

Justice League unlimited

"Home Of The Flash"
(Outline)

By Matt Wayne
(1/24/05)

© Warner Bros. TV Animation

JUSTICE LEAGUE UNLIMITED

"Home of the Flash"

Outline 1/24/05

TEASER

1.VILLAIN HANGOUT - A seedy dive full of thugs. Even the bouncers look tough and scary. Even the *waitress* looks tough and scary. CAPTAIN COLD, THE TRICKSTER and MIRROR MASTER are seated at a table in the back, the baddest of all. Mirror Master: It's rough out there. Last week I actually jacked a tractor-trailer full of sports cars. Trickster: Guy, that is so beneath you. At least take a bank. We see they're regular guys, with wives and mortgages. CAPTAIN BOOMERANG shows up, and the guys welcome him. They haven't seen him since he got out. Mirror Master: Here's the thing. We're the hardest men around, and what have we got to show for it? Boomerang joins in on their grumbling. There's no money in crime anymore, thanks to the Flash. He's put all of them away at one time or another. They ought to do something about him. On top of all that, Mirror Master says, they built a Flash museum. He plops down a newspaper with the headline, FLASH MUSEUM OPENS TODAY Mirror Master: It's today. So I say today's the day we kill him.

ACT ONE

1. CENTRAL CITY CRIME LAB - PANNING across a lab with different criminologists working on scientific equipment, ending on a boss in a lab coat who asks WALLY WEST for some test results. Wally hand over a file and a bagged shoe explaining that the gravel embedded in the heel matched the scene; luminol tests revealed a blood stain on the toe—and here's the thing, the centrifuge test showed the stain had been cleaned off with dish soap. The boss is very happy with the result. Wally tells his boss that he's taking his half-day. The boss tells him good job; the other techs yell Bye, Wally!, etc. He's well-liked. Wally ducks into a copy room and whispers to the Watchtower to teleport him up.

2. WATCHTOWER - Batman's on monitor duty. Orion's leaning against the wall in the BG. Flash comes in and checks the monitors, acting nonchalant. Flash: So, looks like Superman and Green Lantern are in space, Wonder Woman's doing disasters... Batman asks the Flash why he's there. Flash: You mean cause it's Flash appreciation day? Yeah, it'll be great. I understand if everybody's busy, and none of the League can make the big event. My mom's going to be there, and let's see... my Uncle's flying in. Kind of a big day for all of us. Be great if one of the original seven made it.

But it's okay. Batman grimaces: What time is the museum dedication? Flash is excited that Batman's going. He has a lot to do—he's getting the key to the city this afternoon, and needs to practice his speech. He leaves, happy.

Orion laughs. He calls Batman a pushover. He doesn't see how a lightweight like the Flash ever made it into the League. Orion says he'd never go to some cheesy Museum opening. Batman: You're coming with me.

3. CENTRAL CITY – The Flash races past the “Central City: Home of the Flash” sign and down a street. People wave and call out to him. He's knows them by name and waves back. “Hey, Ed! How's your bursitis?” It's clear he's beloved. Among all the cries of greeting and encouragement, he hears somebody call for help. The Flash skids to a halt and zips back to an old, abandoned Roller Rink. Sure enough, there's somebody calling from inside. Flash runs in.

4. ROLLER RINK – Flash finds a dark, abandoned interior. He sees a little girl in the middle of the rink, looking lost and scared and crying for help. Flash tells her she's okay now and stoops to pick her up, but his arms go right through her. The girl's a hologram. With a loud bang, the

doors all bolt shut. The hologram-girl morphs into an image of the Mirror Master, laughing. Reveal a spinning, glittering disco ball and a CD jukebox. A CD starts playing disco music and colored lights play about the rink. The the ball fires lasers that sweep and follow him, cutting long slits into the wall. One nicks his side. The image of the Mirror Master gloats as Flash dodges the beams.

ACT TWO

1. ROLLER RINK – If possible, there are even more lasers for the Flash to dodge. And that music is really annoying him. He ducks over to the jukebox, smashes the glass and grabs a CD, which he flings at cord suspending the disco ball. It snaps and the ball falls, smashing into pieces. As the last few lasers ping from the smashed bits on the floor the Flash realizes he's late.

2. PLAZA (SEE "BRAVE AND THE BOLD") – The Flash stands on a dais. The Mayor gives the Flash the Key to the city. Camera bulbs go off as the Flash accepts it. At the podium, the Flash is aw-shucks humble. The citizenry goes wild. The Flash comes down to shake hands. "Hey, Mrs. Green, I didn't forget about painting your fence Saturday!" But suddenly,

the crowd reacts to a whooshing sound. Flash looks up and sees a big swarm of boomerangs descending.

He yells to clear the area, quickly zipping some of the slower citizens out of the way. A steady stream of boomerangs descend on the plaza. They explode as they hit. Flash picks a couple dozen of them out of the air before they strike the crowd and whips them away, but, of course, they circle back around and come back. He whirls and creates a mini-tornado that draws them in then swirls them high in the air, where they explode without damaging anything. As Flash watches this, he hears a really big whooshing noise. He turns just in time to be bent double over a giant boomerang hurtling through.

Clamps spring out to hold him in place. The Flash manages to move one arm out of the way, but doesn't see the clamps that grab his other arm or his legs. The boomerang rockets away, spinning on two engines mounted in different directions.

3. IN THE AIR - (CUT back and forth between Flash's POV and an objective one.) Flash tries to break free. A video screen pops out of the boomerang. "G'day, mate." It's

Captain Boomerang, of course. Since the Mirror Master wasn't up to the job, it's fallen to him to do Flash in. He wants Flash to see it coming. So if being spun's a little disorienting, he says, the Flash might find it useful to fix on a point on the horizon—for instance, that mountainside the giant boomerang's going to crash into. The Flash uses his free arm to create a whirlwind that kills the rocket engines and changes the course of the boomerang. Instead of spinning around like a frisbee, it now flies in an off-center spiral like a true boomerang. It arcs up, stalls, and begins to fall back the way it came.

4. PLAZA - The giant boomerang, Flash still clamped on, skims treetops, tearing up Flash's costume. It skips against the street and whangs into the pavement of the Plaza. Flash's costume is all but completely shredded. Reveal BATMAN and ORION standing there. "Hey guys." "You're tied to a giant boomerang." "Yeah." "Somebody's trying to kill you." "Yeah." The Flash uses his fist like a jackhammer to free himself. He needs to go home for another costume. Batman and Orion want to go with the Flash. "But you guys are so slow."

5. ROOFTOP - The four villains bicker on the roof that the boomerang was launched from. Boomerang's peeved—that big boomerang cost a lot of money. The Trickster says it's his turn. Boomer asks what he can do that'll work where the others failed. "Nothing as stupid as a giant boomerang." The Trickster's a little incoherent and glassy-eyed as he outlines his plan: We get 400 cases of fake dog vomit, then we grease the bottoms of them. When the Flash runs into them, he'll skate into a wall of metal spikes. The cases will break open, and what's left of the Flash is buried alive in phony barf! And then... the whole thing explodes! The other stare at him blankly for a beat. Captain Cold: You know what? Taking turns is dumb. Let's just all jump him at the museum. We know he'll be there. The Trickster's offended. He wants his shot. The others agree with Cold. "Fine, I quit." The Trickster walks away off the rooftop, pissed, on his air-walker shoes. "Nobody gets me."

6. IN WALLY'S APARTMENT, the three heroes teleport in. Flash has his key to the city. He adds it to a big pile of them in a corner. Orion's surprised at the place's ordinaryness. It's just a one-bedroom with costumes on the floor and one hanging out of the hamper. The walls are covered with plaques and commendations. Orion brushes

against a cardboard standee of the Flash endorsing Lightspeed bars. (See "Eclipsed.") A voice chip goes "You get a big burst of flavor in every bite!" Surprised, Orion punches it hard. Flash is peeved. "That was my last standee!" There's a treadmill in the BG, with clothes hanging on it. Flash selects a ring from a drawer, puts it on, and releases a fresh costume, noting that the hard part is getting the costumes back into the ring.

Batman wants Flash to take the attempts on his life seriously. He says Captain Cold and the Trickster are off the radar, too. That's four Central City criminals who the Flash has put away before, all after him. "Big deal. I'll catch those guys tomorrow. They all hang out at this little hole-in-the-wall on Fourth Street." Batman and Orion exchange looks.

7. VILLAIN HANGOUT – The Trickster's alone at the counter, drowning his sorrows: Heck with all of them. It's a brilliant plan. Captain Cold, Captain Boomerang—they'd probably go for it if it was a captain, etc.

Batman and Orion and the Flash come in behind him as he mutters. The thugs clear out of the hangout. The Flash

starts to talk to the Trickster, but Batman steps in. The Trickster turns, and seeing the Batman, pulls a shotgun with a nose at the end and fires a corrosive gel from it. Batman sidesteps the gel. It eats through a pool table as Batman knocks the weapon from the Trickster's hand and grabs him by the scruff. He interrogates the Trickster, wanting to know where the others are. The Trickster tells him the others can go hang for all he cares, but he won't talk. Batman: Fine. Orion, break his ribs. The Flash intercedes, annoying Orion. "James, you're off your meds, aren't you?" "I feel better without 'em. Don't need 'em anymore." "You know that's not how they work." "I'm fine." "Fine? You're wearing the suit again." "I am?" The Trickster looks confused. The Flash tells him that he really needs to tell him where the others are, just like he needs to go back to prison where people can help him. "Do I have to?" Yes. The Trickster says they're going to ambush him at the Museum. Flash is ready to go. Orion asks if Flash is just going to leave him there. "Oh. Right. Dude, you're going to turn yourself in, right?" "Can I finish my drink?"

8. FLASH MUSEUM — We're inside a hall with loads of Flash memorabilia on display. The public mills around the Flash.

A female reporter, Linda Park, is covering the event, mooning over the Flash, who doesn't notice.

Outside, Orion's in the air and Batman's on the ground. Batman tells Orion he's cleared the museum of every kind of mirrored surface they can find. The villains are going to have to come through them to hit the Flash. They scan the area, looking for anything or anybody suspicious. Orion looks over the Flash statue, fed up. He doesn't get it. Central City builds statues to a goof who makes bad jokes and fights guys like the Trickster. Batman says there's more to Flash than Orion sees.

Inside, Linda touches up her makeup before flirting some more. She opens a compact. "Now!" Linda screams as Mirror Master, Boomerang and Cold jump out of her compact's mirror and send boomerangs, icicles and mirrored discs toward the Flash.

ACT THREE

1. INSIDE, people clear out. Captain Boomerang flings explosive boomerangs, Captain Cold fires icicles and Mirror Master pulls round, mirrored discs from a mirror in his costume and tosses them at the Flash, who dodges them.

2. OUTSIDE, Batman and Orion react to the explosions, and people running screaming from the Museum. They run in.

3. INSIDE, Boomerang's explosions are taking out random chunks of wall. Linda's cut off from the exit. She ducks deeper into the museum. Flash objects to certain displays blowing up, but with three villains against him, he's too busy dodging to say much.

Orion speeds in on his hover-vehicle, followed by Batman. They join in the fight, and it looks like the good guys are winning.

Flash advances on Mirror Master. His mirrored discs litter the floor. He creates multiple holograms of himself. Flash runs into the holograms until one falls over. The Mirror Master is cornered. In futility, he knocks over a display, putting it between him and the Flash. Linda runs out from hiding behind it. She doesn't see the mirrored disc next to her on the floor and falls right in. Flash sees this and dives right after her. Across the room, Batman sees him go in. He tries to toss a Batarang on a cable after Flash but one of Boomerang's boomerangs knocks it out of his hand.

4. MIRROR DIMENSION – Flash knocks into Linda. They're floating through what looks like a a starry sky between long, floating, moving rows of mirrors. So this is the Mirror Dimension. Those things in the sky aren't stars, but millions and millions of mirrors. He picks up Linda and runs back into a mirror. It deposits them back in the dimension a distance away. One of the mirrors will take them out of there, but unless you're the Mirror Master, it's a matter of trial and error. Linda points out that, even for the Flash, it could take years to try them all. He starts running them in and out of the mirrors. Might as well get started...

5. BACK AT THE MUSEUM – Without the Flash, the fight is going badly. Boomerang ducks a punch from Orion, steps back and tosses an explosive boomerang that brings a section of the roof down on Orion. Cold and Boomer advance on Batman he strikes a defensive posture. Mirror Master reaches out of a Mirror leaning against a wall to garrote Batman. Batman grabs the wire and yanks Mirror Master out onto the floor between Batman and the mirror that the Flash went into. Batman's surrounded. He rolls, and draws a strange-looking gun. The villains hesitate. The Batman

packing heat? He fires something past Mirror Master into the Flash's mirror. Mirror Master laughs. "Missed me." But a signal flare is going off within the Flash's mirror.

6. MIRROR DIMENSION – The Flash looks truly worried as he runs from mirror to mirror carrying Linda. Out of the corner of his eye, he sees the flare far, far off in the distance, pointing to a specific mirror. He brightens and makes a beeline for it.

7. BACK AT THE MUSEUM, the villains hear a noise like an approaching jet and turn to look just as the Flash, carrying Linda, speeds out of the mirror.

The Flash whirlwinds one of Boomer's exploders back at him, taking him out. Orion bursts from the rubble; as Captain Cold fires, he yanks a large pipe from the floor and sprays it at Cold. The water catches the cold blast and washes over Cold, encasing him in ice. Mirror Master sees they've lost and leaps for a Mirror, but Batman shatters it as he dives in. Mirror Master screams as he runs into the shattered Mirror, different pieces of him ending up in different shards. (It's bloodless and we see the pieces are still alive). A shard with part of his face screams. The

fight over, they look around and see the Flash Museum's trashed.

8. FLASH MUSEUM RUINS - LATER: The Central City Police haul the villains away as the heroes survey the damage. They sweep Mirror Master into a bag. The Flash is telling a group of reporters, including Linda, that everything's okay now. He makes a joke. Orion still can't understand the Flash. His museum's a wreck, and the big goof's cracking wise. Is he simple? The Flash comes up behind him: The bad guys went down, and nobody got hurt. That's a really good day. He moves off. Orion turns to Batman: I'm beginning to see what you mean.

FADE OUT