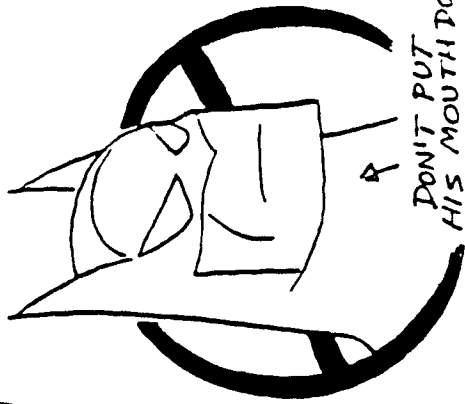
SHOW UNDERSIDE OF NOSE AND CHIN ONLY WHEN ABSOLUTELY NECESSARY!



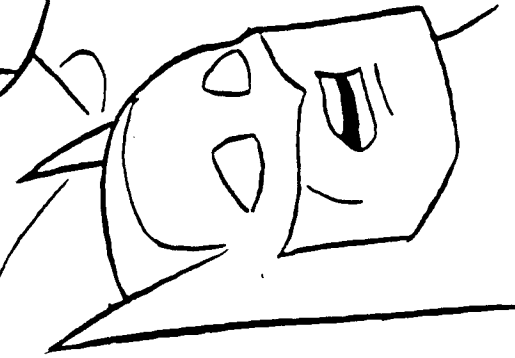
AVOID STRAIGHT-UP SHOTS -- USUALLY LOOK BAD!



EARS SLIGHTLY THICKE STRAIGHT (ALSO) CHIN



DON'T PUT HIS MOUTH DOWN TOO LOW -- LOOKING "MINDA MACKY!"



CHANGE EYE-SHAPE FOR EXPRESSION

BOTTOM LIP LINE



DON'T "SCOOP OUT" CHIN TOO MUCH



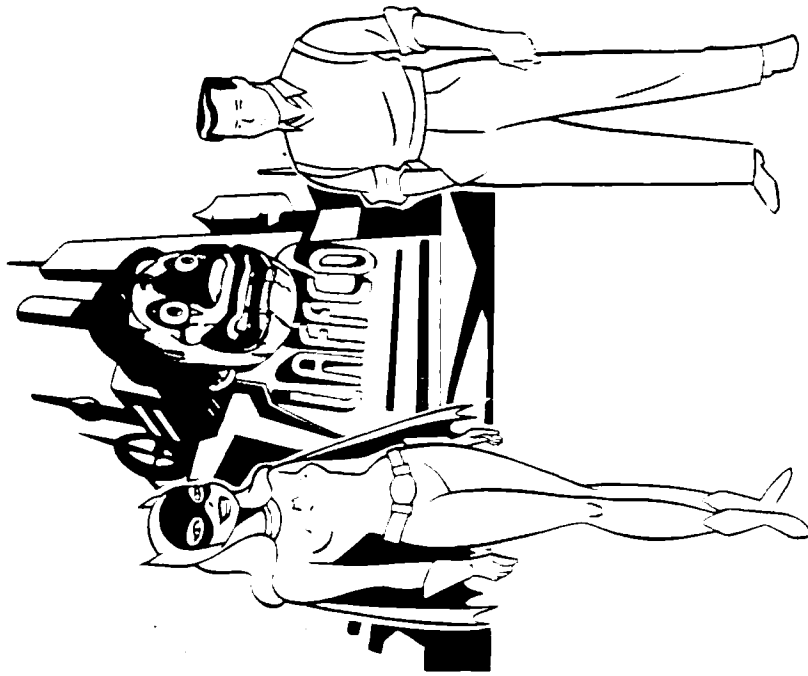
The Good Guys

BRUCE WAYNE™

As a young boy, Bruce Wayne saw his parents fall victim to a senseless crime. His goal became that of doing everything in his power to avenge their deaths by fighting Gotham's criminal elements as Batman. But by day he is wealthy, jetsetting philanthropist Bruce Wayne. Wayne is a man of compassion when it comes to fighting poverty and urban decay in Gotham City through the Wayne Foundation.

DR. HUGO STRANGE™

The brilliant, egotistical, but warped psychiatrist Dr. Hugo Strange uses his knowledge of the human mind for his own evil ends. As if Gotham City didn't have enough problems...

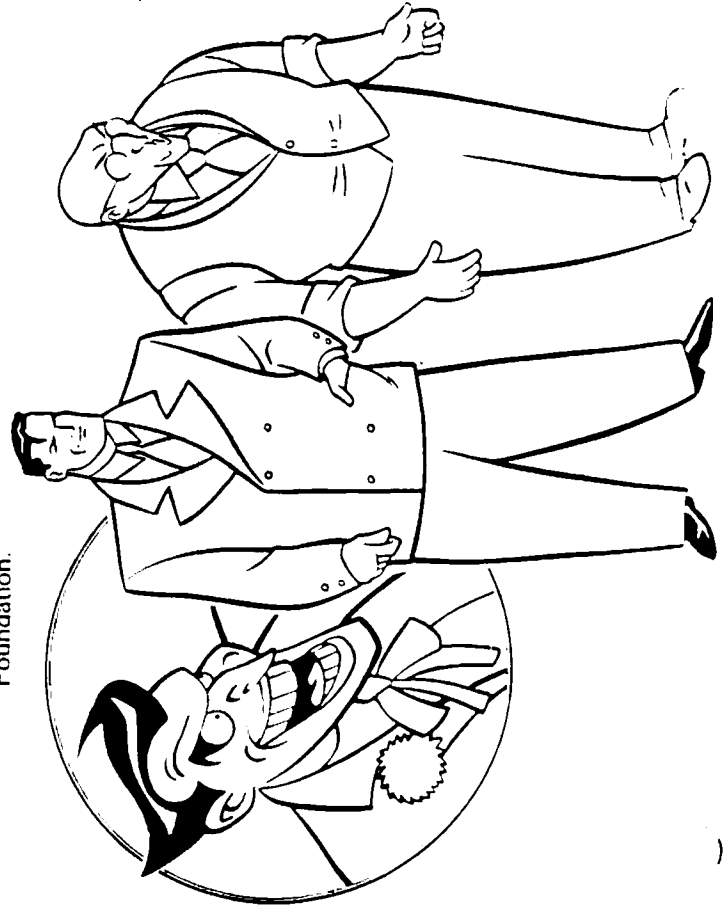


BATGIRL™

The attractive, red-haired daughter of the Police Commissioner, Barbara Gordon is a high-school student who works part-time in the public library. In a misguided attempt to meet Batman, she has donned a look-alike costume and prowls the night as Batgirl—seeking out Gotham's most notorious lawbreakers

DICK GRAYSON™

Young Dick Grayson was orphaned when his aerialist parents, The Flying Graysons, fell to their deaths. A skilled member of the act, Dick managed to escape death himself only by grasping a guy-wire as the rig collapsed. Shortly thereafter, the boy became the ward of Bruce Wayne who not only provided him with a home and solid financial support, but also allowed him to enter into the secret world of Batman.





BATMAN ATTITUDES



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BATMAN ATTITUDES



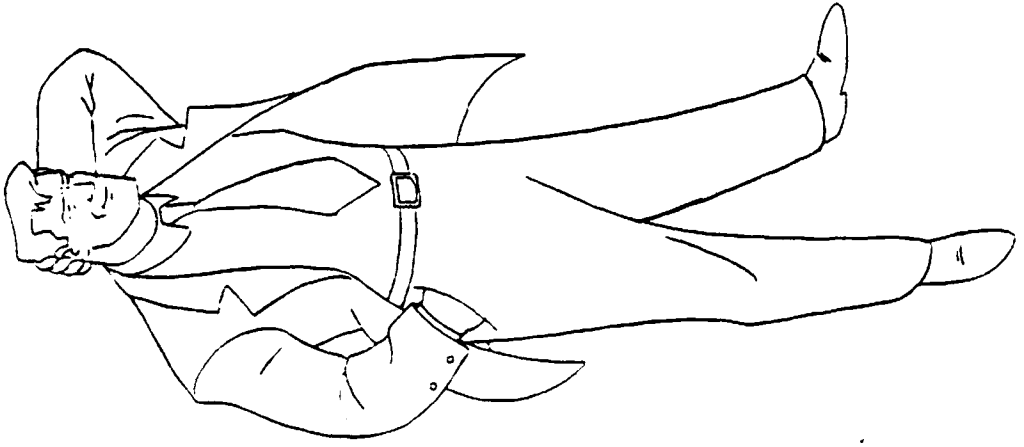
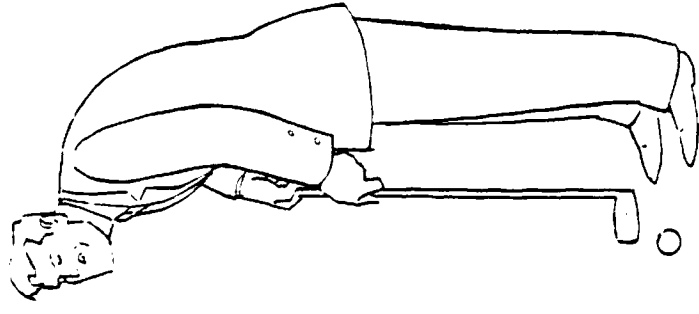
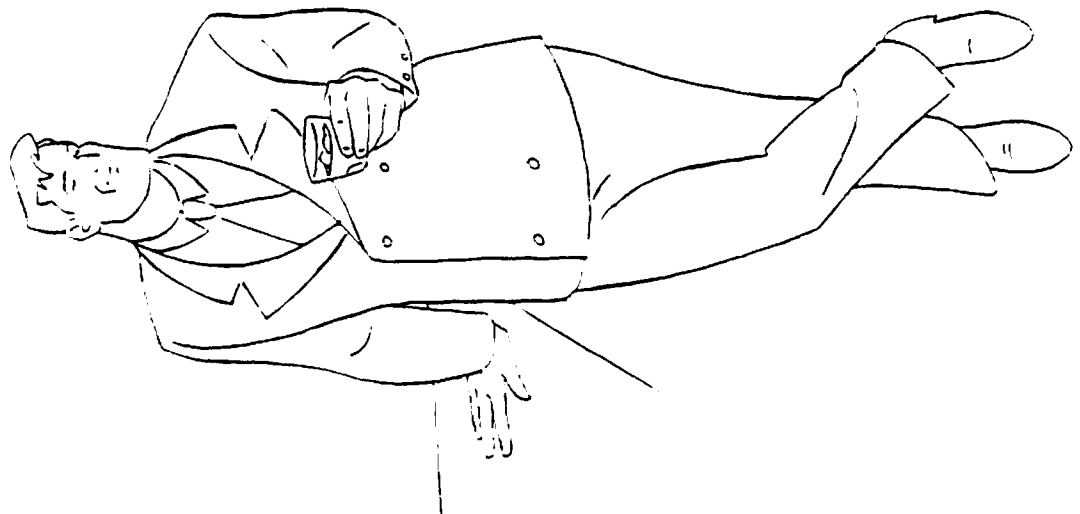
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BATMAN ATTITUDES

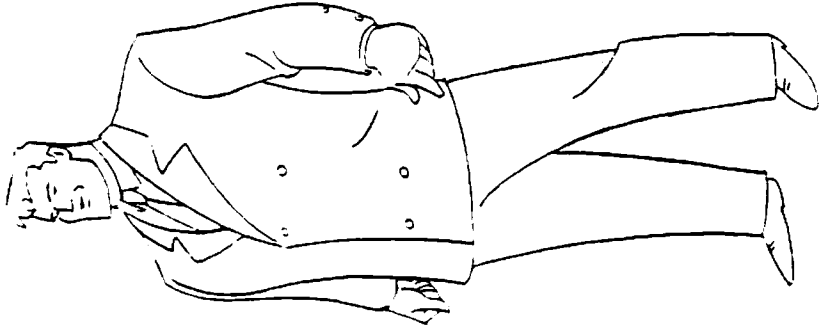
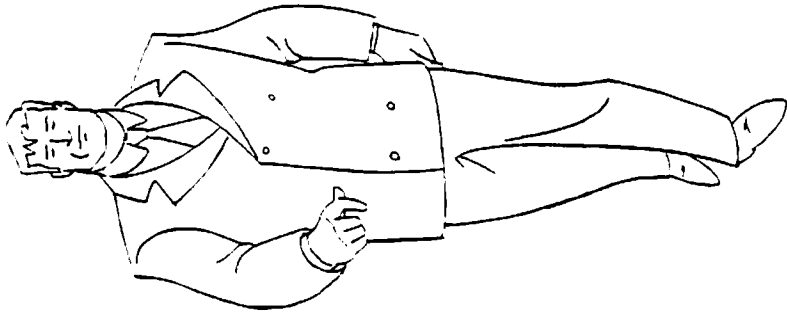
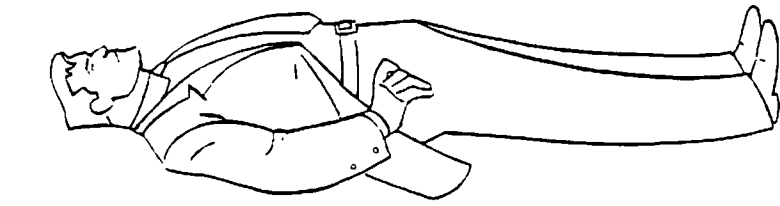




BATMAN ATTITUDES



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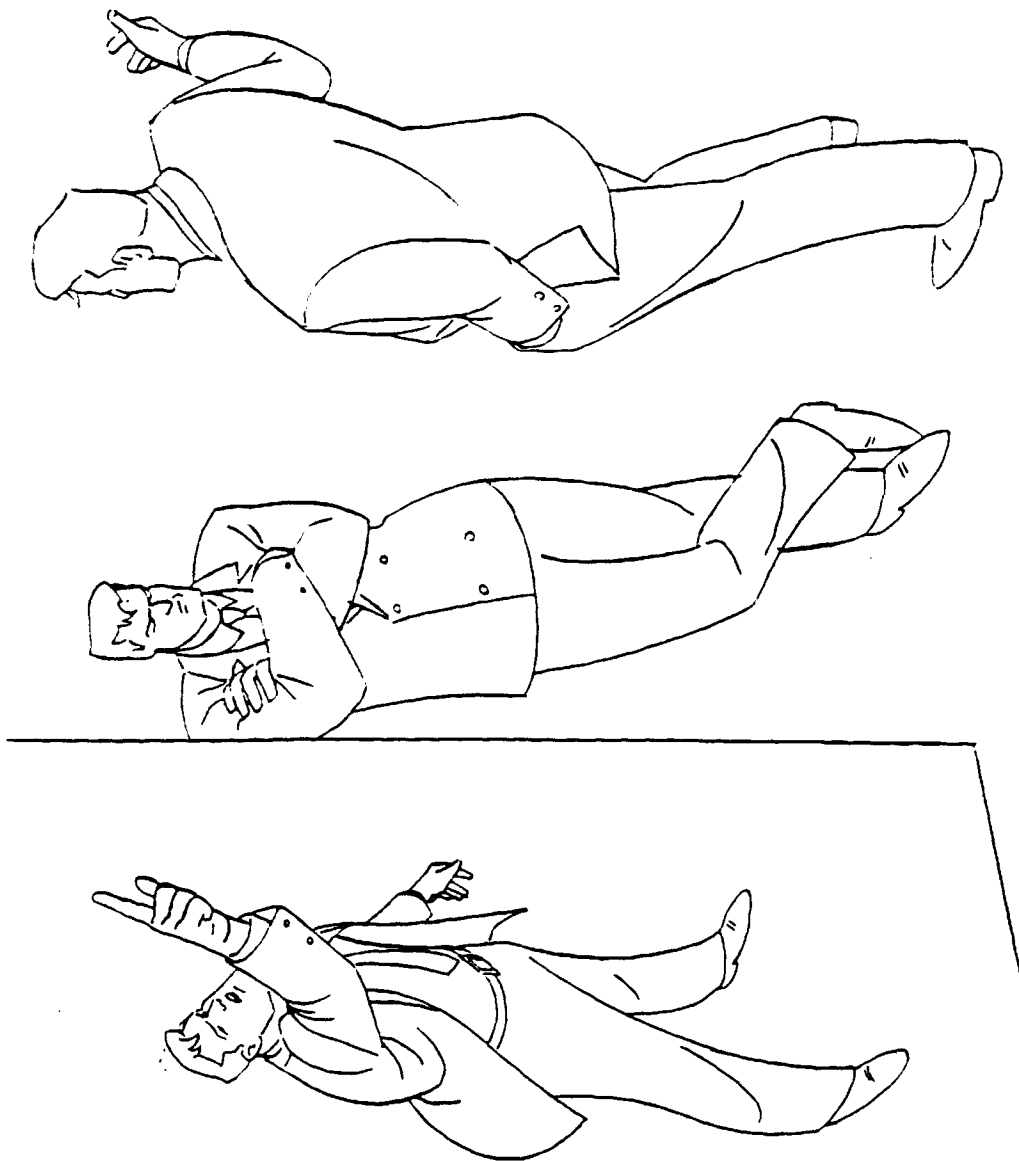




BATMAN ATTITUDES



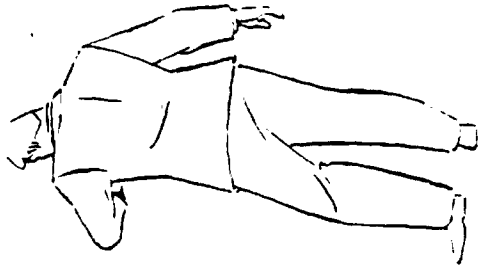
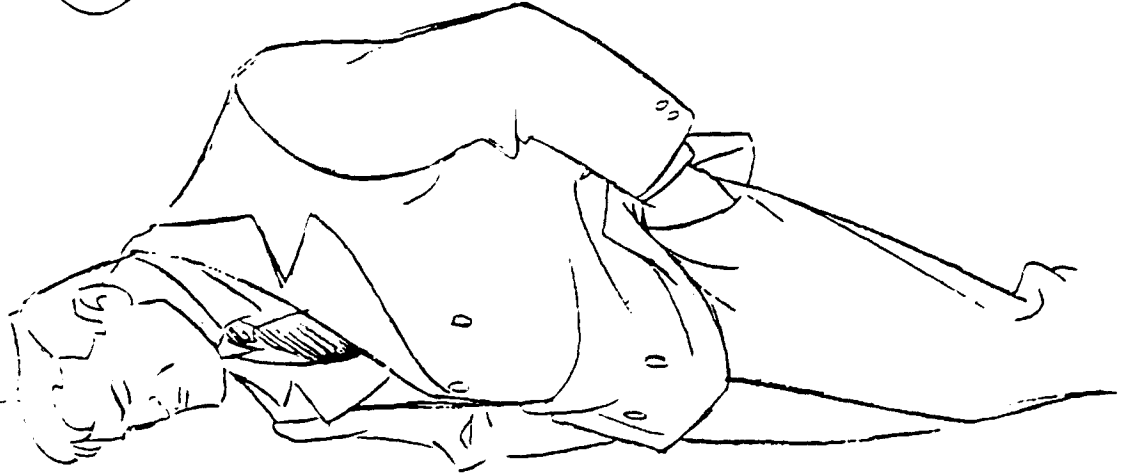
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BATMAN ATTITUDES



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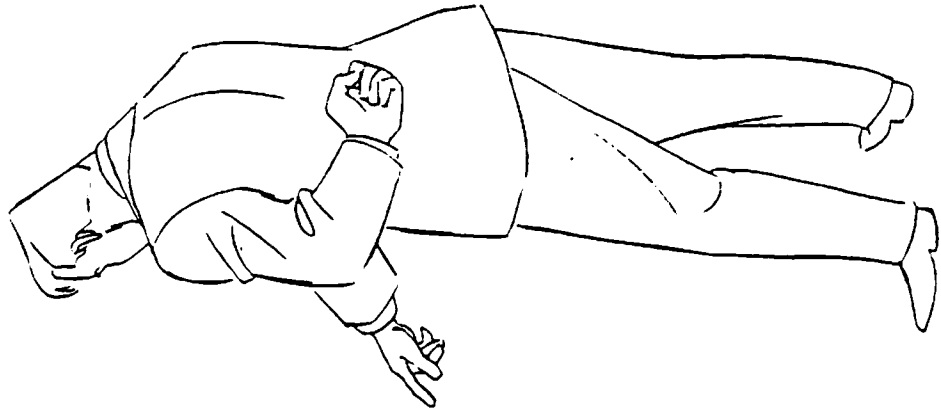
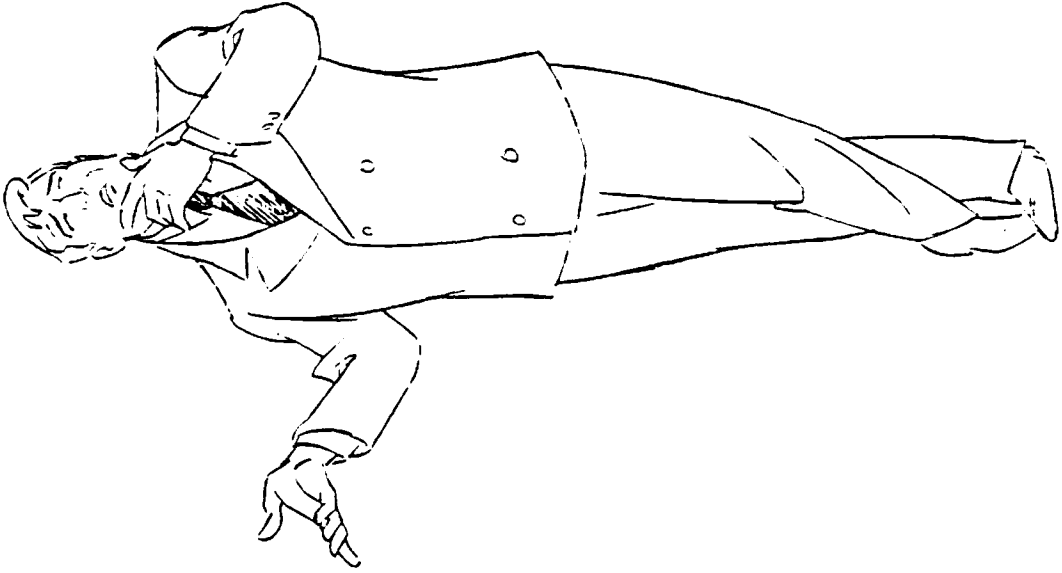




BATMAN ATTITUDES



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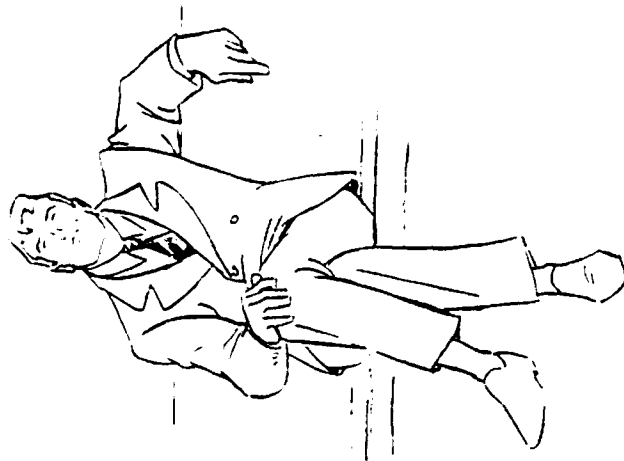
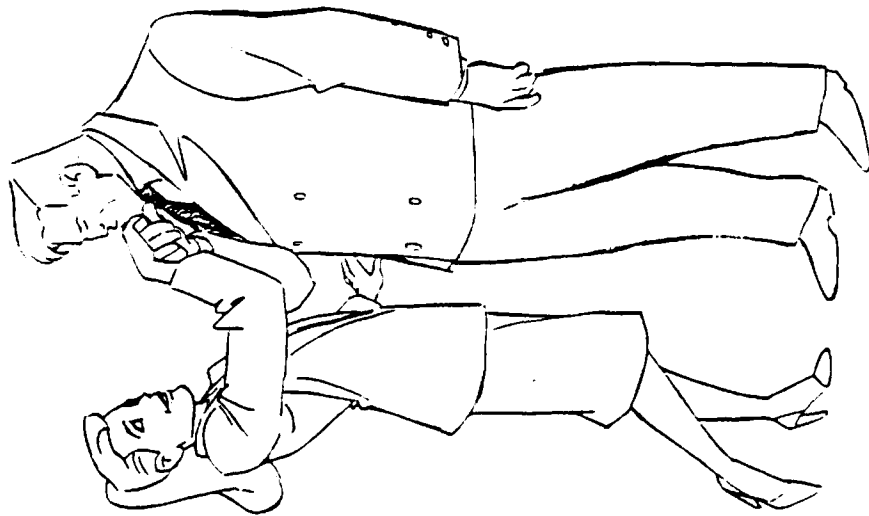




BATMAN ATTITUDES

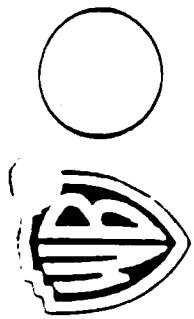


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BATMAN ATTITUDES



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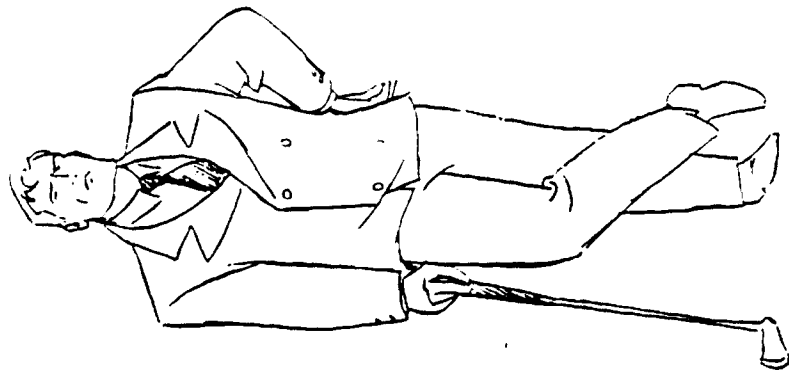
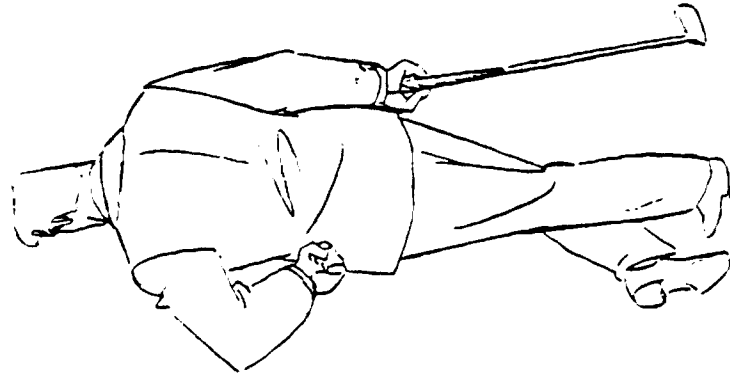




BATMAN ATTITUDES



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BATMAN ATTITUDES

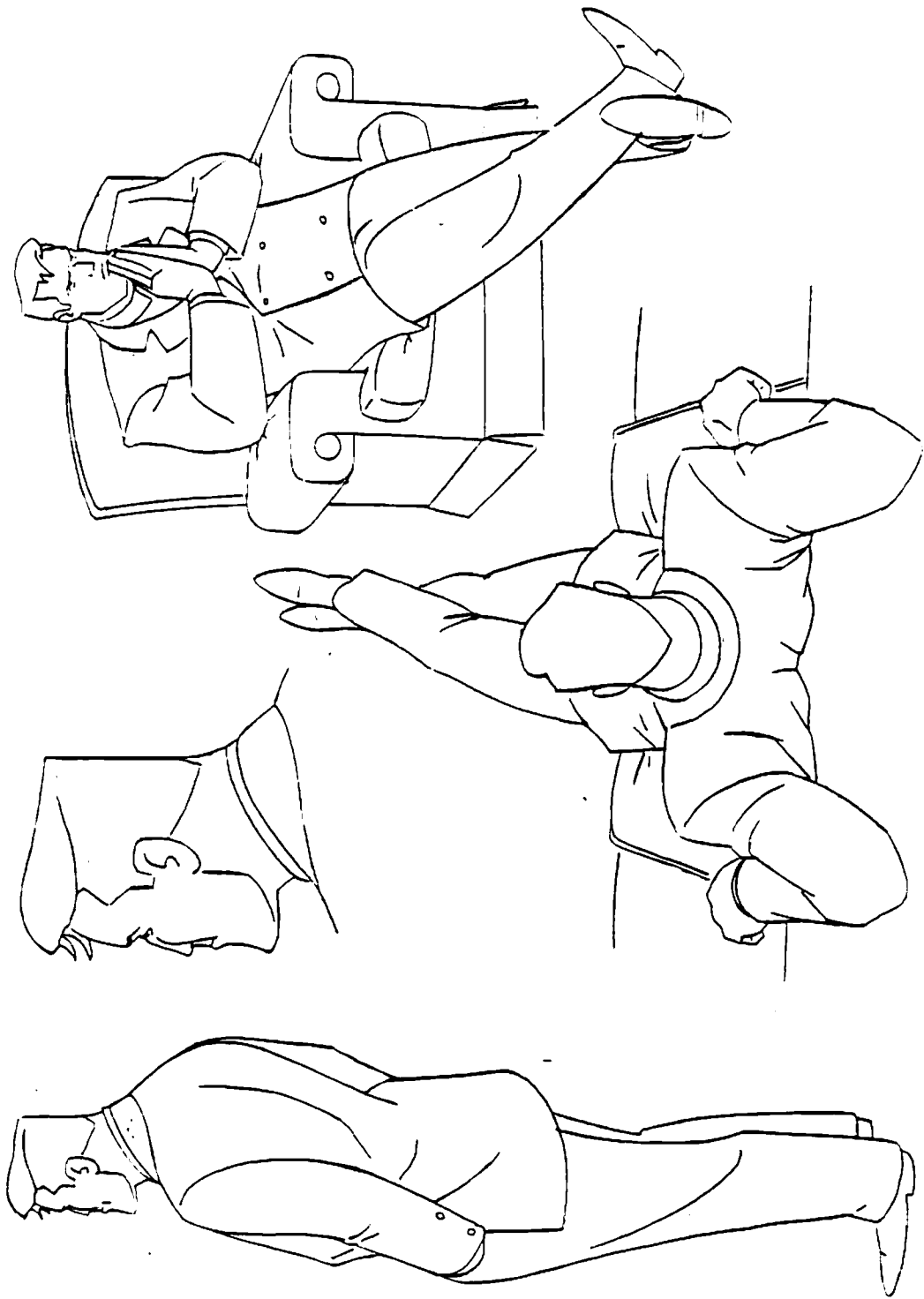




BATMAN ATTITUDES



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BATMAN MAIN MODELS

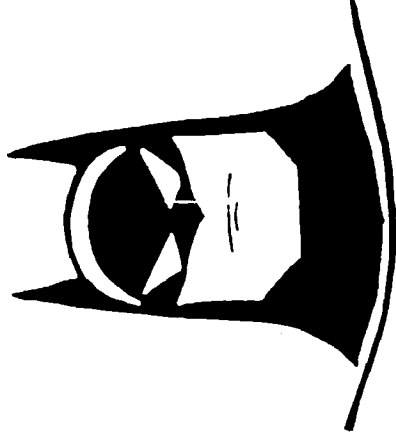
406-006

BATMAN



3

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BATMAN MAIN MODELS

* NOTE: PLEASE USE LOGO ON ALL MODELS REGARDING BATMAN

406-006	BATHAN
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FEB 26 1991
REVISED

W MASTER

APR 04 1991
REVISED

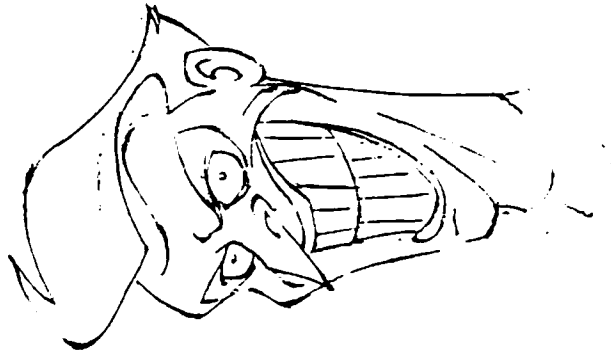




BATMAN ATTITUDES



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BATMAN MAIN MODELS

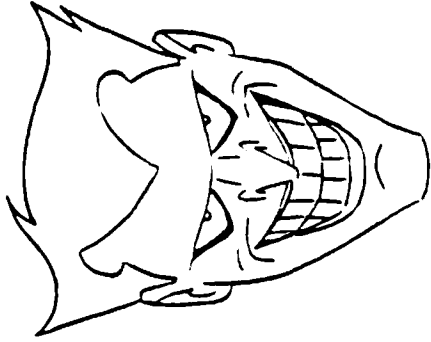
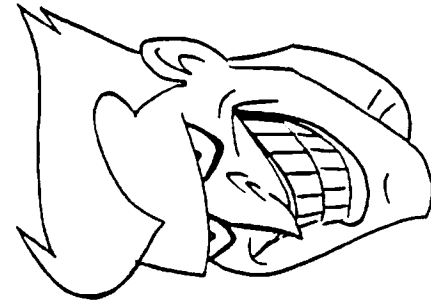
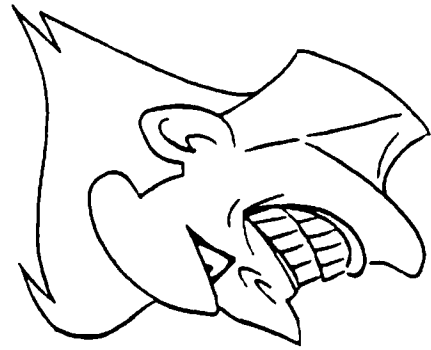
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JOKER

MAR 15 1991



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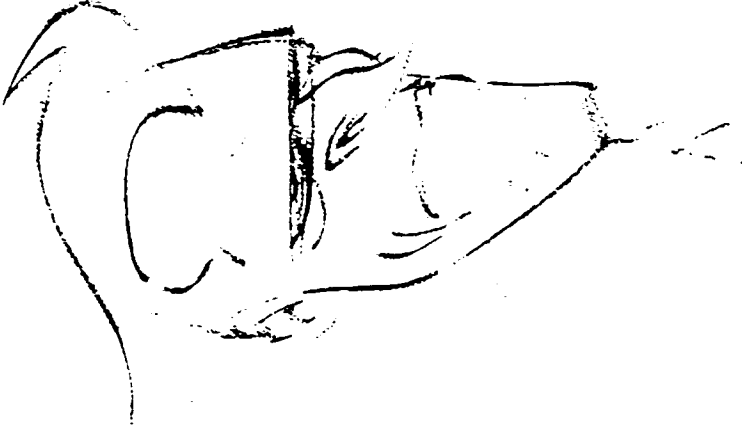
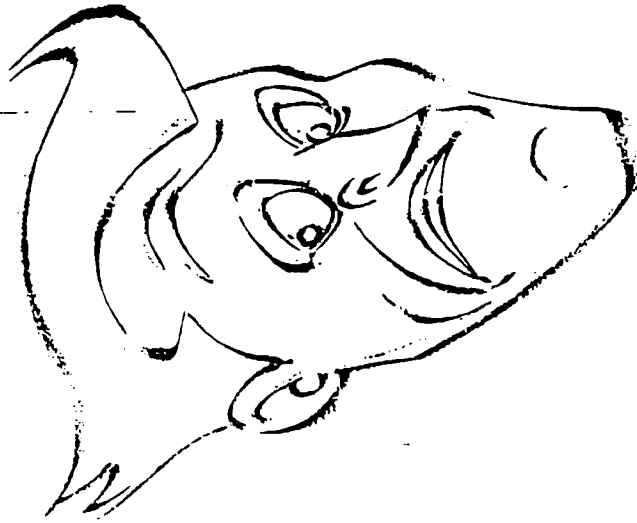




BATMAN ATTITUDES



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BATMAN ATTITUDES



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