

KITTY-KITTY BANG-BANG
(working title)

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 young owner's battered red toy car, dreaming of adventure. To Catalytic, the car is more than a toy—it represents freedom, excitement, and a world far beyond the walls of his comfortable home.

His young owner loves nothing more than sending the little car racing across the living room, shouting, “Kitty-Kitty — Bang-Bang!” Catalytic plays along, but his own fantasies are bigger. In his imagination, he is not a housecat confined to a living room.

He is a hero.

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.

Catalytic is flying.

For the first time, the adventure he has always imagined is real. The car carries him beyond the familiar streets and into a vast world of clouds, rooftops, and possibility.

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 spectacularly 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 investigation quickly degenerates into a series of disastrous disguises, traps, misunderstandings, and spectacular failures.

Yet, amid all the chaos, they uncover one astonishing 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, theatrical world where dogs rule and cats live under threat.

Bone-shaped towers appear in the fog. Propaganda covers the streets. Patrols roam the city. Cats are captured, controlled, and forced into dangerous labor under the rule of Duke Dogbreath.

Catalytic doesn't understand any of this at first.

To him, Snarlvania is simply the extraordinary adventure he has always dreamed of.

But someone is already hunting him.

Duke Dogbreath's elite tracker, the Purrsniffer, is methodical, cold, and frighteningly good at what he does. Unlike the bumbling Eggs and Bacon, the Purrsniffer misses very little.

Duke is fascinated by the appearance of a flying cat—and determined to possess the mysterious machine that carries him.

He orders the search.

Eggs and Bacon are assigned to help.

The result is predictable: the Purrsniffer brings precision; Eggs and Bacon bring chaos.

While the search intensifies, Catalytic encounters Kitty Kurltail.

Elegant, sharp, and guarded, Kitty knows exactly what kind of world they are in. She has learned to survive by staying ahead of the dogs who control Snarlvania.

Through Kitty, Catalytic begins to see the truth behind the spectacle.

This isn't a fantasy playground.

It is a world where cats are hunted and exploited.

And now, because of his flying car, Catalytic has attracted the attention of the most powerful dog in it.

For the first time, the adventure begins to feel frighteningly real.

This is no longer a fantasy.

ACT III — WHEN THE GAME BECOMES REAL

Catalytic's new world becomes personal when Kitty is captured.

The Purrsniffer's trap is carefully planned, using catnip bombs to subdue her. Eggs and Bacon are supposed to assist—but their interference turns the operation into the kind of chaotic disaster only they could create.

Catalytic tries to save Kitty.

He fails.

For the first time, his fantasy of being a hero collides with reality.

He could escape.

Instead, he makes a choice.

He goes back.

Catalytic infiltrates Duke Dogbreath's fortress, aided by Professor Poopsalot, the nervous and chaotic inventor forced to work for the Duke.

Poopsalot has his own history with Duke. His greatest invention—a self-retrieving chew toy—once caused havoc throughout Snarlvania before Duke captured it and transformed the disaster into a moment of glory for himself. Poopsalot was subsequently forced into the Duke's service.

But when he learns that Kitty has been captured, Poopsalot chooses to help Catalytic.

Together they make their way through the fortress.

Nothing goes according to plan.

Machines malfunction. Controls are misunderstood. Traps go off at the wrong time. Eggs and Bacon stumble into the operation with spectacularly unfortunate results.

But beneath the chaos, something important is happening.

Catalytic is no longer playing at being a hero.

He has risked everything because someone else needs him.

Inside the dungeon, Catalytic finally reaches Kitty.

Their reunion is quiet and simple.

“I knew you'd come.”

With Poopsalot's help, Catalytic frees her.

But their escape has only begun.

ACT IV — CHAOS IN THE SKIES

Catalytic and Kitty flee Duke Dogbreath's fortress in Poopsalot's barely functioning flying machine.

The escape becomes a wild aerial pursuit across Snarlvania.

The Purrsniffer follows relentlessly through fog, towers, and narrow passages in the sky. Duke's forces close in from below.

Eggs and Bacon attempt to help.

They make everything worse.

Again.

The chase becomes an escalating melee of near misses, collapsing machinery, misguided traps, and comic destruction.

But in the middle of the chaos, Catalytic faces the final test of his transformation.

His instinct is to run.

This time, he doesn't simply react to the danger around him.

He chooses what to do.

Using the flying machine in a surprising and frightening maneuver, Catalytic turns the pursuit against his pursuers and breaks free of the Purrsniffer.

For the first time, the adventure is no longer carrying Catalytic along.

He is driving it.

He has become the hero he always imagined himself to be—but not for the reason he once believed.

ACT V — HOME... and CHANGED

As dawn approaches, the world begins to fade.

Catalytic awakens back in his living room, curled inside the battered toy car.

Everything appears exactly as before.

The house is quiet.

Safe.

Ordinary.

For a moment, Catalytic wonders:

Was it all a dream?

The question doesn't really matter anymore.

Because Catalytic is no longer the same cat who left home.

When the boy enters the room, he greets Catalytic with the familiar affection of their everyday life. He gently pets him and feeds him.

The simple comforts of home suddenly feel different.

Not smaller.

Just different.

The boy opens the living-room window and looks outside.

Catalytic watches.

Then he looks toward the open window.

For the first time in his life, he makes a choice that has nothing to do with a flying car, a fantasy, or a heroic adventure.

He leaves.

Catalytic climbs onto the windowsill.

Outside, the world is suddenly enormous.

He steps into the front yard—truly outside, on his own.

Across the street, sitting on a garden wall, is the cream-colored cat he has watched from afar.

She is strikingly familiar.

A delicate ribbon moves in the breeze.

Their eyes meet.

Catalytic hesitates.

Then he approaches.

Not with the swagger of a hero.

Not because he has a magical machine.

Simply because he has found the courage to take one small step toward someone he cares about.

The two cats face one another.

She gives him a faint, elegant smile.

Catalytic smiles back.

A breeze lifts his scarf.

Her ribbon rises beside it.

Two small flags fluttering in the morning air.

The camera tilts upward.

For one brief heartbeat, high above the suburban rooftops, something seems to move across the clouds—a faint, almost impossible silhouette that might be the little flying car.

Then it is gone.

Was it real?

Was it imagination?

Perhaps it doesn't matter.

Catalytic has learned that adventure isn't simply about flying away.

Sometimes it begins by having the courage to step outside.

FADE OUT.

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