

KITTY-KITTY BANG-BANG

Film Treatment

ACT I — A SMALL WORLD, A BIG DREAM

In a quiet suburban home, life is safe... and small.

Catalytic Paws, a silver-gray housecat with an overactive imagination, spends his days perched in his battered red toy car, dreaming of adventure. To him, the car is more than a toy—it's a promise of something bigger than comfort and routine.

But reality constantly interrupts.

His young owner sends the car crashing across the living room in chaotic bursts of energy, delighting in shouting: "*Kitty-Kitty — Bang-Bang!*" Catalytic's heroic fantasies dissolve into clumsy collisions. Though loved, he feels confined to a life that is easy, but meaningless.

Across the street, he watches a mysterious cream-colored cat sitting silently in a window. Elegant. Untouchable. A life—and a connection—just out of reach.

One night, everything changes.

Bathed in moonlight, the toy car hums... and lifts off the ground. What begins as a dream becomes something far more real as Catalytic is carried into the sky, beyond the safety of home.

For the first time, he feels exactly what he always imagined:

A hero.

But Catalytic's extraordinary flight does not go unnoticed.

On the quiet suburban streets below, two unlikely observers witness the impossible: Eggs and Bacon—henchdogs in the service of Duke Dogbreath.

Eggs, a pompous but deeply incompetent beagle, and Bacon, an overenthusiastic dachshund with a remarkable talent for getting everything wrong, are tasked with investigating what they assume must be a valuable new kind of "chew toy."

Their search quickly descends into chaos—failed disguises, overturned trash cans, and wildly misinterpreted clues—yet somehow, in their own absurd way, they uncover one crucial truth:

The flying cat is real.

ACT II — A STRANGE WORLD... AND AN UNLIKELY HERO

Catalytic's journey carries him beyond suburbia and into Snarlvania—a strange, off-kilter world where dogs rule and cats are anything but welcome.

Unbeknownst to him, he is already being tracked.

While the Duke's elite hunter, the Purrsniffer, prepares to pursue the flying cat with precision, Eggs and Bacon are dispatched to assist—bringing with them an entirely different kind of danger.

Where the Purrsniffer operates with cold calculation, Eggs and Bacon leave a trail of confusion and destruction, interfering with their own mission as much as anyone else's.

Snarlvania is equal parts absurd and oppressive: bone-shaped towers pierce the fog, propaganda lines the streets, and patrols lurk in every shadow. Under the rule of Duke Dogbreath—a grandiose tyrant obsessed with control—cats are rounded up and forced into submission.

At first, Catalytic treats it like the adventure he always dreamed of.

Until he meets Kitty Kurltail.

Sharp, guarded, and constantly on the run, Kitty reveals the truth behind the strangeness: this is not a playground—it is a system of control. Cats are captured and forced into dangerous labor, living in fear of the Duke's regime.

At the same time, the Duke becomes aware of the anomaly: a flying cat.

Determined to seize the cat and eliminate the threat, he unleashes the Purrsniffer...—and, far less wisely, Eggs and Bacon.

Caught between danger and farce, Catalytic begins to realize:

This is no longer a fantasy.

ACT III — WHEN THE GAME BECOMES REAL

Before Catalytic can find his place in this world, it takes something from him.

Kitty is captured.

In a sudden ambush, the Purrsniffer traps her with ruthless efficiency and catnip bombs—an operation made even more chaotic by the well-meaning interference of Eggs and Bacon, who somehow make things worse even while trying to help.

For the first time, Catalytic is forced to confront failure.

This isn't a game.

And being a hero is no longer about imagination.

Faced with the chance to escape, Catalytic makes a different choice:

He goes back.

With the reluctant help of Professor Poopsalot—a nervous and unpredictable inventor trapped in the Duke's service—Catalytic infiltrates the fortress to rescue Kitty.

The plan is messy, improvised, and constantly falling apart. Machinery malfunctions. Traps misfire. Eggs and Bacon stumble into the operation at every possible moment, adding comic chaos to an already unstable mission.

Yet somehow, through the disorder, something changes.

Catalytic is no longer pretending.

ACT IV — CHAOS IN THE SKIES

The escape erupts into a wild aerial chase above Snarlvania.

Flying a barely functioning machine, Catalytic and Kitty are pursued by the relentless Purrsniffer—cutting through fog, dodging towers, and narrowly avoiding disaster.

Meanwhile, Eggs and Bacon attempt to assist from afar... only to repeatedly sabotage both sides with spectacular incompetence.

The sky becomes a playground of near-misses, collapsing plans, and escalating chaos.

For a moment, Catalytic falls back into his instinct to run.

Then something shifts.

He stops reacting—and starts choosing.

With a bold, imperfect maneuver, he breaks free of the pursuit, escaping the Duke's grasp and leaving even the Purrsniffer momentarily outmatched.

For the first time, Catalytic isn't just caught up in the adventure.

He is driving it.

ACT V — HOME... and CHANGED

As dawn approaches, the world begins to fade.

Catalytic awakens back in his living room, curled in his toy car. Everything appears exactly as before—quiet, safe, unchanged.

Was it all a dream?

But something is different.

Catalytic is different.

Instead of retreating into comfort, he does something he has never done before:

He steps outside.

Across the street, the cream-colored cat sits on a garden wall, now real and within reach. She meets his gaze. For the first time, Catalytic approaches—not as a dreamer, but with quiet, genuine courage.

Because now he understands:

Being a hero isn't about flying.

It's about choosing to act—when it matters most.

As the morning settles, the toy car behind him gives the faintest, almost imperceptible movement...

Just enough to suggest that perhaps the adventure was not a dream at all.

And somewhere between imagination and reality—

It may begin again.

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