

The reason The Lone Ranger's budget was so astronomically high that Disney execs decided to shut it down was because it's an effects-heavy CG thing due to being a kind of an Indian-spirituality werewolf movie -- a.k.a., The Lone Ranger Meets the Wolfman. Yes, I'm serious. A 3.29.09 draft of Ted Elliott and Terry Rossio's script makes it clear it was going to be at least partly about some kind of Native American wolfbeast tearing victims apart and leaving a bloody mess. "It was always going to be a big Bruckheimer CG movie with traditional Bruckheimer elements with an eye toward being a tentpole, totally Pirates-style," says a gadfly screenwriter who always hears stuff and has been following the project through postings on writersactionbss.com -- a private writers' website that Elliott has posted on. "It was never going to be a semi-traditional western...it was never going to be Zorro," he says. "It was

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