

VOYAGE TO THE BOTTOM OF THE SEA

"DAY OF EVIL"

by

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FOR EDUCATIONAL
PURPOSES ONLY

SECOND REVISED SHOOTING FINAL
June 10, 1966

CAST

NELSON

CRANE

MORTON

KOWALSKI

SHARKEY

PATTERSON

DOCTOR

STRANGER'S VOICE

CREWMAN'S VOICE

SET LIST

SEAVIEW CONTROL ROOM
SEAVIEW OBSERVATION NOSE
SEAVIEW MISSILE ROOM
SEAVIEW SICK BAY
SEAVIEW CORRIDOR #1
SEAVIEW CORRIDOR #2
SEAVIEW CORRIDOR #3
SEAVIEW CORRIDOR AT REACTOR ROOM
SEAVIEW CORRIDOR AT ADMIRAL'S CABIN
SEAVIEW ADMIRAL'S CABIN
SEAVIEW REACTOR ROOM
SEAVIEW CORRIDOR AT STAIRS

"DAY OF EVIL"

TEASER

FADE IN

- A EXT. SKY - DAY (STOCK) A
FULL SHOT - FLYING SAUCER DISK
cutting through the earth's atmosphere at supersonic
speeds.
- B ANOTHER ANGLE (STOCK) B
it veers in its course and plunges straight down toward
the surface below.
- C ANOTHER ANGLE (STOCK) C
the Flying Saucer plunges at full speed into the sea,
disappearing beneath the surface as a huge geyser of
water rises towards the skies under the tremendous impact.
- D EXT. UNDERSEA - DAY (STOCK) D
FULL SHOT - SEAVIEW
moving underwater at an unusually fast speed.
- E INT. CONTROL ROOM - DAY E
FULL SHOT - CRANE - MORTON
they're looking over the shoulder of a technician seated
before the radarscope as the sweep arm circles around,
No blips appear on the screen.

MORTON

What do you make of it, Lee?

CRANE

Whatever it was, we've lost the
track.

MORTON

Possibly a large meteorite.

CRANE

Not at the speed it was travelling.

MORTON

Which also rules out a plane of
any kind. Do we do anything about it?

CRANE

Negative. We're under orders to
rendezvous with the fleet. Any
Unidentified Flying Objects will
have to wait until we...

He stops as:

KOWALSKI'S VOICE

(o.s.)

Skipper...Better check this reactor
reading...

F DIFFERENT ANGLE F
Kowalski is seated at a nearby instrumentation panel.
Crane and Morton turn toward him.

KOWALSKI
She's starting to rise rapidly.

Crane moves toward him. Then checks a dial in front of
Kowalski.

1 OUT OUT 1

2 INT. CONTROL ROOM - DAY 2

CLOSE ON A DIAL (INSERT)
with a needle rising slowly toward a red warning line.

3 ANGLE ON KOWALSKI 3
who is seated before the dial watching it closely.

KOWALSKI
Approaching the critical
line, sir.

4 ANGLE ON CRANE 4
Crane frowns at the news and turns a worried face to
Morton.

CRANE
What's our speed now, Chip?

MORTON
Over sixty knots and climbing.

Crane picks up intercom mike.

CRANE
(into mike)
Admiral...

NELSON'S VOICE
(on speaker)
Yes, Lee?

Cont.

4 Cont.

4
Cont.

CRANE

(into mike)
Our reactor's approaching warning
level. I'd like permission to
damp it down.

5 INT. ADMIRAL'S CABIN - DAY

5

ANGLE ON DESK

where NELSON is working on a stack of papers. He holds
a hand mike.

NELSON

(into mike)
The automatic controls should
handle it. If it's at all possible
I want to maintain flank speed until
we rendezvous with the fleet.

CRANE'S VOICE

(on speaker)
I understand.

NELSON

(into mike)
But keep me posted.

CRANE'S VOICE

(on speaker)
Aye, aye, sir.

6 INT. CONTROL ROOM - DAY

6

ANGLE ON CRANE

as he lowers the mike and glances across at KOWALSKI.

CRANE

Kowalski - report.

KOWALSKI

Still rising, sir. Just two points
from the red line.

Crane's concern increases. He raises the mike again.

CRANE

(into mike)
Admiral, it's still rising. The
automatic controls haven't cut in.

7 INT. ADMIRAL'S CABIN - DAY

7

ANGLE ON NELSON
as he holds the mike with one hand. He reacts with concern.

NELSON
(into mike)
That's strange. Better reduce speed
and damp the pile.

CRANE'S VOICE
(on speaker)
Aye, aye, sir.

8 INT. CONTROL ROOM - DAY

8

CLOSE ON DIAL (INSERT)
the needle climbs to the red line and past it. A warning
bell begins to CLANG and continues.

9 ANGLE ON CRANE
who turns to shout at Morton.

9

CRANE
Close down the reactor! Fast!

Morton reaches for a control and pushes it. The warning
bell continues.

MORTON
No response on the control!

Crane reacts and grabs the mike again.

CRANE
(into mike)
Missile Room. Emergency!

CHIEF'S VOICE
(on speaker)
Missile Room, aye.

CRANE
(into mike)
Get a man into anti-radiation gear.
Have him shut down the pile by hand.
On the double!

CHIEF'S VOICE
(on speaker)
Aye, aye, sir!

10 INT. MISSILE ROOM - DAY 10

ANGLE ON CHIEF

who slams down the mike and turns.

CHIEF

Patterson! You're elected!

Patterson is already taking a radiation suit from the rack and putting it on. A number of other Crewmen jump to assist him.

DISSOLVE TO:

11 INT. CONTROL ROOM - DAY 11

ANGLE ON DIAL

with Kowalski watching. Crane and Morton are standing just behind him also peering at the dial. All are sweating it out as the needle continues rising and the alarm bell rings steadily.

CRANE

(to nobody in particular)

Come on, come on... Get that thing shut down!

12 INT. REACTOR CORRIDOR - DAY 12

FULL SHOT

featuring the door to the Reactor Room with a warning sign prominently displayed. There is a thick glass viewing port in the door and beyond it, in the room, a blue light flickers ominously. Patterson hurries down the hall wearing his heavy radiation suit while the alarm bell CLANGS continuously. He opens the door and enters the room.

13 INT. REACTOR ROOM 13

ANGLE ON

the pile itself. A bluish mist has begun to swirl around the controls on the wall beside this door as Patterson enters. As he goes to the controls, something moves o.s. behind the reactor. Patterson sees it and reacts.

PATTERSON

What are you doing there? Come out -- quick.

Cont.

13 Cont.

13
Cont.

Patterson tries to grab the arm of the intruder. More blue mist emerges, blurring the scene and in the brief struggle, Patterson's protective headpiece is knocked off. At the same time the hand of a man touches his face. A wisp of smoke curls from beneath the hand as though it is a branding iron touching Patterson's face. Patterson cries out and staggers back, falling through the door and into the corridor.

14 INT. CORRIDOR - DAY 14

DOWN AT PATTERSON

who lies unconscious, face up, on the deck. An angry red mark has been burned into his face where the hand had touched him. A rapidly rising WHINE from the reactor heralds a coming explosion. Then, with a blinding white light, comes the roaring BOOM of an immense detonation, blanking out the screen with its searing heat.

15 EXT. UNDERSEA - DAY (STOCK) 15

FULL SHOT - SEAVIEW

which pitches wildly under the impact of the explosion.

16 INT. CONTROL ROOM - DAY (STOCK) 16

FULL SHOT CONTROL ROOM

lurching and pitching wildly under the explosion's force. The men in the Control Room are thrown about helplessly, as wiring flashes, sputters and bursts into flame while the groaning seams of the tortured ship send jets of water hissing into the scene of wild disorder.

17 INT. ADMIRAL'S CABIN - DAY 17

ANGLE ON NELSON

who struggles to his feet in an attempt to reach the door. He is thrown off balance by the lurching of the sub, hits his head against a bulkhead and falls to the deck near the door.

18 INT. CORRIDOR - DAY 18

ANGLE TOWARD DOOR

A bluish smoke pours from the wrecked Reactor Room, swirling about the inert figure of Patterson sprawled limply on the steeply slanted deck.

19 EXT. UNDERSEA - DAY (STOCK) 19

FULL SHOT - SEAVIEW

which has now nosed over and is diving rapidly toward the bottom, stricken and out of control.

ANGLE TOWARD DOOR

The vague shape of a man begins to emerge from the billows of blue mist. As the man approaches CAMERA the figure becomes clearer. It seems to be the form of Nelson -- and yet there is something weirdly different about him. As he continues to advance toward CAMERA, completely oblivious to the sharply tilted deck, the strange, flickering blue light gives his face a curiously unearthly expression. The face draws closer and closer until it fills the screen. The expression is one of fiendish satisfaction -- an expression of pure evil.

FADE OUT

END OF TEASER

ACT ONE

FADE IN

21 EXT. UNDERSEA - DAY (STOCK) 21

FULL SHOT - SEAVIEW

plunging at a steep angle toward the rocky bottom. The huge sub strikes a rock cliff nose first, teeters crazily a moment and then crashes down on its belly to lie stricken on the bottom.

22 INT. CONTROL ROOM - DAY (RED LIGHTING) 22

FULL SHOT

The generators are off and the wrecked room is bathed in the grim red of emergency neons. Crewmen lie scattered about the deck where they have been thrown by the lurching crash. Flames and smoke have erupted from the various control panels and for a moment no sound is heard. Then several of the men begin to cough from the acrid smoke and there is a general stirring in the room. PAN to where Crane has been thrown against a bulkhead. He regains consciousness, looks around and struggles to his feet.

CRANE

Fire detail...

Several of the men have also pulled themselves painfully to their feet. Kowalski rises unsteadily, looks around and grabs a CO-2 extinguisher. He starts for a burning panel and trips over the figure of a Crewman, who is just starting to pick himself up. Kowalski grabs him and hauls him to his feet.

KOWALSKI

Come on, hit those flames!

(thrusts the extinguisher
into the man's arms)

Jump!

The Crewman groggily obeys while Kowalski goes off to rouse other men and press them into service. Crane, meanwhile, has made his way to a handmike at the periscope island. He picks it up.

CRANE

(into mike)

Damage Control - report!

(no response)

Damage Control!

Cont.

22 Cont.

22
Cont.

Morton has now pulled himself to his feet. He goes over to Crane.

MORTON

Communications must be out...
along with everything else!

Crane replaces the mike and turns to Morton.

CRANE

It's the Reactor!

MORTON

(reacting)
If that pile's gone wild we've
had it!

CRANE

(with a grim nod)
Take over here. I'm going
below.

MORTON

Aye, aye, sir!

Crane starts off on the run. Morton checks on the men battling the flames.

23 ANOTHER ANGLE 23
as the men in the Control Room battle the fires with CO-2
extinguishers.

24 EXT. UNDERSEA - DAY (STOCK) 24
ANGLE ON SEAVIEW
lying helplessly still on the bottom.

25 INT. CORRIDOR - DAY 25
ANGLE ON PATTERSON
lying unconscious on the deck amidst the debris of the
wrecked door to the Reactor Room. Crane, the Chief and
several Crewmen appear wearing bulky anti-radiation suits.
The Chief carries a Geiger counter which chatters fran-
tically. Crane sees Patterson, goes to him and kneels,
checking for a heart beat. He looks up at two of the
bulkily-clad Crewmen.

CRANE

He's still breathing. Get him
out of here fast!

Cont.

25 Cont.

25
Cont.

The Crewmen obey, lifting Patterson's body and carrying him out of the corridor. The Chief has been checking the entrance of the Reactor Room with his counter. Crane starts for the opening. The Chief grabs his arm.

CHIEF
Don't go in! Radiation's white hot!

CRANE
How much more exposure can we take, Chief?

CHIEF
No more than ten seconds, sir.
Let's get out of here.

Crane nods and turns to the waiting Crewmen.

CRANE
All right, men... Clear out!

They all turn and clump away, hastily.

DISSOLVE TO:

A-25

INT. ADMIRAL'S CABIN - DAY

A-25

CLOSE SHOT - NELSON who lies on the floor, unconscious where he fell. PULL BACK to REVEAL the legs of a man standing near him. TILT UP along the figure of the man. It is the Stranger with the uncanny resemblance to the Admiral. There is a look of satisfaction on the man's face as he looks down at the Admiral. A moment and then he moves out of the cabin.

26

INT. CONTROL ROOM - DAY

26

MED. SHOT
Normal lighting has been restored and the various fires are extinguished. The Control Room crew is busy cleaning up the debris in the room as Crane re-enters. He is no longer in the radiation suit. Morton sees Crane and crosses to him.

MORTON
Any casualties?

CRANE
Patterson's badly hurt. We sent him to Sick Bay.

Cont.

MORTON

What's the general estimate?

Crane looks around to be sure they are not overheard before replying.

CRANE

It looks hopeless. We can't get at the main power plant at all. Too much radiation from the Reactor.

MORTON

With full anti-radiation gear, how long could a work party last?

CRANE

Less than five minutes.

MORTON

What about this emergency generator you hooked up?

CRANE

If we don't drain off too much power, it should be good for another hour. After that....

Crane lets his voice trail off. Both men know the significance of the unspoken words. Then they turn at the sound of a voice....

STRANGER'S VOICE

(o.s.)

Gentlemen.....

PAN to reveal the Stranger who resembles Nelson standing at the entrance to the Observation Nose. In the stress of their predicament, both Crane and Morton accept him as Nelson. Crane approaches him.

STRANGER

I have an important order for you.

CRANE

I'd better give you a complete rundown on our situation, Admiral.

STRANGER

(as Nelson)

No need. I have made my own estimate. I want you to prepare a nuclear missile for firing.

Cont.

26 Cont.1

26
Cont.1

CRANE
(jolted by the
unexpected order)
I don't understand....

STRANGER
The order is self-explanatory.

CRANE
We can't fire those missiles
without White House authorization.

STRANGER
I want the missile made ready.
Is that clear?

27 TWO SHOT - CRANE AND MORTON 27
both men puzzled by the order and the odd attitude of
the Admiral.

CRANE
Aye, aye, sir.
(turns to Morton)
See to it, Chip.

Morton nods silently and turns to obey. Crane turns back
to face the man and reacts in surprise.

28 CRANE'S P.O.V. - THE OBSERVATION NOSE 28
There is no sign of the man who had been standing there
seconds before!

29 REVERSE ON CRANE 29
who shakes his head, puzzled, then reacts to a voice...

DOC'S VOICE
(on speaker)
Captain, this is Sick Bay.
Patterson's conscious now.. He
wants to see you.

Crane pauses once to look back, then hurries through the
Control Room, going aft.

DISSOLVE TO:

30 OUT OUT 30

31 INT. SICK BAY - DAY 31

CLOSE ON SHIP'S DOCTOR
his expression grave.

Cont.

31 Cont.

31
Cont.

DOC

Before you see Patterson, there's one thing about his condition I want you to know.

PULL BACK to reveal Crane in the DOCTOR'S anteroom in Sick Bay.

CRANE

What's that?

DOC

A strange mark on his face... a sort of burn. If I didn't know better I'd say it was made by a branding iron.

CRANE

How do you explain it?

DOC

I can't.

CRANE

What's his general condition?

DOC

Terminal. He accepted a massive radiation dose.

CRANE

Isn't there anything you can do for him?

DOC

I can make him comfortable, but that's all. The effect of that amount of radiation is irreversible. He's going to die.

Crane doesn't speak for a moment, obviously affected by the news.

CRANE

Can I see him now?

DOC

Of course.

Crane walks into the main section of Sick Bay.

ANGLE ON BUNK

where Patterson is lying. There is a bandage on his face, covering the burn. He opens his eyes as he hears Crane approach. He manages a weak smile of recognition.

PATTERSON

Skipper...

CRANE

Take it easy, Patterson. I just wanted to see how you were.

PATTERSON

I'm okay, sir. Just tired. I guess I was lucky.

Crane reacts to the unconscious irony of the statement.

CRANE

(flatly)
That's right. Now try to get some rest.

PATTERSON

Wait...Skipper....

CRANE

You've got to rest. Doctor's orders.

PATTERSON

About the explosion...got to tell you...

CRANE

(alert now)
What?

PATTERSON

In the Reactor Room...when I went in...somebody was already in there.

CRANE

That's impossible.

PATTERSON

He was there, sir. I tried to get him out...but he knocked me unconscious. When I woke up in here the Doc told me about the explosion.

CRANE

Did you get a look at the man?

PATTERSON

Yes, sir. A good look.

32 Cont.

32
Cont.

CRANE

Who was it?

PATTERSON

You're going to find this hard
to believe, Skipper.

CRANE

Who?

PATTERSON

Admiral Nelson.

Crane stares down at Patterson in stunned surprise. The Doctor enters SHOT and touches Crane's arm.

DOC

Better let him rest.

Crane nods as Patterson, exhausted from the effort of the talk, closes his eyes. Crane silently signals the Doc to follow him. They move away from the bunk a short distance and Crane speaks in low tones.

CRANE

Could this have affected his mind?

DOC

(matching Crane's
tone)He's rational, if that's what you
mean.

CRANE

What about the sedative. Would that
make his mind wander?

DOC

He hasn't had enough to affect him.
Why?

CRANE

Nothing. Take care of him, Doc.

Crane, plainly shaken, shoots one last glance at Patterson and exits Sick Bay. The Doc turns to examine his patient and shakes his head at the man's condition.

DISSOLVE TO:

33 INT. CONTROL ROOM - DAY

33

MED. SHOT

The Control Room is once again in good order and the men of the watch stand by their stations waiting somewhat uneasily for further developments. They all turn to look as Crane enters and crosses to Morton.

CRANE

Chip, where's the Admiral?

MORTON

I don't know. He hasn't been here since he gave that order.

Crane goes to a hand mike and picks it up.

CRANE

(into mike)

Admiral...This is Crane.

(no answer)

Admiral!

There is still no answer. Crane holds the mike in the palm of his hand and looks toward Morton questioningly.

MORTON

We've repaired communications.
It should be working.

Crane hangs up the mike, turns and starts for the spiral stairs.

34 INT. A CORRIDOR - DAY

34

MED. SHOT

as Crane rounds the bend in the corridor. He stops at the door to Nelson's cabin and knocks. There is no response. Crane tries the door. It opens partially and is blocked by something. Crane forces the door open wide enough to step into the cabin.

35 INT. ADMIRAL'S CABIN - DAY

35

ANGLE TOWARD DOOR

Nelson lies sprawled on the deck, his body partially blocking the door. Crane steps over the body and bends to pull it aside. He gets Nelson over to the bunk. The Admiral moans and then opens his eyes. He raises a hand to his forehead and winces in pain.

NELSON

There was an explosion. What was it?

Cont.

35 Cont.

35
Cont.

Crane is examining the bump on Nelson's head.

CRANE

Better have the Doc look at that.

Nelson sits up on the bunk.

NELSON

It's a bump, that's all. The last thing I remember was the sound of the explosion. What happened?

CRANE

We're dead on the bottom without enough power to blow tanks.

NELSON

The nuclear pile!

CRANE

That's right. We've got a massive radiation leak and no way to fix it without someone else sacrificing his life.

NELSON

Someone else?

CRANE

Patterson's in Sick Bay as good as dead. There's no hope for him.

NELSON

(genuinely affected)
I'm sorry to hear that.

CRANE

So am I. He didn't have to die. In effect, he was murdered.

NELSON

Murdered? I don't understand.

CRANE

Neither do I. He caught someone in the act of sabotaging the Reactor.

NELSON

Who?

CRANE

You, Admiral.

Cont.

Nelson is rocked. He looks steadily at Crane a moment.

NELSON

I hope this isn't a joke.

CRANE

It doesn't sound very funny to me.

NELSON

It's impossible on the face of it. Even if I wanted to sabotage the ship and kill us all, I couldn't have. I was here working until the explosion knocked me out.

CRANE

You were in the Control Room after the explosion. You talked to me... gave me an order.

Nelson gives Crane a searching look.

NELSON

What order?

CRANE

To prepare a nuclear missile for firing.

NELSON

Why would I give an order like that? Activated or not, they can't be fired without Fail Safe.

CRANE

Yet you gave the order...to me.

NELSON

And I tell you I didn't.

CRANE

Look...it's just possible, you did. You had a blow on the head. You could have been acting in a delirium. Only...what about Patterson's story?

NELSON

Patterson's lying.

CRANE

Patterson only has hours to live. He has enough knowledge of radiation to realize that. A man in that condition doesn't usually lie, does he?

36 CLOSE SHOT - NELSON
deeply disturbed as he frowns in concentration.

36

NELSON

Then Patterson was acting in a delirium. How else can you explain it?

37 TWO SHOT - NELSON AND CRANE
as they face each other.

37

CRANE

I don't know. What are we going to do about the missile? It's been activated.

NELSON

Forget it. It can't be fired without Fail Safe. Right now we've got to save this ship!

He starts from the cabin, Crane following.

DISSOLVE TO:

A-37 INT. CORRIDOR - DAY

A-37

MED. SHOT
as Nelson precedes Crane down the corridor.

NELSON

(as he hurries
along)

Our first job is to find some way to shut down the reactor pile.

CRANE

That's a tall order. All remote controls are inoperative.

Nelson suddenly stops and turns to Crane.

NELSON

Wait a minute! Water is one of the most effective radiation shields known. Right?

CRANE

Right. But...

NELSON

(overriding him)

Lee...if we flood the Reactor Room we can shut down the pile. Then once we get the main generator repaired, we can clear our tanks and get off the bottom.

A-37 Cont.

A-37
Cont.

CRANE

We can't flood the Reactor Room.
There's no way to reach the flood
valves.

NELSON

There's one way to flood it...from
the outside!

CRANE

(dubiously)

A hole in the hull...It's a big
risk.

NELSON

I don't know what else we can do.
And there's not much time. Come on!

The two men hurry down the corridor.

DISSOLVE TO:

B-37

INT. MISSILE ROOM - DAY

B-37

CLOSE SHOT - DIAGRAM

showing the hull of the Seaview. Nelson's hand appears
to make an "X" mark on the hull outside the Reactor Room.
PULL BACK to show Nelson, Crane, Kowalski and two other
Crewmen gathered around the diagram. Kowalski and the
two Crewmen are already in diving suits but without air
tanks and masks.

NELSON

(referring to
the "X" on the
diagram)

This is the spot. Got it straight,
Kowalski?

KOWALSKI

Yes, sir. How big a hole do we make?

CRANE

As small as possible. We've got to
weld a plate back on it.

NELSON

Three-inch diameter. That's plenty,
big enough.

KOWALSKI

Aye, aye, sir. Three inches.

Cont.

B-37 Cont.

B-37
Cont.

The Chief comes up carrying an underwater cutting torch.

CHIEF

Okay, 'Ski, you been briefed?

CRANE

They're all set, Chief.

CHIEF

Then here you go, kid.
(hands him the
torch)

And watch yourself, hear?

KOWALSKI

Sure, Chief.

CHIEF

Come on, give these guys a
hand!

Several Crewmen begin to help the diving party into their tanks and masks while one man opens the escape hatch. Two of the divers enter the hatch. As Kowalski starts to follow, Crane slaps him on the shoulder.

CRANE

Good luck!

Kowalski nods and enters the hatch carrying the cutting torch. The hatch is closed and the valves opened. Crane, Nelson and the Chief all watch silently and anxiously.

C-37 EXT. UNDERSEA - DAY (STOCK)

C-37

ANGLE ON HULL HATCH
which opens and the divers emerge one by one.

D-37 INT. MISSILE ROOM - DAY

D-37

THREE SHOT - NELSON, CRANE AND SHARKEY
as they wait. They react as Kowalski's voice sounds over
the speaker.

KOWALSKI'S VOICE

(on filter)

We're outside, Skipper, working our
way forward.

Crane goes over to pick up a hand mike.

Cont.

D-37 Cont.

CRANE

(into mike)

Very well, Kowalski, carry on.

(pushes a button on
the mike)

Mr. Morton, I want a work party
to check all watertight doors
between frames forty-seven to
fifty-three. We are going to
flood that section.

MORTON'S VOICE

(on speaker)

Aye, aye, sir. Will do.

Crane replaces the mike.

E-37 EXT. UNDERSEA - DAY (STOCK) E-37

ANGLE FROM HULL
as the diving party swims along.

F-37 INT. CIRCUITRY ROOM - DAY (NOTE: Do not open up a new set -
wild console in Missile Room for
close shot)
CLOSE SHOT - THE STRANGER
whose inscrutable face stares at a small section of
Control Panel. Then his hand moves slowly toward one of
the controls and pauses, as though waiting for something.

G-37 INT. MISSILE ROOM - DAY G-37

THREE SHOT - NELSON, CRANE AND SHARKEY
waiting as Kowalski's voice crackles over the speaker.

KOWALSKI'S VOICE

(on speaker)

We're outside of the Reactor Room.
I'm starting to cut through the hull.

H-37 EXT. UNDERSEA - DAY (STOCK) H-37

CLOSE ON KOWALSKI
who brings the torch to bear against a section of the hull.

I-37 INT. CIRCUITRY ROOM - DAY (See note for F-37) I-37

CLOSE SHOT - THE STRANGER
as though having just heard the voice on the speaker. Now
he throws the control.

J-37 EXT. UNDERSEA - DAY (STOCK - ANIMATION) J-37

CLOSE ON KOWALSKI
working with the torch. Suddenly there is a crackling
electrical explosion along the hull (Animation) obliterating
the scene.

K-37 INT. MISSILE ROOM - DAY

MED. SHOT

as the crackling electrical effect causes the lights to dim momentarily. The men in the Missile Room react.

CHIEF

What was that?

Crane grabs for the hand mike.

CRANE

(into mike)

Kowalski! Kowalski, can you read me?

A beat. There is no reply. Crane stares toward Nelson.

L-37 EXT. UNDERSEA - DAY (STOCK)

L-37

ANGLE ON BOTTOM

as Kowalski, dazed and helpless, sinks limply to the bottom.

M-37 INT. MISSILE ROOM - DAY

M-37

ANGLE ON NELSON

as he grabs the mike from Crane and shouts...

NELSON

(into mike)

Kowalski! Come in! Kowalski....

N-37 INT. CIRCUITRY ROOM - DAY (See Note for F-37)

N-37

CLOSE SHOT - THE STRANGER

His expression one of almost Satanic satisfaction.

O-37 OUT

OUT O-37

P-37 INT. MISSILE ROOM - DAY

P-37

ANGLE ON NELSON

who is replacing the hand mike. He freezes as Kowalski's voice is heard.

KOWALSKI'S VOICE

(on speaker)

Skipper....

NELSON

(excited, into mike)

Kowalski, what is it....what happened?

Q-37

OUT

OUT

X

Q-37

R-37

INT. MISSILE ROOM - DAY

R-37

ANGLE ON NELSON

listening to Kowalski's voice o.s.

KOWALSKI'S VOICE

(on speaker)

I don't know... Some kind of
electrical charge on the hull.
We were knocked out.

CRANE

Electrical charge? That's impossible!

NELSON

(into mike)

Kowalski, can you handle yourselves
now? Can you get back in here?

KOWALSKI'S VOICE

(on speaker)

Yes sir. But what about cutting
the hull?

CRANE

We can't let them risk it. Next
time they could be killed.

NELSON

(a reluctant nod,
then into mike)

Forget it. Get back inside right
now.

KOWALSKI'S VOICE

(on speaker)

Aye, aye, sir.

S-37

EXT. UNDERSEA - DAY (STOCK)

S-37

ANGLE ON DIVERS

as they swim back.

T-37

ANGLE ON HATCH (STOCK)

as the diving party re-enters the hatch.

T-37

U-37

INT. MISSILE ROOM - DAY

U-37

MED. SHOT

Nelson, discouraged, hangs up the mike and turns to Crane.

CRANE

Now what?

U-37 Cont.

U-37
Cont.

NELSON

I don't know. Let's get to the
Control Room.

As Nelson starts out, Crane sees the light go out above the
escape hatch. He looks toward the Chief.

CRANE

They're back aboard. Look after
them, Chief.

CHIEF

Aye, aye, sir!

As Crane follows Nelson out of the Missile Room, the Chief
goes to the escape hatch, waits for the light to change, then
helps the exhausted diving party as they step down from the
chamber.

DISSOLVE TO:

38

INT. OBSERVATION NOSE - DAY

38

ANGLE ON STAIRS

Nelson and Crane come down and Morton joins them.

MORTON

The Reactor Room corridor's sealed
off.

CRANE

Good. Can a work party reach the
main generator?

MORTON

Not until we find some way to
shut down the nuclear pile.

NELSON

What's the radiation level in
the rest of the ship?

MORTON

Still within safe limits.

CRANE

As long as the temporary generator
holds, we've got a little time to
figure it out.

He stops abruptly as the lights dim down to black and then
gradually brighten again. The men exchange startled glances.

Cont.

MORTON

We can't keep that rigged generator running much much longer.

NELSON

How long?

MORTON

Ten minutes at the most. After that, no power...no air.

Crane and Nelson react silently, then Crane turns to Morton.

CRANE

All right, Chip. Keep that rig going as long as you can.

MORTON

Aye, aye, sir.

Morton goes out into the Control Room. Crane turns to Nelson.

CRANE

We're kidding ourselves, Admiral. There's nothing we can do now.

NELSON

If we could shut down the nuclear pile, we'd be able to repair the main generator in short order.

CRANE

If! The remote circuits are shot. Somebody would have to go in that room and damp the pile by hand.

NELSON

Well?

CRANE

It means a fatal dose of radiation. Certain death.

NELSON

Lee...I'm going to shock you with a suggestion. Nothing is more important than saving this ship and all its crew. Agreed?

Cont.

CRANE

Of course. But it means deliberately sacrificing another life.

NELSON

No it doesn't. There's one man aboard who's already as good as dead. You said it yourself.

CRANE

Patterson!

NELSON

I told you it would shock you. Under any other condition it's the last thing I'd do. But now it makes good sense. Nothing can save Patterson ---But he can save a hundred and twenty-five lives just by walking into that Reactor Room and shutting down the pile.

Crane stares at Nelson for a long moment, trying to accustom himself to the idea. He draws a deep breath.

CRANE

I'll speak to him.

NELSON

You've got less than ten minutes.

With one last look at Nelson, Crane goes out into the Control Room.

39 INT. CONTROL ROOM - DAY

39

ANGLE ON CRANE
who picks up a hand mike.

CRANE

(into mike)
Sick Bay, this is the Captain.

DOC'S VOICE

(on speaker)
Yes, Captain.

CRANE

(into mike)
What's Patterson's condition?

Cont.

39 Cont.

39
Cont.

DOC'S VOICE

(on speaker)

Reasonably good---under the
circumstances. He's sitting up.

CRANE

(into mike)

Very well. I'm coming to see him.

40

ANGLE ON KOWALSKI

who listens to the conversation from his station at one
of the consoles. He looks toward another Crewmen who
has also been listening. Both men look uncomfortable as
Crane hangs up the mike and exits.

40

41

INT. SICK BAY - DAY

41

ANGLE PAST PATTERSON

who is sitting on the edge of his bunk. He appears some-
what stronger now. In the b.g. through the opened accordion
doors, the Doc has just hung up the mike following his
conversation. Out of the shadow steps the Stranger who
resembles Nelson. He stands off to one side, looking
speculatively toward Patterson o.s.

42

ANGLE ON PATTERSON

with the Stranger in the b.g. Patterson suddenly feels
dizzy as the Stranger raises a hand and points toward
him. The Stranger continues to point. Patterson feels
increasingly dizzy, wavers a moment and then sinks down
on the bunk. He makes one feeble effort to recover and
then sinks into a coma. MOVE IN to a CLOSE SHOT of the
Stranger, looking oddly self-satisfied.

42

43

ANGLE ON ENTRANCE

in a deep sleep. Crane enters the SHOT, followed by the
ship's Doctor. They move past the spot where the Stranger
was standing. He's gone. They move to the comatose
Patterson and look down in surprise.

43

CRANE

I thought you said he was
conscious and sitting up.

DOC

He was...

(examines him)

Comatose. He just seems to
have collapsed again without
warning.

CRANE

Can you bring him out of it? I
mean now.

43 Cont.

43
Cont.

DOCTOR
(shakes his head)
I doubt it.

CRANE
You've got to. We need him for
something. It's vital to the
whole ship.

DOC
I'm sorry. Even if I could bring him
around, judging by what's just happened,
he'd be too weak to move.

X

CRANE
You're absolutely certain?

DOC
I don't like to be certain of
anything. But I'm certain of
that much.

44 CLOSE SHOT - CRANE
very much affected by this information. His eyes have
the haunted expression of a man face to face with death.

44

45 TWO SHOT - CRANE AND THE DOC
as the ship's Doctor observes the haunted expression
on the face of the Captain.

45

DOC
Is there some other way I can
help?

CRANE
No, Doc. Nobody can help now.

DISSOLVE TO:

46 INT. A CORRIDOR - DAY

46

FULL SHOT
showing the door to the Reactor Room. A figure
unrecognizable in an anti-radiation suit, comes down the
corridor and pauses a moment before the opening to the
Reactor Room. Then the figure enters the room, vanishing
in the weird bluish haze of intense radiation.

47 INT. REACTOR ROOM - DAY

47

CLOSE SHOT - CONTROLS (INSERT)
a pair of gloved hands fumble with the manual controls.
The hands activate damping rods which extend into the
interior of the nuclear pile (o.s.).

FULL SHOT

The flickering blue light from the adjacent Reactor Room fades and is gone. Then the figure in the anti-radiation suit emerges, staggering and obviously weak and near collapse. The figure stops and leans against the bulkhead. He reaches up to remove the helmet concealing his head. It is Crane. His face is pale and drawn, his expression blank. He makes an effort to leave the corridor. He takes one or two faltering steps before his knees buckle and he sinks to the deck. He makes a single feeble effort to rise, then sinks down to lie motionless on the deck.

FADE OUT

END OF ACT ONE

ACT TWO

FADE IN

- 49 EXT. UNDERSEA - DAY (STOCK) 49
 FULL SHOT - SEAVIEW
 The still crippled submarine lies motionless on the bottom.
- 50 INT. CONTROL ROOM - DAY 50
 ANGLE ON MORTON
 who stands at the planning table, watching as Nelson makes some calculations. He looks around at the Control Room.
- 51 HIS P.O.V. 51
 The various crewmen sit uneasily at their stations. They are silent and apprehensive, each man waiting as though expecting something to happen at any moment.
- 52 BACK TO MORTON 52
 who shakes his head at the condition of the crew.
- 53 ANGLE ON KOWALSKI 53
 who has been studying one of the dials on his board. He reacts to something he sees and peers at it closer.

KOWALSKI

Mr. Morton!

Morton hurries over to join him.

KOWALSKI

Take a look at this reading. The radiation level's dropping all over the ship!

Nelson hurries into SHOT. He goes immediately to the dial, checks it and is pleased.

NELSON

He did it!

MORTON

Who, Admiral?

NELSON

Patterson, of course.

KOWALSKI

Patterson, sir? Is he all right now?

Cont.

53 Cont.

53
Cont.

NELSON

(soberly)

I'm afraid not, Kowalski. But
he's saved the lives of the whole
crew. We owe him a great debt.

The others are silent, affected by the information.

NELSON

Where's Captain Crane?

MORTON

I haven't seen him since he went
down to Sick Bay.

NELSON

I'll find him. Get them working on
the generator, Chip, and we'll be
off the bottom in short order.

MORTON

Aye, aye, sir!

Nelson starts aft.

DISSOLVE TO:

54

INT. SICK BAY

54

ANGLE ON SHIP'S DOCTOR

who is at his desk, writing a report as Nelson enters.

NELSON

Doc...is the Captain here?

DOC

Why no, sir. He left some time ago.

NELSON

Has Patterson come back yet?

DOC

Back, Admiral? He never left.

Nelson reacts, turns and looks through to the main section
of Sick Bay.

55

HIS P.O.V.

Patterson lies pale and silent on a bunk, his eyes closed.

55

56 TWO SHOT - NELSON AND DOC
as Nelson turns back toward the Doc. His face betrays
a growing alarm.

56

NELSON
Patterson has been here all this
time?

DOC
Of course. He's much too weak to
be moved.

Nelson stands rooted to the spot for a moment, then wheels
and rushes from the room leaving the Doc to stare at him
in puzzlement.

57 INT. A CORRIDOR - DAY

57

ANGLE TOWARD STAIRS
as the Chief comes down the stairs. Halfway down he hears
running footsteps and pauses, curious. Nelson comes rushing
around a corridor bend and sees the Chief.

NELSON
Chief! Follow me - quick!

CHIEF
Aye, sir!

Nelson has already started off again. The Chief hurries
after him.

DISSOLVE TO:

58 INT. REACTOR CORRIDOR - DAY

58

ANGLE ON CRANE
who lies sprawled on the deck, unconscious. Nelson comes
rushing into the corridor and stops dead-still at the sight
of Crane. The Chief, on his heels, also stops, shocked.
Nelson goes to Crane, kneeling beside him, feeling for his
pulse.

CHIEF
Is he alive?
(Nelson nods)
What happened to him?

NELSON
(rising again)
Someone had to shut down that
nuclear pile. He didn't bother to
ask for volunteers.

Cont.

CHIEF

(awed)

You mean in there....

(points to
Reactor Room)

With all that radiation?

NELSON

Let's get him to Sick Bay....
now!

But the Chief, still in shock from the information, only stares down at Crane.

CHIEF

(musing)

He knew what he was doing. He had
to know...

NELSON

(impatiently)

Chief!

Nelson is already lifting the upper portion of Crane's limp body.

CHIEF

(snapping out of it)

Aye, aye, sir!

The Chief helps Nelson pick up Crane. PAN to doorway. As the Admiral and the Chief pick up Crane (o.s.) a figure steps from the shadows of the Reactor Room. Again it is the man who bears an uncanny resemblance to Nelson himself. But strange shadows falling across his face give him an expression of leering evil. Watching the scene in the corridor (o.s.) with sadistic pleasure, he leans one hand casually against the door jamb. Thin curls of smoke come from where the hand touches the jamb. MOVE IN for a CLOSE SHOT as the man removes the hand, leaving the charred mark of a brand on the surface it had touched.

DISSOLVE TO:

59

INT. SICK BAY - DAY

59

ANGLE ON CRANE

who lies quietly on a bunk, eyes closed. The ship's Doc is bending over him in the middle of an examination. PULL BACK TO INCLUDE Nelson and the Chief. Both men watch the progress of the examination in grim silence. At last the doctor finishes and straightens up with a sigh. He looks toward Nelson.

Cont..

59 Cont.

59
Cont.

NELSON
Well?

DOC
He's accepted a massive radiation dose...

NELSON
Go on.

DOC
In a case like this, there can be only one prognosis.

NELSON
(controlling his voice with an effort)
How long?

DOC
A day. Two at the outside.

CHIEF
(floored)
You mean the Skipper won't pull out of this -- He's gonna die?

DOC
I'm afraid there's no power on earth that can save him, Chief.

Nelson and the Chief react.

NELSON
(harsh)
I'd make a deal with the stars if they could help him!
(a pause)
Do what you can for him, Doc. I'll look in again in a little while.

The Doc nods and Nelson turns to leave Sick Bay. The Chief starts to follow, then pauses. He is groping for words.

CHIEF
Doc...if there's anything... anything at all...
(he stops)
Take care of the Skipper.

The Chief goes hastily out of the room.

60 INT. CONTROL ROOM - DAY

60

ANGLE ON KOWALSKI

who is standing before an instrument panel with Morton beside him. He throws a switch, then turns toward Morton.

KOWALSKI

I'm getting a response from
Main Ballast Control!

Morton, with some excitement, throws a couple of switches.

MORTON

You're right! The main generator's
cut in! We can blow ballast.

KOWALSKI

(elated)
Hey! You guys hear that? We can
lift this tub off the bottom!

The crew members react with a sudden release of tension.
Morton turns to the men.

MORTON

All right now...knock it off!
This is a submarine crew. Man your
stations.

The men, still wearing grins, jump to their stations.

VOICE

(on speaker)
Engine Room to Control...

Morton hurries to a hand mike and picks it up.

MORTON

(into mike)
This is the Exec. Go ahead.

VOICE

(on speaker)
Sir...temporary repairs complete.
We're standing by to answer bells.

MORTON

(into mike)
Very well. Prepare to get underway.
(to helmsman and
planesmen)
Full elevation on diving planes.

Cont.

60 Cont.

60
Cont.

VOICE

(o.s.)

Full elevation on diving planes!

MORTON

(into mike)

Blow all tanks for ten seconds.

VOICE

(on speaker)

Blow all tanks for ten seconds...

Aye!

61 ANGLE ON NELSON 61
 who has just entered the Control Room, followed by the Chief. The expression on the faces of both men is haggard in contrast to the attitude of the elated crew. They have stopped to watch the maneuver in silence. Morton crosses over to the Admiral.

MORTON

The generator problem's licked,
 Admiral! We're going upstairs!

62 TWO SHOT - NELSON AND CHIEF 62
 Both men receive the news without reaction.

NELSON

(his voice tired)

Very well. Inform me when we
 broach surface. I'll be in my
 quarters.

He starts off through the Control Room.

63 ANGLE ON MORTON 63
 watching him go, wondering at his attitude.

MORTON

Aye, aye, sir.

Morton turns to look at the Chief, who avoids his glance and walks away.

64 EXT. UNDERSEA - DAY (STOCK) 64

FULL SHOT - SEAVIEW
 as air bubbles rise from the sub and the great vessel first stirs and then begins to rise from the bottom.

DISSOLVE TO:

65 INT. ADMIRAL'S CABIN - DAY 65

ANGLE ON DESK

Nelson sits slumped at the desk staring moodily into space, deeply affected by what has happened.

STRANGER'S VOICE

(o.s.)

Admiral Nelson...

Nelson reacts in startled surprise, swiveling his chair around toward the source of the voice.

66 HIS P.O.V. - THE STRANGER 66
who is perched casually on the edge of Nelson's bunk. It is the man with the uncanny resemblance to Nelson himself and he is returning Nelson's stare with a strangely evil grin.

67 CLOSE ON NELSON 67
completely amazed by the sight of the intruder. He rises slowly from his chair.

NELSON

(slowly, in awe)

Who are you?

68- OUT 68-
69 OUT 69

70 ANGLE ON STRANGER (SPLIT SCREEN) 70
his evil grin widening.

STRANGER

Rather like looking into a mirror, isn't it? It amuses me to assume various appearances. But it's more than mere amusement, of course. I find it gives me a certain initial advantage. Besides, I don't think you Earthlings could stand the shock of my actual appearance.

71 CLOSE SHOT - NELSON 71
still rocked by the encounter. He rubs the back of his hand over his eyes as though to brush away what must obviously be a vision.

STRANGER'S VOICE

(o.s.; laughing)

72 ANGLE ON STRANGER
enjoying, perversely, Nelson's bewilderment.

72

STRANGER

Oh, you see me all right, Admiral.
And don't delude yourself that I
can be made to disappear by closing
your eyes to me.

73 ANGLE ON NELSON - STRANGER IN B.G. (SPLIT SCREEN)
who deliberately resumes his seat at the desk.

73

NELSON

I'm alone in the room. There's no
one here.

STRANGER

(amused)

Then who are you talking to?

NELSON

I've had a bad shock. It's done
something to my nerves.

STRANGER

Quite true. The shock caused by
the imminent death of your friend,
Captain Crane. Happily for you,
I've decided to take you up on your
offer.

NELSON

Offer?

STRANGER

The one you made in Sick Bay.

NELSON

I don't recall making any offers.

STRANGER

Oh but I do -- vividly. Let me
refresh your own memory.

(BURN-IN)

The man turns toward the blank TV screen on the wall of
the cabin. He makes a casual gesture and the screen flickers.
While Nelson stares, an image forms on the screen. The image
shows the ship's Doctor, the Chief and Nelson in Sick Bay
as they were when they discussed Crane's illness.

74 ANGLE ON TV SCREEN (BURN-IN)

74

The scene is replayed exactly as it had happened before.

CHIEF

He's gonna die?

Cont.

74 Cont.

74
Cont.

DOC
(on screen)
I'm afraid there's no power
on Earth that can save him,
Chief.

NELSON
(on screen;
harsh)
Then I'd make a deal with the
stars if they could help him!

The screen flashes and the image vanishes.

75 ANGLE ON NELSON - STRANGER IN B.G. (SPLIT SCREEN) 75
continuing to stare at the now blank screen. Finally he
turns to look toward the man who watches him with his
expression of amusement.

NELSON
(low, as though
to himself)
"The stars...that Unidentified
Flying Object Lee Crane told me about X
that landed in the sea..."

The Stranger makes a small mock bow of acknowledgement.

STRANGER
And now, my dear Admiral...about
your proposition....

NELSON
I made no proposition.

STRANGER
I have just demonstrated the
contrary. Captain Crane need
not die.

76 CLOSE SHOT - NELSON 76
still having difficulty rationalizing the situation to
himself.

NELSON
You can actually save Crane's
life?

77 CLOSE SHOT - THE STRANGER 77
his sardonic expression revealing a quickening interest.

STRANGER

Yes. We have the power to arrest
death. I'll do even better. I'll
save the other young man, too.
Patterson, isn't it?

X

78 CLOSE SHOT - NELSON 78
his expression wary.

NELSON

In exchange for what?

79 TWO SHOT - NELSON AND THE STRANGER (SPLIT SCREEN) 79
as they confront each other.

STRANGER

Your silence concerning me. And
a small favor.

NELSON

Such as...?

STRANGER

Patience, Admiral, patience. Agree
to the deal and Crane will live.
Patterson too, of course.

NELSON

Not until I know what the favor
is.

STRANGER

I'm sorry. I can't tell you in
advance.

NELSON

Then I can make no promise.

STRANGER

Too bad. In that event both men
will die within the hour. I hope
you plan a burial at sea. I find
them delightfully amusing.

The man turns as though to leave.

80 CLOSE SHOT - NELSON 80
struggling to make a decision.

NELSON

Wait!

81 THE STRANGER (SPLIT SCREEN)
turns an expectant face.

81

STRANGER

Yes, Admiral?

NELSON

(o.s.)

You promise Crane and Patterson
will live?

The man's expectant look begins to change to one of triumph.

STRANGER

You have my personal guarantee.
Is the deal made?

The man extends his hand.

82 CLOSE ON NELSON
his face grim.

82

NELSON

(laconically)

It's made.

The hand of the man extends into SHOT. Nelson hesitates
then takes the hand. It is like grasping a hot branding
iron. Nelson cries out in pain, then slumps to the edge
of his bunk staring at his hand in horror.

FADE OUT

END OF ACT TWO

ACT THREE

FADE IN

83 EXT. SURFACE - DAY 83

FULL SHOT (STOCK)
as the calm waters boil and the Seaview breaks through
to ride on the surface.

84 INT. CONTROL ROOM - DAY 84

ANGLE ON MORTON
who stands on the periscope island, peering through the
eyepiece of the 'scope. He straightens up.

MORTON

Down 'scope.
(as the periscope
descends)
Deck detail, crack forward hatches.
(picks up an
intercom mike)
Admiral, this is Morton. We're on
the surface.

85 INT. ADMIRAL'S CABIN - DAY 85

ANGLE ON INTERCOM SPEAKER
as Morton's voice crackles over it.

MORTON'S VOICE

(on speaker)
Are there any orders, sir?
(pause)
Admiral Nelson...?

PAN to where Nelson sits on the edge of the bunk, face buried
in his hands. He stirs as the voice reaches his subconscious.

MORTON'S VOICE

(on speaker)
Admiral!

86 INT. CONTROL ROOM - DAY 86

ANGLE ON MORTON
as he puts the mike down and turns.

MORTON

Chief! Lay up to the Admiral's
quarters. See if he's all right.

Cont.

86 Cont.

86
Cont.

CHIEF

Aye, aye, sir.

He starts quickly for the nose ladder.

87 INT. ADMIRAL'S CABIN - DAY

87

ANGLE ON NELSON

as, somewhat painfully, he draws himself to his feet. He seems bewildered for a moment as he thinks back to the last thing he can remember. He looks around quickly, half expecting to see the stranger there. Except for himself, the cabin is empty. He looks around for any sign that there has been a visitor. There is none. He shakes his head as though to clear it. At last he is convinced that the visit was entirely in his imagination. Then he catches sight of the palm of his right hand and reacts.

88 CLOSE SHOT - PALM OF HAND (INSERT)

88

There, clearly marked on the palm, is the angry red mark of a burn, looking very much like the mark of a branding iron.

89 ANGLE ON NELSON

89

as he stands staring down at the marked palm. He realizes now that the visit was not an imaginary one. He is still staring with a combination of wonder and revulsion when a knock on the door causes him to start. Somewhat guiltily, he drops his right arm to his side, concealing the marked palm.

NELSON

Come in.

The door opens and the Chief enters.

CHIEF

Mr. Morton couldn't raise you on the intercom, sir. He sent me to see what was wrong.

NELSON

Wrong? Oh, yes, I'-- uh -- I was concentrating! I didn't hear him!

CHIEF

(understandingly)

Yes, sir. I know what you mean. I'm in a daze myself ever since we got the word on the Skipper.

Cont.

89 Cont.

89
Cont.

NELSON

Have you mentioned it to anyone yet,
Chief?

CHIEF

No, sir. I guess I got to feeling
it wouldn't be real until I said
it out loud. I'll inform Mr. Morton
now, sir.

NELSON

(sharply)

No!

(then more controlled)

Let's keep the news between us until
all repairs are complete.

CHIEF

They're all going to know sooner or
later, sir.

NELSON

Maybe not. It's just possible your
instincts were right, Chief. Perhaps
if we don't put it into words it
won't happen after all.

The Chief gives Nelson a strange, questioning look.

CHIEF

Look, sir, I was just shooting off
my mouth when I said that. I didn't
really mean it.

NELSON

(snaps)

Well, I did! We won't discuss it
further.

CHIEF

Aye, sir.

(with concern)

Excuse me, Admiral. I hope you
don't take this wrong, but -- are
you feeling okay? I mean, you've
had a bad shock and...

NELSON

(interrupting)

I told you, we won't discuss it!

Cont.

CHIEF

Sorry, sir.

DOC'S VOICE

(on speaker)

Admiral Nelson, this is the ship's
Doctor...

Nelson and the Chief exchange quick glances of
apprehension. Then the Admiral goes over to pick up the
mike.

NELSON

(into mike)

Yes, Doc - go ahead.

DOC'S VOICE

(on speaker)

Admiral, something's happened down
here. Could you come to Sick Bay
as quickly as possible?

NELSON

(into mike)

I'll be right there.

Nelson replaces the mike and glances at the Chief who
looks grieved.

CHIEF

There are some things you just don't
have to be told. The Skipper's dead.

NELSON

Better come along, Chief.

CHIEF

Aye, aye, sir!

The two men go toward the door.

DISSOLVE TO:

MED. SHOT

The Admiral and the Chief stand facing the Doc in the small ante-room. The accordian doors to Sick Bay proper are closed. The Doctor has several sheets of paper which he passes to Nelson one by one as he talks.

DOC

Blood pressure...Pulse...Blood count...
Temperature...Basal metabolism...
Would you say this was the chart of
a very sick man?

Nelson studies the information on the papers.

NELSON

I'd say it's the chart of an
exceptionally well one, wouldn't
you?

DOC

I don't know what to say anymore. I
took these readings from Lee Crane
less than ten minutes ago.

Nelson receives the information without blinking but the Chief reacts with increasing astonishment.

CHIEF

Doc...Does that mean what I think
it does? Is the Captain getting better?

DOC

Not getting better, Chief - He is
better. Don't ask me how. I just
don't know.

CHIEF

How about that!

NELSON

Where is he?

DOC

In there...getting dressed.
(pulls aside the
folding doors)
Captain, you've got visitors.

Beyond the doors stands Crane buttoning his shirt. He smiles broadly as he steps up to the Admiral.

CRANE

I guess I just live right!

Cont.

90 Cont.

90
Cont.

He extends his hand to shake. Unthinkingly, Nelson grasps Crane's hand, then winces in pain.

CRANE

What's the matter?

NELSON

(covering)

Nothing. It's all right. Good to have you back on your feet, Lee. We'd about given you up.

The Doc, who has observed the business with the hand, goes to Nelson.

DOC

Let me see that hand, Admiral.

NELSON

It's nothing. Forget it.

But the Doc has turned Nelson's hand palm up to reveal the burn mark.

DOC

That's a nasty burn. Better let me treat it.

And he draws Nelson over to his desk. The Chief, meanwhile, takes Crane's hand and pumps it with enthusiasm.

CHIEF

It's great to see you okay, Skipper. You sure had the Admiral worried.

CRANE

(amused)

How about you, Chief?

CHIEF

Oh, I knew you'd lick it. Strong constitution. I can spot 'em every time.

(suddenly somber)

How about Patterson? Is he still holding on?

CRANE

Ask him yourself. Come on - he's in here.

Crane leads the Chief back through the doors into the main section of Sick Bay.

91 : TWO SHOT - DOC AND NELSON
as the Doc works over the Admiral's burned hand.

91

DOC
How did you get this?

NELSON
(evasively)
A simple accident in my cabin.
It isn't important. Why?

DOC
Because I treated another burn today...
exactly like it.

NELSON
Who?

DOC
Patterson...on his face.

As he turns towards the doors, the Chief enters.

CHIEF
Admiral - look!...He's okay!

And Patterson comes through the doors with Crane. Nelson
looks at him. There is a square of bandage on his cheek.

NELSON
How do you feel, Patterson?

PATTERSON
Fine, sir. Never better!

CHIEF
(a grin of pleasure)
How about that?

The Doc goes to Patterson.

DOC
I want another look at that burn.

PATTERSON
Yes, sir. Help yourself.

The Doc glances toward Nelson, who steps up to watch as
the Doc removes the bandage from Patterson's cheek. He
prepares to exhibit the burn to Nelson, then stares in
amazement.

92 CLOSE SHOT - PATTERSON
There is no sign whatsoever of a burn on his cheek!

92

ANGLE ON NELSON
reacting to this as the Doc stares in disbelief.

PATTERSON

Something wrong with the burn, sir?

DOC

No...no, there's nothing wrong at all. In fact, it's amazingly right.

(turns almost
pathetically
to Nelson)

But I'm not sure something isn't wrong with me. Maybe you'd better have me relieved of duty, Admiral.

Nelson looks down at the scarred palm of his hand, then up at the Doc with a rueful expression.

NELSON

(wryly)

No, Doc, I don't think that will be necessary.

DISSOLVE TO:

INT. CONTROL ROOM - DAY

FULL SHOT

All stations are manned. Crane and Nelson are at the planning table studying a chart. Morton is near the periscope island. MOVE IN to a TWO SHOT of Crane and Nelson.

CRANE

(indicating a position
on the chart)

Our position is here. Our rendezvous point with the fleet is...

(indicates a
second point)

...here. Once we can get underway, we should be able to make it in a little less than four hours.

NELSON

(nodding in
satisfaction)

Better than I hoped. How are the repairs coming?

CRANE

Smoothly. Unless we hit a snag, we should be able to hold to our original schedule.

NELSON

Good.

- 95 EXT. SURFACE - DAY (STOCK) 95
 FULL SHOT - SEAVIEW
 underway, as it begins to slip gracefully below the
 surface.
 DISSOLVE TO:
- 96 EXT. UNDERSEA - DAY (STOCK) 96
 FULL SHOT - SEAVIEW
 gliding through the underwater world.
 DISSOLVE TO:
- 97 INT. ADMIRAL'S CABIN - DAY 97
 ANGLE ON DOOR
 as Nelson opens the door to enter the cabin. He closes
 the door, turns and stops, staring at something beyond
 CAMERA.
- 98 REVERSE ON DESK 98
 where the man who resembles Nelson is sitting comfortably
 and expectantly. He nods a greeting.
 STRANGER
 Come in, Admiral. I've been
 waiting for you.
- 99 ANGLE ON NELSON 99
 looking toward the intruder o.s. with a wry expression.
 NELSON
 I gather it's time for a reckoning.
- 100 ANGLE ON MAN 100
 whose face twists into a sardonic grin.
 STRANGER
 You're a practical man. I like
 that.
- 101 ANGLE ON NELSON (SPLIT SCREEN) 101
 looking toward the man. He seats himself in another
 chair and leans back as though prepared to hear anything.
 NELSON
 I'm listening.
 STRANGER
 I have kept my end of the bargain.
 Both Crane and Patterson are
 completely well. Now you will
 keep yours.

101 Cont.

101
Cont.

NELSON

I still don't know what it is.

STRANGER

You will know in a minute. Let
me show you something.(raises a hand to
point at the
television screen)

Observe.

Nelson turns to look toward the darkened screen.

102 ANGLE FAVORING TV SCREEN (BURN-IN) 102
The screen flickers as Nelson turns to look. Then the
image of a vast fleet of warships seen from a great height
appears. (Stock footage.)

103 CLOSE ON NELSON 103
as he looks.

NELSON

Our Pacific Fleet. We're on our
way to rendezvous with them now.

104 CLOSE ON STRANGER 104
his lips curling in a strange smile.

STRANGER

Yes, Admiral...what will be a very
fateful rendezvous. Look and you
shall see what the future will be
like.

He extends his forefinger toward the screen o.s. once more.

105 ANGLE ON TV SCREEN (BURN-IN) 105
Suddenly a fire ball erupts as a hydrogen blast is
detonated near the fleet. (Bikini test stock footage.)

106 CLOSE SHOT - NELSON 106
reacting to what he sees.

107 CLOSE SHOT - THE STRANGER 107
smiling sardonically.

STRANGER

One picture, I find, is worth a
thousand words.

108 ANGLE TOWARD TV SCREEN 108
as the screen goes blank. Nelson, on one side of the
screen, gets to his feet, facing CAMERA.

NELSON

All right...I get the idea.

109 ANGLE ON STRANGER 109
His expression one of satisfaction.

MAN

Splendid! My work is so much easier when I deal with bright people. It's all ridiculously simple. Only one button to push.

110 CLOSE SHOT - NELSON 110
realizing the enormity of the price he is being asked to pay.

NELSON

One button...and with it will come the greatest mass catastrophe the world has ever known.

111 CLOSE SHOT - THE STRANGER 111
who leans back and raises his eyes almost dreamily.

STRANGER

It will be a thing of sheer beauty! Massive retaliation and counter retaliation until the whole world is a cinder pile of devastation. I can almost taste it now!

NELSON

But why? Why?

STRANGER

Other worlds beside your own are faced with a population explosion. Ours is such a world. We need yours to expand on. And the radioactivity that will result, to feed our minds and bodies.

112 ANGLE ON NELSON 112
with an ironic look at the man o.s.

NELSON

You're in for a disappointment I'm afraid. Our nuclear missiles aren't fired by a simple push of a button. There is an elaborate code system set up to prevent just such a tragedy.

113 ANGLE ON STRANGER 113
his sardonic smile broadening.

STRANGER

Fail Safe? You hardly do me credit, Admiral. I have already taken steps to circumvent it.

Cont.

113 Cont.

NELSON

If you could do that, you could fire the missile yourself. You don't need me.

113
Cont.

STRANGER

Oh, but I do -- unhappily, we are so psychologically oriented that we cannot kill. We can only accomplish that end through the acts of some other individual. In this case, Admiral...you. Therefore, you must push the button.

114 CLOSE SHOT - NELSON
as he shakes his head.

114

NELSON

You must know I won't do it.

STRANGER

On the contrary. You see once you made the pact with me, you gave me control of your will. I can force you to push the button.

NELSON

It doesn't matter whether the button is pushed or not. Fail Safe is completely tamper-proof. We've spent years of intensive work perfecting the technique.

115 ANGLE ON STRANGER
rising from the chair.

115

STRANGER

And we have spent ages -- literally -- perfecting ours. Tampering is our specialty, Admiral. Come here.

He beckons Nelson o.s. to accompany him.

116 ANGLE ON WALL (SPLIT SCREEN)
as the man walks into SHOT. He gestures at the Fail Safe panel, and all but one of the slots appear to activate X themselves. Nelson walks in from the opposite side to observe. The Stranger nods toward the panel.

116

STRANGER

There, you see? Now only one more key remains to be turned --- yours.

117 CLOSE SHOT - NELSON 117
 subconsciously he raises his right hand to his shirt collar where the key hangs concealed beneath his shirt. He pauses, then looks down at his hand, opening it to disclose the brand mark on the palm. With an involuntary shudder, he clenches the hand and drops it to his side.

NELSON

I won't do it.

118 TWO SHOT - NELSON AND THE STRANGER (SPLIT SCREEN) 118
 The man looks amused.

STRANGER

Of course you will. All you need is the proper encouragement.

Suddenly a key appears in the man's hand. Nelson reacts, his hand going to his shirt to seek out the key. It is gone. Nelson stares at the key in the man's hand.

NELSON

How did you get that?

STRANGER

Know-how, Admiral. Sheer know-how.

(inserts the key
 in the unactivated
 slot and steps back)

Your turn, please.

(Nelson only
 stares)

Come now...a simple twist of the wrist. The missile is already primed to strike its target. One touch on the button and your work is done.

Nelson finally is able to find his voice.

NELSON

If I refuse?

STRANGER

We have made a pact, you and I. There is no way in the World that you can refuse. Turn the key.

Nelson, dazed, reaches for it and stops.

NELSON

I can't.

Cont.

STRANGER

Turn it!

The Stranger's eyes burn into Nelson's. There is a silent but titanic battle of wills. Slowly, as though an unseen hand were pulling it, Nelson's arm rises. The hand reaches out, trembles a moment, then twists the key. The fourth slot is activated.

STRANGER

Splendid! Now the button.

Again Nelson raises his hand, then stops. He shakes his head.

NELSON

No! I can't do it. If you know anything, you know I can't push that button.

STRANGER

But you can. However you feel, you're no longer master of yourself. Press the button, Admiral, press it.

And Nelson, under the spell of the man's will, slowly raises his hand and extends a forefinger toward the first button.

FADE OUT

END OF ACT THREE

ACT FOUR

FADE IN

119 INT. ADMIRAL'S CABIN - DAY

119

ANGLE ON FAIL SAFE (SPLIT SCREEN)

Nelson is on one side, his forefinger about to touch the first button. The Stranger is on the other side, watching him with an air of expectant confidence. Only a few seconds have elapsed. For a moment Nelson stands rigid, frozen. Then his finger begins to tremble. There is a mighty battle of wills in progress. Then...

NELSON
(an outburst)

No!

He withdraws his hand and moves out of SHOT. The Stranger's expression clouds.

STRANGER

You're a fool, Nelson. You know
I can arrest death. I can also
reverse that power. This can
cost your friend his life.

X

120 ANGLE ON NELSON
who turns to face the man c.s.

120

NELSON

Lee Crane made his decision to
die when he deliberately walked
into that Reactor Room. He did
it to save the lives of one
hundred and twenty-five men. I
happen to believe any man aboard
would have made that same decision.

121 ANGLE ON STRANGER
his face black with anger.

121

STRANGER

(scoffs)

No man's will is stronger than mine!
No man's!

(then a more
conciliatory tone)

You still have your chance...but just
one. If he dies, even I can't change
it. So be very sure before you let
it happen. When you watch him writhe
in his final agony, push the button in
time and he'll be saved. Remember
that.

122 ANGLE ON NELSON 122
As he reaches the door he whirls around.

NELSON
(o.s.)
I've already made my decision.

He flings open the door and goes out, slamming it behind him.

123 CLOSE SHOT - THE STRANGER 123
with baffled rage in his eyes.

124 INT. CONTROL ROOM - DAY 124

ANGLE ON CRANE
working at the chart table. He feels a sudden, stabbing twinge of pain. He clutches at his side a moment, then regains control of himself. He looks around quickly to make sure he has not been observed. Then he returns to his work.

125 ANGLE ON FAIL SAFE DEVICE 125
This is a duplicate device to the one in Nelson's cabin. Like it, the four slots are activated. Kowalski, standing nearby, sees the device and reacts in alarm. He sees the Chief standing at a panel board a couple of yards away.

KOWALSKI
(keeping his voice
down)
Psst...Chief.
(the Chief glances
up, then away again)
Chief...

Annoyed, the Chief takes a couple of steps toward Kowalski.

CHIEF
If you want something, Kowalski,
sound off.

Cont.

125 Cont.

125
Cont.

KOWALSKI

(still low)

I didn't figure you wanted this
yelled out all over the ship. I
mean, it's the Captain's place to
announce it.

CHIEF

What? What are you talking about?

KOWALSKI

Fail Safe. We must be at war.

CHIEF

(scoffing)

War. Sure, sure, we're at war and
I'm....

(stops short in
astonishment as his
eyes fall on the
Fail Safe device)

Holy sufferin'...

(wheels on Kowalski)

Keep your mouth shut about this,
you hear?

KOWALSKI

That's what I was tryin' to do!

But the Chief is already striding toward Crane.

126

TWO SHOT - CRANE AND THE CHIEF
as the Chief comes up to the Captain.

126

CHIEF

Skipper, when did it happen?

CRANE

(still interested in
the chart he's
studying)

What's that, Chief?

CHIEF

War.

CRANE

(looking up
sharply)

What do you mean, war?

Cont.

126 Cont.

126
Cont.

CHIEF

I happened to spot the Fail Safe device.

Before the Chief can continue, Crane is rushing over to the device. The Chief follows.

127

ANGLE ON DEVICE

as Crane rushes up.. He reacts to what he sees, then turns as Chief joins him.

127

CRANE

When did this happen?

CHIEF

I just saw it. Right, Kowalski?

Kowalski shrugs. After all, he spotted it first.

KOWALSKI

Right, Chief.

CRANE

It can't be activated.
(feeling the key
hanging around his
neck under his shirt)
I never used my key.

Looks toward the nose o.s. and hurries off in that direction.

128

INT. OBSERVATION NOSE - DAY

128

ANGLE ON STAIRS

as Nelson comes down from above. Crane comes up to him.

CRANE

Admiral....something's wrong with the Fail Safe. Has there been a red alert from Washington?

NELSON

(with a sharp look
at Crane and a pause)
No...nothing.

CRANE

Then it's a malfunction. I'll check it out.

Suddenly stops with a slight gasp, again clutching at his side. Nelson notes it with alarm.

NELSON

What is it, Lee?

Cont.

128 Cont.

128
Cont.

CRANE

Nothing. A crick in my side. I'm
all right.

(starting away)

I'll let you know when I find the
foul-up.

Nelson lets him go with an expression of concern and pity.

DISSOLVE TO:

129 INT. MISSILE ROOM - DAY

129

ANGLE ON PATTERSON

who is at work on some routine job. Several other crewmen
are at work in the b.g. Crane enters and crosses to
Patterson.

CRANE

Are you all right, Patterson?

PATTERSON

Yes, sir. I feel fine now. How
about you, Skipper?

CRANE

(with false assurance)

Fine.

(looks at crewmen
in b.g.)

Patterson, I have some work to do
on Fail Safe. Regulations require
it to be done in privacy. Get those
men out of here.

PATTERSON

Aye, aye, sir.

(to the men)

Okay, gang, let's clear out.

Patterson starts for the door. Crane waits until he and
the other crewmen have gone. Then his hand goes to his
side and he grimaces in pain. With an effort, he shakes
off the effect of the pain and goes to the Fail Safe box.
He is about to start work on it when another spasm of
pain strikes him. This time it is so strong it all but
overwhelms him. Finally his knees buckle and he sinks
to the deck, writhing under the impact of the attack.

130 CLOSE ON CRANE

as he rolls over on the deck clutching his side in agony.

130

Cont.

130 Cont.

130
Cont.

STRANGER'S VOICE

(o.s.)

Does it hurt very much, Captain?

Crane stares.

131 HIS P.O.V. - A PAIR OF FEET 131
standing near him. TILT UP slowly along the body of the
Stranger until his face is in view. It is no longer the
face and form of Nelson which the man has assumed - but
the almost exact likeness of Crane himself! But, as in
the case when he appeared to Nelson, there is a subtle
difference...a look of eerie evil.

132 ANGLE ON CRANE 132
astonished at the sight and unmindful for the moment of
his pain.

CRANE

(to himself)

I'm seeing things...I'm delirious.

STRANGER'S VOICE

(o.s.)

Not at all, Captain. At least not
yet.

CRANE

Who are you? What is this?

133 UP ANGLE ON STRANGER 133
looking down with perverted amusement, strange shadows
giving his face a look of dissolute evil.

STRANGER

A long, long story, Captain. And
quite beside the point at the
moment. The question now is do
you want to stay alive.

134 CLOSE SHOT - CRANE 134
his face working in pain.

CRANE

Alive? Of course I do.

135 UP ANGLE ON STRANGER 135
staring down at Crane o.s.

STRANGER

Good. I can save your life. But
you must work fast.

Cont.

135 Cont.

135
Cont.

CRANE'S VOICE

(o.s.)

What do you want?

STRANGER

Just a little agreement. First
I will help you. Then, at the
proper time, you will help me.

136- OUT
137OUT 136-
137

138 CLOSE SHOT - CRANE 138
as a look of wariness comes into his eyes. He shakes his
head.

CRANE

(weakly)

No...

STRANGER'S VOICE

(o.s.)

You must.

CRANE

I...won't...

He has a new, stronger pain which cuts off his words.

139 UP ANGLE ON STRANGER 139
looking down without sympathy.

STRANGER

Very well then...die!

140 TWO SHOT - PAST THE STRANGER TO CRANE 140
who writhes helplessly on the deck.

NELSON'S VOICE

(on speaker)

Lee, this is the Admiral. Have you
found the Fail Safe trouble yet?

STRANGER

The Admiral's impatient. He'll be
coming to look for you. We can't
have that, can we?

NELSON'S VOICE

(on speaker)

Lee, can you hear me?

Cont.

140 Cont.

140
Cont.

STRANGER

Do you want him to find you dead?
Or do you want to be free of the pain?
I can help you. Quick! Give me your
hand.

141 UP ANGLE ON THE STRANGER 141
whose lips curve upward in a thin, mirthless smile of
confidence.

142 TWO SHOT - PAST STRANGER TO CRANE 142
as the Stranger extends his hand to Crane. Crane is too
dazed with pain to resist as the hand of the Stranger moves
closer and closer to his. After what seems an age, their
hands touch. There is a searing burn as thin smoke curls
upward. With a strangled cry, Crane pitches forward on the
deck, unconscious.

143 UP ANGLE ON STRANGER 143
looking down at the still figure.

STRANGER

Sleep well, Captain. I'll be back -
once I've dealt with Nelson.

144 INT. CONTROL ROOM - DAY 144
ANGLE ON NELSON
as he replaces the hand mike with a frown of worry. Morton
comes over to join him.

MORTON

Is there anything wrong with
the Skipper?

NELSON

I don't know. I'd better have a look.

STRANGER'S VOICE

(o.s.)

Don't bother, Admiral.

Both men look up, startled. WIDENING ANGLE reveals the man.
Morton immediately believes it is Crane. Nelson is uncertain.

NELSON

Lee! What is it?

The Stranger ignores the question, turning to Morton.

STRANGER

The Fail Safe was sabotaged. Only
an expert could do it...one of the
designers. The Admiral is the only
man aboard who qualified. Mr. Morton,
you will place Admiral Nelson under
close arrest.

MORTON

(stunned)

Lee...

Cont.

STRANGER

I order you to do it at once!

MORTON

(uncertain)

Aye, aye, sir. Chief!

Nelson now realizes the truth. He stares at the Stranger as the Chief comes up.

CHIEF

Sir?

Nelson looks past the Chief and directly at the Stranger.

NELSON

What have you done with Crane?

The Chief does a take, completely thrown by Nelson's question. The Stranger turns to the Chief.

STRANGER

Admiral Nelson has suffered a mental breakdown. He is dangerous and is to be placed under arrest.

MORTON

Take the Admiral to his quarters, Chief.

STRANGER

No! He is to be placed in the brig under close guard.

CHIEF

(still dazed)

The brig, sir?

MORTON

Carry on, Chief.

CHIEF

Aye, aye, sir.

(turns to Nelson
tentatively)

Sir, I...

NELSON

All right, Chief, I won't give you any trouble.

Nelson starts aft. The Chief follows closely. Morton stares after them, as do the Crewmen at their stations. The Stranger turns to Morton.

STRANGER

I'll be in the Missile Room if you want me.

MORTON

Aye, aye, sir.

The Stranger starts out.

DISSOLVE TO:

MED. SHOT

as Nelson and the Chief reach the end of the corridor. Nelson stops, looking toward the Chief.

NELSON

(indicating the right)

This way, Chief.

CHIEF

(taking Nelson's arm)

The brig's that way, sir.

(points to the left)

NELSON

I'm not going to the brig. We've got to get to the Missile Room fast!

CHIEF

I can't let you go there, Admiral. You heard the Captain's order.

NELSON

That wasn't the Captain. Oh, I know it looked like the Captain. Actually it's an alien from outer space.

The Chief gives Nelson a long searching look and is at last convinced of Nelson's mental state.

CHIEF

Sure, Admiral. I knew it right away.

NELSON

You did?

CHIEF

But we're gonna fool him. He expects us to go to the Missile Room. Right? Well, we'll go to the brig.

And he starts to ease Nelson to the left. Nelson realizes he is being humored. With a sudden twist he pulls his arm free of the Chief's grasp and catches him by surprise with a hard blow to the mid-section. The Chief, off balance, reels back against a bulkhead. Nelson sprints away down the right-hand corridor. The Chief recovers quickly and starts in pursuit.

146 INT. SECOND CORRIDOR - DAY 146

ANGLE ON STAIRS

as Nelson pounds down the stairs, starts to run and then ducks into a doorway. At the same moment, the Chief rushes down the stairs. As he runs past the doorway, Nelson's foot extends from the opening and trips the Chief, sending him sprawling. Nelson tries to get by him, but the Chief catches Nelson's legs, bringing him down. The two men grapple, rolling on the deck.

147 INT. MISSILE ROOM - DAY 147

ANGLE ON CRANE

who stands, half-dazed, staring down at the palm of his right hand.

148 CLOSE SHOT - CRANE'S HAND (INSERT) 148
The now-familiar brand-like mark is plainly visible.

149 CLOSE ON CRANE 149
still staring at the brand.

STRANGER'S VOICE

(o.s.)

Let me have your Fail Safe key,
Captain.

Crane looks up and hesitates.

150 MED. SHOT (SPLIT SCREEN) 150
The stranger stands with Crane, each on a different side of the Fail Safe box.

STRANGER

Your will is not as strong as
Nelson's. The pain you have been
through has weakened it. The key,
Captain.

Crane struggles...slowly takes the key and proffers it to the stranger.

151 INT. SECOND CORRIDOR - DAY 151

FULL SHOT

as Nelson and the Chief battle furiously. The Chief gets in a telling blow which seems to stun Nelson. But as he attempts to follow it up with a finishing punch, Nelson summons his last reservoir of strength, slips the punch and gets in a hard Karate chop to the base of the Chief's skull. The Chief pitches forward and lies still. Nelson, panting from the violent fight, steps over the Chief's body and runs off down the corridor.

A-151 INT. STAIRWAY CORRIDOR - DAY

A-151

ANGLE ON CHIEF
as he lies there, dazed.

B-151 ANGLE UP STAIRWAY

B-151

where Morton appears. He reacts as he sees the Chief sprawled on the deck below. He charges down the stairs and kneels to help the Chief.

MORTON

What happened to you? Where's the Admiral?

CHIEF

(coming out of it)

He got away. That way!

As the Chief points, two armed Crewmen come along the corridor and stop in surprise. Morton faces them.

MORTON

You men... After the Admiral. Stop him any way you can! Jump!

The men draw their guns and rush off in the direction indicated by Morton. Morton helps the Chief to his feet.

CHIEF

He got in a lucky punch that's all.

C-151 INT. A CORRIDOR - DAY

C-151

FULL SHOT

as Nelson sprints along the corridor. The pursuing Crewmen appear at the far end.

FIRST CREWMAN

Halt or we'll fire!

Nelson ignores them and starts for the corridor bend. The Second Crewman levels his gun and is about to fire. The First one catches the man's arm.

FIRST CREWMAN

Over his head! Don't hit him!

The Second Crewman nods and fires high just as Nelson disappears around the bend.

D-151

INT. ANOTHER CORRIDOR - DAY

D-151

ANGLE

As Nelson tears around the corridor bend, in his frantic haste, he loses his footing and falls. The pursuing Crewmen, on his heels, pile into him. Nelson reaches up, grabs the arm of the nearest man and throws him, spoiling the aim of the Second Crewman who had levelled his gun. Nelson scrambles up and sprints for the far corridor bend while the two Crewmen untangle themselves and get off a couple of shots, aimed high, just as the Admiral disappears at the far end of the corridor. They resume the wild pursuit.

152 INT. MISSILE ROOM - DAY 152

ANGLE ON CRANE
standing before the Fail Safe device, his hand extended toward the first button. **We see the key is in and turned.**

STRANGER'S VOICE
(o.s.)
There is no choice now, Captain.
I will you to push the button.
You are too weak to resist me.
(Crane grimaces from the returning pain)
Push it now while you can. Now...!

Crane sways blindly toward the waiting button.

153 INT. THIRD CORRIDOR - DAY 153

FULL SHOT
as Nelson tears along at full tilt. He comes to the door to the Missile Room and begins frantically to undog the hatch.

154 INT. MISSILE ROOM - DAY 154

CLOSE ON STRANGER
whose eyes bore hypnotically into Crane (o.s.).

STRANGER
Push the button, Captain. Quickly.

155 ANGLE ON CRANE 155
Past him, in the b.g., is the door to the Missile Room. Crane touches the button and pushes just as the door bursts open and Nelson appears.

NELSON
Lee! No!

156 EXT. UNDERSEA - DAY (STOCK) 156

ANGLE ON SEAVIEW DECK
as a nuclear missile shoots from out of the missile silos.

157 EXT. SURFACE PAN - DAY (STOCK) 157

FULL SHOT
The missile bursts from the sea and arcs into the sky.

158 INT. MISSILE ROOM - DAY 158

ANGLE ON STRANGER
who laughs in triumph as Crane, back to CAMERA, slumps forward completely spent. Nelson dashes up.

158 Cont.

158
Cont.

STRANGER

Too late, Admiral. The missile's
on its way. The Fleet is as good
as destroyed.

- A-158 ANGLE A-158
He turns and exits. Nelson moves to the bulkhead.
Beneath the Fail Safe device is a row of buttons marked
"Destruct". Nelson pushes one and grabs hold of a pipe
to brace himself.
- 159 EXT. THE SKY - DAY (STOCK) 159

FULL SHOT
A ball of fire erupts in the sky, growing until it fills
the screen with broiling, swirling destruction.
- 160 EXT. UNDERSEA - DAY (STOCK) 160

FULL SHOT - SEAVIEW
as an enormous shock wave strikes, rocking the giant
submarine like a toy.
- 161 INT. CONTROL ROOM - DAY (STOCK) 161

FULL SHOT
as the submarine reels violently under the impact, hurl-
ing Crewmen and equipment in every direction in wild
disorder.

FADE OUT

END OF ACT FOUR

TAG

FADE IN

A-161 EXT. UNDERWATER - DAY (STOCK) A-161

FULL SHOT - SEAVIEW
recovering from impact. X

B-161 INT. REACTOR ROOM CORRIDOR - DAY B-161

ANGLE AWAY FROM REACTOR ROOM DOOR
Nelson moves into the corridor toward the Reactor Room
door behind CAMERA. He spots something and halts.

162 ANGLE ON REACTOR ROOM DOOR 162
with the strange man, once more resembling Nelson, standing
at the closed door. Beyond, inside the Reactor Room, is
the flickering blue light of intense radiation. The
Stranger's mouth twists in its sardonic smile.

STRANGER

Sportsmanship, Admiral, is not
our strongest suit. You've beaten
me in a battle of wills. My
superiors do not like it. I am
being recalled.

163 ANGLE - NELSON 163
watching the Stranger o.s. Crane comes into corridor
and stands beside him now.

STRANGER'S VOICE

(o.s.)

However, time is on our side, not
yours.

164 ANGLE PAST NELSON AND CRANE TO STRANGER 164
as he looks toward them.

STRANGER

There will be others who will visit
you. Other wills to battle. Sooner
or later the nuclear holocaust will
come and our day will dawn on the Earth.

NELSON

The next time we'll be ready for you. X

The Stranger laughs and turns toward the Reactor Room door. X

165 TWO SHOT - NELSON AND CRANE 165
as Crane looks down at the branded palm of his hand,
then reacts. Nelson, seeing the reaction, looks at
his own palm.

166 CLOSE SHOT (INSERT) 166
showing both palms. The angry red brands fade out and
disappear on both hands.

STRANGER'S VOICE
(o.s. -- fainter
now as he laughs)

167 ANGLE INTO REACTOR ROOM THROUGH DOOR 167

PAST NELSON AND CRANE
as they look up. Inside the Reactor Room we see the
deadly blue mist swirling and forming, swallowing up
the stranger until only a faint shape is barely dis-
cernible.

STRANGER'S VOICE
(o.s.)
Farewell, gentlemen. Perhaps we'll X
meet again.
(the laugh is heard)

The mist enshrouds the stranger's figure... It closes
in, swallows him completely...then as we HEAR a DYING
LAUGH from the stranger, the mist swirls and disappears.
The room is empty. The stranger is gone.

168 TWO SHOT - CRANE AND NELSON 168
as they stare wordlessly toward the door.

169 EXT. UNDERSEA - DAY (STOCK) 169

FULL SHOT - SEAVIEW
moving serenely beneath the water.

FADE OUT

END OF EPISODE