

VOYAGE TO THE BOTTOM OF THE SEA

"SPANISH GOLD"

by

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REVISED SHOOTING FINAL  
July 13, 1966

CAST LIST

NELSON

CRANE

MORTON

KOWALSKI

SHARKEY

PATTERSON

SPRAGUE

BUCCANEER

MAN CREATURE

SET LIST

INT. SEAVIEW CONTROL ROOM  
INT. OBSERVATION NOSE  
INT. MISSILE ROOM  
EXT. ISLAND ROCKY CAVE  
INT. CAVE  
EXT. SEA  
EXT. BOULDERS  
EXT. ISLAND ROCKY BEACH  
INT. DIVING BELL  
INT. FLYING SUB  
EXT. DIVING BELL AT CLEARING  
EXT. ISLAND JUNGLE AND TRAILS  
EXT. QUICKSAND AREA

"SPANISH GOLD"

TEASER

FADE IN

- 1 EXT. UNDERSEA - DAY (STOCK) 1  
FULL SHOT - SEAVIEW  
motionless in the underwater world. A cable descends into the depths, like an umbilical cord attached to the giant sub's launching bay. CAMERA MOVES DOWN to the DIVING BELL dangling from the end of the connecting cable. As the bathysphere descends slowly and smoothly toward an ocean shelf, its searchlight cuts a bright swathe through the blue-green water.
- 2 EXT. UNDERSEA - DAY (STOCK) 2  
The searchlight beam reveals and startles shoals of fish. As they veer away, exotic marine growth and veined outcroppings of rock come into view.
- 3 INT. DIVING BELL - DAY (BUBBLE TANKS) (SCENES 3-18) 3  
ANGLE AT NELSON AND SPRAGUE  
The bell has three occupants - ADMIRAL NELSON, ELTON SPRAGUE, CHIEF SHARKEY. Nelson and Sprague are at the observation porthole. The Chief is slightly beyond them at the control and communication panel. A civilian geologist and mineralogist, about thirty-five, Sprague is a strong-featured, big-shouldered man whose devotion to his work curbs his innate capacity for adventure. What he sees now delights and excites him.

SPRAGUE

Look at those deposits, Admiral!  
I've never seen minerals as rare as these in such quantities. Your coordinates were one hundred percent accurate.

NELSON

(smiles)

They were based on your geological research, Mr. Sprague.

SPRAGUE

Beryllium...lithium...manganese modules...magnesium. Ores like these are worth millions!

Cont.

3 Cont.

3  
Cont.

NELSON  
Undoubtedly. But it's their use  
value that matters. If they can  
be minded successfully undersea,  
they could help advance our space  
program by many years.

4 ANGLE AT CHIEF  
at the Control Board, intent on his work.

4

MORTON'S VOICE  
(p.a.)  
We read nine hundred feet, Chief.  
Please confirm.

The Chief picks up mike.

CHIEF  
Nine hundred feet, sir. Descent  
still normal.

NELSON  
Let us down another five hundred  
feet, Chief.

CHIEF  
(into mike)  
Maintain present rate of descent  
for another five hundred feet.

5 INT. SEAVIEW MISSILE ROOM - DAY

5

ANGLE AT WINCH  
PATTERSON and CREWMAN are at the winch. While the big  
drum unwinds, MORTON stands nearby, mike in hand.

MORTON  
Diving bell reports A-ok, sir.

6 INT. SEAVIEW CONTROL ROOM - DAY

6

ANGLE AT CRANE  
as the Control Room PERSONNEL go about their tasks.  
Kowalski is working Sonar.

Cont.

6 Cont.

6  
Cont.

Crane picks up mike.

CRANE

Very well, Chip. Carry on.

7

ANGLE AT SONAR

Kowalski tenses suddenly as the scanner changes pattern.

7

KOWALSKI

Skipper!

Crane comes to him quickly.

CRANE

What is it, Kowalski?

KOWALSKI

Sudden change of pattern, sir.  
Full scale disturbance bearing  
zero-three-zero.

CRANE

Disturbance...? We've had no  
warnings from Meteorology.

Crane moves over to the seismograph and reads it.

CRANE

It's registered on the seismograph.  
Scale reading seven-point-three.

KOWALSKI

Could it be a severe earthquake,  
sir?

CRANE

(studies scanner)

I don't think so. Looks like a  
tidal wave. And approaching fast.

8

INT. DIVING BELL - DAY

8

ANGLE ON NELSON AND SPRAGUE

at the observation porthole. Sprague is still impressed.

SPRAGUE

(wistfully)

Unbelievable! I'd give my soul  
to stake my claim down here. I'd  
be the richest man alive!

Cont.

NELSON

(drily)

Mr. Sprague, we're in international waters. Our exploration is sponsored by the World Commission on Planetary Resources. Mankind will benefit from our findings - not any one individual.

Sprague turns to look at Nelson with a slight frown.

CRANE'S VOICE

(p.a. - urgent)

Admiral, get ready for ascent. We're terminating dive.

Nelson turns quickly to the Chief and picks up mike.

NELSON

Why, Lee? What's wrong? All procedures normal down here.

9 INT. SEAVIEW CONTROL ROOM - DAY

9

ANGLE AT SONAR

Crane, watching the scanner over Kowalski's shoulder, speaks into a hand mike.

CRANE

Tidal wave approaching, Admiral. We'll try to get you aboard before it hits. But be ready for possible impact.

He clicks the mike.

A-9 INT. MISSILE ROOM

A-9

CRANE'S VOICE

(p.a.)

Bring up that bell! Fast!

10 INT. SEAVIEW MISSILE ROOM - DAY

10

ANGLE AT WINCH

Patterson and the Crewman are at the controls. Morton watches the gauges above them.

MORTON

Reverse winch!

Patterson reverses lever. The winch stops. Then starts to wind up.

MORTON

Increase acceleration four points.

Patterson pushes button. The winch gathers more speed.

CRANE'S VOICE

(over p.a.)

Attention, all hands. Brace for wave impact.

- 11 EXT. SURFACE - DAY (STOCK) 11  
FULL SHOT - TIDAL WAVE  
cresting in full flood directly TOWARD CAMERA. It rolls  
nearer and nearer. The waters engulf CAMERA with a ROAR.
- 12 EXT. UNDERSEA - DAY 12  
FULL SHOT - SEAVIEW (STOCK)  
The vessel takes the shock of turbulence impact broadside  
and rocks violently from side to side.
- 13 INT. DIVING BELL - DAY 13  
FULL SHOT  
It heaves and pitches under the impact. Nelson, Sprague  
and the Chief cling to supports.
- 14 EXT. SEA - DAY (STOCK) 14  
FULL SHOT - TIDAL WAVE  
The wave buffets CAMERA with an earsplitting ROAR.
- 15 INT. SEAVIEW MISSILE ROOM - DAY 15  
FULL SHOT  
Patterson and the Crewman are flung away from the winch  
as the room shudders. Morton is hurled to the floor.  
The winch, running out of control, begins to smoke.
- 16 EXT. UNDERWATER - DAY (MINIATURE) 16  
The diving bell swings violently on the end of its cable  
in the turbulent waters. The cable suddenly snaps and  
whips free. The small vessel tumbles and spins, out of  
control.

FADE OUT

END OF TEASER



ACT ONE

FADE IN

- 17 EXT. UNDERWATER - DAY (MINIATURE) 17  
 FULL SHOT - DIVING BELL  
 as it careens through the depths.
- 18 INT. DIVING BELL - DAY 18  
 Nelson, Sprague and the Chief are flung violently to the  
 floor as the bell shudders and tilts wildly.
- 19 EXT. UNDERWATER - DAY (STOCK) 19  
 FULL SHOT - SEAVIEW  
 as the huge sub continues to take the wave's impact.
- 20 INT. CONTROL ROOM - DAY 20  
 Lights go out and red emergency lights go on. The deck  
 pitches and tilts wildly while the Crewmen cling to every  
 available support. As the violent movement subsides,  
 Crane uses the mike.

CRANE

(into mike)

Seaview to diving bell! Come  
 in, Admiral!...Come in!

Kowalski calls from his Sonar station:

KOWALSKI

All communications are knocked  
 out, Captain!

Crane crosses to Sonar. The screen is black.

CRANE

(grimly)

Check with Damage Control. On  
 the double, Kowalski.

Kowalski jumps up and exits.

- 21 INT. MISSILE ROOM - DAY (RED LIGHTING) 21  
 ANGLE AT WINCH  
 The winch runs at high speed, out of control, smoking.  
 Morton lies on the floor. Patterson and the Crewman  
 struggle to get up. Patterson pulls Morton to his feet.  
 The Crewman meanwhile grabs a foam extinguisher from a  
 wall rack.

22 ANOTHER ANGLE 22  
as the Crewman battles the smoke at the winch. Morton and Patterson grab extinguishers and start fighting the smoking winch.

23 INT. CONTROL ROOM - DAY (RED LIGHTING) 23  
Kowalski enters and crosses quickly to Crane at the darkened Sonar screen.

KOWALSKI

Damage Control reports serious damage to main circuits, Captain. Less than half power available.

CRANE

Anything else?

KOWALSKI

Leakage at frames thirty-three and thirty-four, sir.

CRANE

(frowning)

That means exterior repairs.

As Kowalski nods, the Sonar pattern resumes. Lights come on. Kowalski quickly points at the screen.

KOWALSKI

Dangerous surface turbulence, sir.

CRANE

Then we'll have to work underwater.

He picks up mike.

24 INT. MISSILE ROOM - DAY (REGULAR LIGHTING) 24  
as the smoke is brought under control.

CRANE'S VOICE

(p.a.)

Are communications restored, Chip? Can you hear me?

Morton picks up an intercom mike.

MORTON

(into mike)

We read you A-ok, Lee.

CRANE'S VOICE

What's your report on the bell?

MORTON

The cable snapped. The winch ran wild and flamed out.

25 INT. CONTROL ROOM - DAY  
Crane is on the intercom mike at Sonar.

25

MORTON'S VOICE

(p.a.)

We've lost contact with the  
diving bell.

CRANE

(grimly)

All right, Chip.

(clicks mike)

Repair Crew. Ready Team One  
for underwater welding operations.

Crane puts the mike down. Kowalski looks at him.

KOWALSKI

What about the Admiral, sir?

CRANE

(soberly)

We have to locate the bell fast.  
-- Their oxygen supply will soon be  
exhausted.

Kowalski nods gravely. Crane exits.

26 INT. DIVING BELL - DAY

26

ANGLE AT NELSON

Sprawled on the deck near the control board, Nelson  
regains consciousness and struggles to his feet. He  
almost falls again. The bell is askew; the deck slants  
crazily underfoot. Nelson reaches for the mike at the  
board.

NELSON

(into mike)

Nelson to Seaview...Nelson to  
Seaview...do you hear me?

The radio is dead. Nelson replaces the mike and moves  
forward to the Chief and Sprague sprawled nearby. The  
Chief comes to and pulls himself upright as Sprague opens  
his eyes and shakes his head dizzily.

CHIEF

What happened, sir?

NELSON

The tidal wave knocked us galley  
west.

Cont.

26 Cont.

26  
Cont.

SPRAGUE  
(struggles to feet)  
Are we in touch with the Seaview?

NELSON  
No communications are out.

SPRAGUE  
Strange there's no movement...

The Chief glances toward the o.s. observation port.

SHARKEY  
Admiral, look!

Nelson and Sprague turn quickly and move close to port.

27 EXT. DIVING BELL - DAY 27

CLOSE ON PORTHOLE  
as Nelson and Sprague peer out.

28 ANGLE AT ISLAND CLEARING - DIRECT P.O.V. 28  
Eerie mists swirl through a jungle clearing. A fallen  
palm tree lies nearby. Beyond are boulders.

29 INT. DIVING BELL - DAY 29  
Sprague shakes his head in wonderment.

SPRAGUE  
It's impossible -- we can't be!

NELSON  
But we are, Mr. Sprague. We're  
on land.

SPRAGUE  
We were two thousand feet deep  
in the sea!

NELSON  
Tidal waves generate unbelievable  
force. Bigger objects than our  
diving bell have been scooped up  
from the ocean floor and thrown onto  
land.

(turns away)  
Check the instrumentation, Chief.  
We've got to contact Seaview.

The Chief turns to the control board and starts working.  
Nelson crosses to the hatch.

Cont.

29 Cont.

29  
Cont.

## NELSON

We'd better open up. Our oxygen  
won't last much longer.

Nelson opens up the hatch. Mists curl into the bell from  
outside.

30 EXT. ISLAND CLEARING - DAY 30

ANGLE AT DIVING BELL  
which lies half on its side. Nelson appears in the hatch  
opening.

31 NELSON'S P.O.V. 31  
The mists swirl through a tangle of grotesque trees with  
twisted banyan-like roots.32 ANGLE ON NELSON 32  
puzzled and uneasy. Then, without warning, there is  
the SOUND of a hoarse, antediluvian ROAR.

## SPRAGUE'S VOICE

(o.s.; inside bell)

Admiral, what was that?

Nelson doesn't answer, looking alertly about him. There  
is a THRASHING o.s. in the trees. Then Nelson reacts in  
unbelieving wonder.

33 ANGLE AT MONSTER - P.O.V. (STOCK) 33  
A tremendous antediluvian monster (Iguana) noses forward  
through the foliage. Its basilisk eyes stare straight  
at CAMERA.34 ON NELSON 34  
as he studies the creature with narrowed eyes. The  
creature ROARS, o.s. Nelson withdraws slowly and  
cautiously into the bell.35 LONG SHOT - DIVING BELL (MINIATURE) 35  
The diving bell is dwarfed by the jaws of the giant  
monster whose body remains hidden in the tangled under-  
growth. The creature waits, menacing, unpredictable.

36 INT. SEAVIEW - DAY 36

FULL SHOT - MISSILE ROOM  
showing BUSTLE of activity. CAMERA PANS to airlock, where  
three divers in wet suits and carrying underwater welding  
equipment are preparing to leave. Clip board in hand,  
PATTERSON is checking them out. Morton approaches, also  
in diving gear and with welding equipment. Crane joins  
them from another direction.

CRANE

All set, Chip?

(Morton nods)

Let me know if repairs are more extensive than we anticipate. And if you run into trouble...well, don't hang around outside.

MORTON

All right, Lee. Too bad we can't surface and beach somewhere for repairs.

CRANE

Impossible. But we can limp along undersea if we have to.

MORTON

Any word from the Admiral?

CRANE

(shakes head somberly)

Nothing yet.

Two divers now move into the hatch. Patterson closes it and pushes the pressure equalization button, sending them on their way.

- 37 EXT. UNDERSEA - DAY (STOCK) 37
- ANGLE AT SEAVIEW AIRLOCK HATCH  
as the first two divers emerge into the water and swim away. A moment later, Morton and the fourth diver come out and swim along the side of the hull.
- 38 ANGLE AT DIVERS (STOCK) 38  
as they make their way past the Seaview's side.
- 39 ANGLE AT SHARKS (STOCK) 39  
Several SHARKS move in silent menace through the blue-green depths.
- 40 ANGLE AT DIVERS 40  
as they begin to work on the Seaview's warped plates. Their underwater welding torches spark and burn brightly against the gray hull.
- 41 EXT. ISLAND - DAY (STOCK) 41
- ANGLE AT MONSTER  
as the giant creature opens its jaws and ROARS.

42 INT. DIVING BELL- DAY 42  
 The Chief keeps on working at the control board. Nelson takes an electronic stun gun from a cabinet and crosses to the hatch.

SPRAGUE  
 (fearfully)  
 Surely you're not going outside, Admiral?

NELSON  
 We can't stay in here.

SPRAGUE  
 But if we try to get out...

NELSON  
 That creature outside is already curious. Any moment now, it can decide this bell is a choice tidbit.  
 (over shoulder)  
 Sharkey, how do we stand?

CHIEF  
 Still working, sir. I need another five minutes.

NELSON  
 (quickly)  
 We don't have five minutes!

43 EXT. DIVING BELL - DAY (MINIATURE) 43  
 The monster lumbers threateningly toward the diving bell in the jungle clearing.

44 ANGLE AT DIVING BELL HATCH 44  
 Nelson appears, electronic gun held ready.

45 ANGLE AT MONSTER - P.O.V. (STOCK) 45  
 as it moves toward CAMERA, jaws yawning wide.

46 ANGLE AT NELSON 46  
 as he fires the gun.

47 ANGLE AT MONSTER (MINIATURE) (PHOTO EFF RAY) 47  
 The electronic ray strikes its armorplate. The creature recoils with a ROAR...then starts forward again.

48 ANGLE AT NELSON (PHOTO EFF RAY) 48  
 as he fires again.

- 49 ANGLE AT MONSTER (MINIATURE) (PHOTO EFF RAY) 49  
The electronic ray zings against its nose. The monster  
veers away and crashes into the jungle growth, disappearing  
from view.
- 50 CLOSE ON NELSON 50  
as he watches with relief.
- 51 EXT. UNDERSEA - DAY (STOCK) 51  
ANGLE AT DIVERS  
as they work with their welding torches outside the  
Seaview.
- 52 ANGLE AT SHARKS (STOCK) 52  
as they prowl the depths.
- 53 INT. OBSERVATION NOSE - DAY 53  
ANGLE TOWARD WINDOWS (BUBBLE TANKS)  
Crane eyes the wall clock anxiously and picks up a hand  
mike.

CRANE  
(into mike)  
Repair Team, Repair Team.  
What is your status?

MORTON'S VOICE  
(p.a.)  
Proceeding normally, Skipper.

CRANE  
How much longer?

MORTON'S VOICE  
(p.a.)  
Maybe twenty minutes.  
(suddenly, urgently)  
Look out, look out!

CRANE  
(sharply)  
What is it, Chip?

MORTON'S VOICE  
(p.a.)  
Sharks..sharks! Move off, men,  
move off!

- 54 EXT. UNDERSEA - DAY (STOCK) 54  
The divers swim quickly away.



- 55 CLOSE ON SHARK (STOCK) 55  
as it darts past CAMERA toward its prey.
- 56 CLOSE ON DIVER (STOCK) 56  
as he uses his welding torch as a weapon, aiming it  
directly at CAMERA.
- A-56 EXT. UNDERSEA - DAY (STOCK) A-56  
Other cuts of divers under attack by sharks.
- 57 INT. OBSERVATION NOSE - DAY 57  
Crane doubleclicks his hand mike, speaking crisply.

CRANE  
(into mike)  
Stand by escape hatch. Divers  
under attack by sharks.

- 58 EXT. ISLAND - DAY 58

ANGLE AT DIVING BELL  
as Nelson and Sprague make their way out from the bell.  
Both carry side-arms. Nelson also has several small  
grenades attached to his belt. The Chief looks out at  
them from the open hatch. The eerie mists swirl through  
SCENE.

NELSON  
As soon as you have the radio  
working, contact the Seaview.

CHIEF  
Aye, sir. Watch yourself.

NELSON  
You too, Chief. If you get in  
trouble, fire a warning shot.

The Chief nods and withdraws into the bell.

- 59 TWO SHOT - NELSON, SPRAGUE 59  
Nelson turns to Sprague, who looks curiously about him.

NELSON  
Ready, Mr. Sprague?

The geologist doesn't answer. He's taking deep breaths.  
His manner is changing visibly. No longer frightened, as  
in the bell, he now seems eager and expectant. Nelson  
frowns puzzledly.

Cont.

NELSON

Mr. Sprague...?

SPRAGUE

Oh, sorry. Let's get moving,  
by all means. This should be quite  
an adventure.

NELSON

(wryly)

Adventure...?

Sprague glances at him impatiently and starts forward into  
the jungle. Nelson looks after him, puzzled, then shrugs  
and goes after him.

60

INT. SEAVIEW CORRIDOR - DAY

60

Several CREWMEN carry a diver along the corridor toward  
Sick Bay, followed by Morton, still in diving gear. The  
diver is limp but conscious. They carry him inside. Morton  
is about to follow them, but Crane hails him from the end  
of the corridor.

CRANE

Chip!

Morton turns as Crane hurries toward him.

CRANE

How is he?

MORTON

We were able to beat the sharks  
off before they inflicted any  
real damage.

(a beat)

We didn't finish our repairs  
on frame thirty-four.

CRANE

Let's hope we won't need to dive.  
We still can't surface. Topside  
is still turbulent.

MORTON

Any word from the diving bell?

(Crane shakes his  
head)

Any chance they're still alive?

CRANE

I don't know. But we're still  
trying to establish contact.

Crane goes into Sick Bay. Morton EXITS down corridor.

61

EXT. ISLAND - JUNGLE AREA - DAY

61

Ground mists wreath and curl through the jungle growth. Nelson moves forward, peering about him. He halts, seeming tired and oppressed by some intangible threat. By contrast, when Sprague joins him, the geologist is oddly expectant, almost jaunty. He looks at Nelson impatiently.

SPRAGUE

Let's push on, Admiral.

NELSON

No hurry, Sprague. In strange terrain like this, we'd better move with a little caution.

SPRAGUE

Nonsense. Inside the bell, I must confess, I felt...well... apprehensive. But now...I can't explain it...I'm most optimistic.

The monster ROARS o.s. some distance away.

NELSON

Even with that in the neighborhood?

(shrugs)

Well, let's get on. We'll try to find the beach.

They start forward into the mists.

62

EXT. ANOTHER PART OF JUNGLE - DAY

62

Nelson comes through the mists and pauses to wipe his face. After a beat, he becomes conscious of the quiet. Sprague should have caught up by now. Nelson turns and looks back.

NELSON

Sprague....? Sprague, where are you?

(calls)

Sprague! Answer me!

No answer. Nelson starts back...then halts in surprise.

63

ANGLE AT CRANE - P.O.V.

63

Crane stands on the trail, half-veiled by the mists.

NELSON'S VOICE

(o.s.)

Lee! Lee, where did you come from?

Crane doesn't reply. He stands a moment longer--then turns and moves into the jungle.

64 BACK TO NELSON 64  
as he calls after Crane, at once incredulous and hopeful.

NELSON

Lee, come back! Wait!

Nelson plunges forward, the mists swirl about him. Then the monster ROARS o.s. It's followed by an o.s. SHOT, which immediately alerts Nelson. He wheels in its direction and then hurries forward.

65 EXT. ISLAND CLEARING AND DIVING BELL - DAY (MINIATURE) 65  
The monster has returned to the diving bell. Its jaws open on another ROAR.

A-65 INT. DIVING BELL - DAY A-65  
Sharkey is at the hatchway, sidearm in hand, looking tensely out toward the o.s. creature.

B-65 P.O.V. THE MONSTER (STOCK) B-65  
As it roars again.

C-65 EXT. DIVING BELL - DAY C-65

FULL SHOT

The creature waddles closer to nose at the bell.

66 INT. DIVING BELL - DAY 66  
The Chief crouches at the hatchway, firing at the o.s. beast. The bell suddenly rocks to one side, flinging the Chief to the deck. He struggles to get up. The bell rocks in the opposite direction, sending him sprawling.

67 EXT. DIVING BELL - DAY (MINIATURE) 67  
The monster pushes at the diving bell with its nose. The chamber teeters and then topples, rolling over and over.

FADE OUT

END OF ACT ONE

ACT TWO

FADE IN

68 EXT. ISLAND - DAY (MINIATURE) 68

FULL SHOT - DIVING BELL

The diving bell lies on its side. The giant monster faces it. Its jaws open on a ROAR.

69 INT. DIVING BELL - DAY 69  
the Chief lies unconscious on the tilted deck.

70 EXT. JUNGLE - DAY 70  
Nelson pushes hurriedly through the jungle.

NELSON

(calling out)

Sprague...! Sprague, where are  
you?

Nelson continues on and disappears from view. After a beat, Sprague steps into SCENE and stands motionless, listening to Nelson call out again.

NELSON'S VOICE

(o.s.)

Sprague...!

71 CLOSE ON SPRAGUE 71  
listening with a half-smile, oddly smug, even a little contemptuous. He deliberately turns away from the direction taken by Nelson. His smile widens, warmly, eagerly.

72 ANGLE AT BUCCANEER - P.O.V. 72  
A Sixteenth Century PRIVATEER stands facing CAMERA, sword in hand. He brings up his sword in a welcoming salute.

73 ON SPRAGUE 73  
as he smiles at the stranger.

SPRAGUE

I knew you'd be here. I knew it.

74 TWO SHOT - SPRAGUE AND BUCCANEER 74  
The pirate bows with a flourish and then motions to Sprague to follow him. The mists curl about them as the buccaneer moves into the jungle growth. Sprague follows without hesitation.

Cont.

74 Cont.

74  
Cont.

## NELSON'S VOICE

(o.s.)

Sprague, can you hear me? Come back here!

But Sprague is gone.

- 75 EXT. DIVING BELL - JUNGLE CLEARING - DAY (MINIATURE) 75  
The monster advances toward the bell.
- 76 INT. DIVING BELL - DAY 76  
The Chief, sprawled on the tilted deck, stirs weakly.
- 77 EXT. DIVING BELL - JUNGLE CLEARING - DAY 77  
ANGLE AWAY FROM BELL  
as Nelson emerges into the clearing. He halts in surprise and alarm.
- 78 ANGLE AT MONSTER AND DIVING BELL - P.O.V. (MINIATURE) 78  
The giant creature, dwarfing the bell with its tremendous bulk, pushes tentatively at the small vessel.
- 79 ANGLE AT NELSON 79  
as he takes in the situation. He comes forward, removing the grenade from his belt.
- 80 CLOSE ON MONSTER (MINIATURE) 80  
as its head turns and its eyes blink beadily at the o.s. Nelson.
- 81 ANGLE AT NELSON 81  
as he hurls the grenade.
- 82 ANGLE AT MONSTER (MINIATURE) 82  
The grenade explodes against the creature's armor-like hide. It jerks backward from the shock of impact.
- 83 BACK TO NELSON 83  
as he removes a second grenade and hurls that.
- 84 ANGLE AT MONSTER AND DIVING BELL (MINIATURE) 84  
The creature, half-turned from the bell, veers sharply away as the second grenade explodes against its jaws. It flicks its giant tail and scurries into the jungle.
- 85 ANGLE TOWARD NELSON 85  
running to the overturned bell. He calls inside the opened hatch.

## NELSON

Chief! Are you in there?

INT. DIVING BELL - DAY

FULL SHOT

The Chief pulls himself up from the slanting floor.

CHIEF

In here, sir.

Nelson pulls himself into the overturned bell.

NELSON

All right?

CHIEF

Still in one piece, sir.  
What about that blasted lizard out there?

NELSON

I drove it off. But I'm afraid it's only temporary.

Nelson helps the Chief up.

CHIEF

Where's Mr. Sprague?

NELSON

Wandered off by himself out there.

(moves toward hatch)

Come on Chief. We've got to find him before our antediluvian friend does.

The Chief looks around and shakes his head, disgruntled.

CHIEF

Just my luck. I get communications operational, and then - pow!

NELSON

(stops short)

Were you in touch with the Seaview?

CHIEF

I was about to start sending.

NELSON

(decisively)

Chief, get outside. Keep a weather eye open for that monster out there. I'll see if I can reach Seaview.

86 Cont.

86  
Cont.

The Chief EXITS. Nelson turns to the communications panel and starts trying various switches.

87 INT. SEAVIEW - CONTROL ROOM - DAY

87

ANGLE AT CRANE

CRANE

(into mike)

Sparks, keep the Control Room communication system hooked into your receiver. If the Admiral calls in, I want to receive him direct.

He places the mike as Morton enter SHOT with a report in his hand.

MORTON

Latest seismograph report. Doesn't look good.

Crane takes the paper and scans it.

CRANE

(somberly)

No surprise, Chip. A secondary shock usually follows a tidal wave. Only a question of how soon and how hard it'll strike.

MORTON

Less than three hours this time. The Weather Room says the pressure that's building is terrific.

CRANE

(frowns)

We can't dive below the turbulence. Frame thirty-four will split wide open. And we're still below normal power.

MORTON

Even with reduced speed, we can get out of the major storm area.

CRANE

I know. Trouble is ...

He breaks off as...

Cont.



87 Cont.

87  
Cont.

NELSON'S VOICE

(over p.a.)

Nelson calling Seaview.

Nelson calling Seaview.

Can you read me? Over.

Crane turns quickly, picks up a mike.

CRANE

(into mike)

We read you loud and clear, Admiral.

Are you all right?

88

INT. DIVING BELL - DAY

Nelson is at the communications board, mike in hand.

88

NELSON

(puzzled)

Lee, what are you doing on the  
Seaview? I thought I saw you here  
on the island!

CRANE'S VOICE

(p.a.)

Island? What island? Where are  
you, sir?

NELSON

The wave tossed us up on a volcanic  
island, and I was sure that I saw  
you in the...well, never mind that  
now. What's your over-all status?

89

INT. SEAVIEW - CONTROL ROOM - DAY

Morton stands tense and expectant beside Crane.

89

CRANE

(into mike)

Serious hull leakage, Admiral.  
We can't go below one thousand feet.  
And a secondary wave is due in the  
next three hours.

NELSON'S VOICE

(p.a.)

We're marooned here, Lee.

(a roar comes over)

And we're under attack by a giant  
antediluvian lizard...

- 90 EXT. DIVING BELL - DAY 90  
The Chief stands alert and apprehensive, gun in hand, looking about him. An o.s. ROAR, nearby, spins him around. He reacts to what he sees.
- 91 ANGLE AT MONSTER - P.O.V. (STOCK) 91  
The creature bulls its way through the jungle growth and then halts, huge and menacing, tail flailing the foliage.
- 92 ANGLE AT DIVING BELL 92  
turning quickly to the bell's opened hatch.

CHIEF

Admiral, get out! Hurry, sir!

The monster ROARS again, o.s. The Chief glances at it over his shoulder...then shouts a last, urgent warning into the bell.

CHIEF

Admiral, hurry!

- A-92 INT. BELL - DAY A-92  
Nelson hears the o.s. ROAR.

NELSON

(into mike)

It's attacking again. I'll try to get back to you later! Out!

He hangs up mike and moves swiftly to the hatch.

- B-92 EXT. BELL - DAY B-92  
Nelson scrambles out of the hatch and then stands for a moment with the Chief as the THRASHING and SHAKING of foliage heralds the approach of the monster. Nelson then glances about him, jerks his head at the Chief to follow him. They run for cover of the boulders beyond the fallen palm tree.
- 93 ANGLE AT BOULDERS 93  
Nelson and the Chief scramble behind them and crouch down out of sight. They peer cautiously toward the crocodile.
- 94 ANGLE AT CROCODILE - P.O.V. (MINIATURE) 94  
The giant beast pushes at the diving bell...then opens its jaws and clamps them on the small vessel, crushing it.
- 95 ANGLE AT NELSON AND THE CHIEF 95  
watching the destruction of the bell. Then they turn and disappear into the mists.

96

INT. SEAVIEW - CONTROL ROOM - DAY

96

Crane and Morton stand grim and shaken. Crane slowly hangs up mike.

MORTON

Can we help him, Lee?

CRANE

I don't know. A volcanic island...  
latitude and longitude unknown...

MORTON

And under attack by a giant  
lizard...

CRANE

(sudden decision;  
picks up mike)

Prepare flying sub for immediate  
launch! Kowalski, lay up forward on  
the double!

MORTON

What are you going to do?

CRANE

Scout the area until we find him!

Crane EXITS toward Observation Nose.

DISSOLVE TO:

97

EXT. ISLAND - JUNGLE TRAIL - DAY  
 Nelson and the Chief move through the tangled jungle growth, CAMERA COVERING. Ground mists rise eerily about them. They stop to catch their breath and look about them.

97

CHIEF

(unhappily)

Boy, this ain't Coney Island...

NELSON

I'll admit it's no health resort.

CHIEF

I've been in some strange places -  
 and in some tight spots - but  
 this...

(shivers)

NELSON

We'll feel better once we get out  
 of these mists...make our way to  
 the sea...

CHIEF

I never felt this way before...  
 like I'm lost...like somebody or  
 something's watching me...

The monster ROARS in the distance. The Chief reacts, then grimaces angrily, ashamed of his nervousness.

CHIEF

How do you account for that king-  
 sized nightmare out there, sir?

NELSON

Geographically this place looks  
 like it's been here since the  
 beginning of time. No reason  
 why that thing and its ancestors  
 couldn't have survived equally as  
 long.

CHIEF

Well, Mr. Sprague sure won't if  
 it's after him.

NELSON

We won't either if we don't find  
 him and get out of here.

The Chief reacts, then calls out...

CHIEF

Mr. Sprague!...Hey, Mr. Sprague...!

They move on and are swallowed up by the mists.

98

ANOTHER PART OF THE TRAIL - DAY  
Sprague moves forward, impatiently pushing vines and foliage aside. His manner is eager and curious.

98

SPRAGUE

(calls out)

Slower. Not so fast.

CAMERA PANS to show the pirate Sprague is following. The buccaneer turns and waits, smiling, sword in hand.

SPRAGUE'S VOICE

(o.s.)

How much farther? When will we get there?

The pirate merely smiles, makes a beckoning gesture and then moves on. The mists hide him. Then Sprague ENTERS SCENE and goes after him.

99

DIFFERENT SECTION OF TRAIL - DAY  
Nelson and the Chief make their way through trees festooned with Spanish moss. The Chief, in the lead, stops suddenly, alert and anxious.

99

CHIEF

Who's there?

Nelson comes up behind him.

NELSON

What is it, Chief?

CHIEF

Something moving in the trees.

Both men look toward the trees, guns held ready.

100

ANGLE ON SPRAGUE - PAST NELSON AND CHIEF  
Sprague emerges from the jungle, in front of Nelson and the Chief but to one side. He pays no attention to them and continues on by.

100

NELSON

(sharply)

Sprague! Where are you going?

Sprague halts and turns. He reacts vaguely.

SPRAGUE

Admiral Nelson...Sharkey...

NELSON

Where the devil have you been?

Cont.

100 Cont.

SPRAGUE  
I - I was looking for you.

100  
Cont.

NELSON  
We've been calling for you. Didn't  
you hear us?

SPRAGUE  
(slowly)  
No...no, not a sound...I...I was  
returning to the bell.

He notices their reactions.

SPRAGUE  
It's all right, isn't it?

CHIEF  
That overgrown Gila monster got it,  
sir. Like a dog with a bone.

SPRAGUE  
(flatly)  
I see. Most unfortunate.

He doesn't really care. Indeed, he's looking around him  
ignoring Nelson and the Chief. A sudden smile comes to  
his lips.

101 ANGLE AT BUCCANEER - P.O.V. 101  
The buccaneer stands watching the o.s. group.

NELSON'S VOICE  
(sharply)  
What's got into you, Sprague? Are you  
all right?

The buccaneer puts a warning finger to his lips.

102 THREE SHOT - NELSON, SPRAGUE, CHIEF 102  
Sprague nods his understanding at the o.s. pirate. Nelson  
frowns and turns to look in the same direction.

103 P.O.V. 103  
The buccaneer has disappeared.

104 BACK TO THREE SHOT 104  
as Nelson turns irritably on Sprague.

NELSON  
Are you seeing things, Sprague?

Cont.

104 Cont.

104  
Cont.

SPRAGUE

(blandly)

Shall we move on? Admiral? You  
want to find the beach, don't you?

Sprague moves forward, leaving Nelson to look inquiringly  
at the Chief, who shakes his head, nonplussed. The two  
then follow after Sprague.

105 CLOSE ON SPRAGUE 105  
as he glances to one side and suddenly smiles.

106 ANGLE AT BUCCANEER - P.O.V. 106  
The buccaneer moves through the trees, CAMERA COVERING.  
He looks toward CAMERA and grins, beckons to the o.s.  
Sprague to follow him and moves on into the mists.

DISSOLVE TO:

A-106 INT. FLYING SUB - DAY A-106  
Crane and Kowalski are settling into the control seats.  
Crane picks up mike.

CRANE

(into mike)

Open launch doors.

B-106 EXT. UNDERWATER - DAY (STOCK) B-106  
FULL SHOT - FLYING SUB HATCH  
As the doors open.

C-106 INT. FLYING SUB C-106  
ANGLE TOWARD NOSE  
We're SHOOTING PAST the men at the controls. Out the  
viewing ports can be seen the metallic side of the flying  
sub berthing area.

CRANE

(into mike)

Launch!

We see the metallic background start to move upwards as  
the flying sub begins her descent into the waters below.

107 EXT. UNDERWATER - DAY (STOCK) 107  
FULL SHOT - FLYING SUB - HATCH  
as the flying sub sinks down from its nesting place in  
the Seaview's belly and starts to move off.

108 EXT. SEA - DAY 108

FULL SHOT - FLYING SUB  
as it emerges from the water and arcs into the air.

109 OUT OUT 109

110 EXT. ISLAND - JUNGLE TRAIL - DAY 110

FULL SHOT  
Nelson, Sprague and the Chief come in from the mists. They're hot, tired.

NELSON

We'd better take five.

They halt and sprawl on the ground. The Chief spots something to one side and does a double take.

CHIEF

Admiral...We got company.

They look at what he's indicating. A human skeleton is on the ground nearby. An unsheathed, rusty sword lies near it. The Chief picks up the sword, hands it to Nelson who examines it.

NELSON

(indicates  
markings)

Madrid, fifteen hundred  
seventy-eight. Exactly four  
hundred years ago.

(musingly)

These sea lanes saw heavy traffic  
in treasure ships from South America  
to Spain in those days.

SPRAGUE

(eagerly)

Yes, and islands like this one were  
rendezvous points. May I see that, Admiral?

Nelson hands over the sword. Sprague makes several passes with it, moving out of SCENE. Nelson shakes his head, unable to make him out.

CHIEF

You think this island was used by  
pirates, Admiral?

NELSON

Looks like it, Chief.

The creature ROARS in the distance. The Chief reacts and indicates the skeleton.

CHIEF

I wonder if that thing out there got  
this poor joker?



111 ANGLE AT SPRAGUE 111  
 making a parry and then a lunge with the sword. Then he spots something on the ground. He stoops for it and rises, rubs it clean with his hand, and shows it to them.

SPRAGUE

Look at this!

112 INSERT - SPRAGUE'S HAND 112  
 A golden doubloon is in his palm.

SPRAGUE'S VOICE

(o.s.)

A Spanish doubloon!

113 THREE SHOT - NELSON, SPRAGUE, CHIEF 113  
 Sprague crosses to Nelson with outstretched hand.

SPRAGUE

Four hundred years old - there must be untold wealth here... pirate treasure...as valuable as the ores we saw undersea!

(eagerly)

Let's look for it!

NELSON

(impatiently)

Sprague, don't you realize our lives are at stake?

He gets to his feet ready to move out.

NELSON

We've got to get off this island.

SPRAGUE

We can find it first!

NELSON

There'll be a new tidal wave in less than three hours. It can wipe us all out.

SPRAGUE

But with the treasure here for the taking..I'm sure it's here!

NELSON

We're moving on.

SPRAGUE

I'll look for it myself!

NELSON

I'm in charge of this mission. Now start moving.

Cont.

113 Cont.

113  
Cont.

For a moment Sprague faces him defiantly. Then he dashes the sword into the ground, point first, and moves on. Nelson exchanges glances with the Chief and then follows Sprague. The Chief shakes his head unhappily, pulls the sword from the ground and goes after them.

114 EXT. FLYING SUB IN FLIGHT - DAY (STOCK) 114  
The FSI streaks through the sky.

115 INT. FLYING SUB - DAY 115  
Crane is still at the controls.

CRANE

Make another sweep, Kowalski. That volcanic island should be in sight by now.

KOWALSKI

Aye, sir.

Kowalski brings up his glasses, scanning the sea ahead of them.

116 EXT. THE ISLAND - JUNGLE TRAIL - DAY 116

FULL SHOT

The mists are still thick and swirling. Sprague and Nelson press forward through the trees. The Chief brings up the rear. Alone for the moment, he moves with uncharacteristic nervousness, glancing over his shoulder. A sudden SNARLING guttural and threatening, brings his head around sharply, looking forward.

117 P.O.V. - ANGLE AT MAN CREATURE 117  
A grotesque, menacing MAN CREATURE, neither human nor animal but a nightmarish combination of both, confronts CAMERA in a threatful stance.

118 ON CHIEF 118  
as he reacts to the o.s. creature's loud SNARL. He slashes out with the sword and with his other hand, fumbles for his side arm. The creature SNARLS again.

119 ANGLE AT NELSON AND SPRAGUE 119  
moving through the jungle. They freeze abruptly at the SOUND of an o.s. SHOT. There's a second SHOT.

120 ANGLE AT CHIEF 120  
as he continues to fire, blindly and wildly. Nelson and Sprague come running into SCENE with drawn weapons.

Cont.

120 Cont.

120  
Cont.

NELSON

Chief! Chief, what is it?

The Chief shakes his head in dazed disbelief.

CHIEF

It got away!

NELSON

What got away?

CHIEF

Didn't you see it, sir?

SPRAGUE

See what, man?

CHIEF

Like nothing I ever saw before...  
not even in a nightmare...

(defensively)

It came up the trail. You must've  
passed it.

NELSON

We saw nothing, believe me.

The creature ROARS o.s. in the distance.

CHIEF

We didn't imagine that, sir!

NELSON

No. No, we didn't.

CHIEF

So why should I imagine what I just  
saw?

NELSON

I don't know, Chief. But we don't  
have time to worry about it now.  
Come along.Nelson starts forward. The Chief, sword in one hand,  
gun in the other, follows him. Sprague lingers behind,  
looking about him.

- 121 ON SPRAGUE 121  
as he smiles in sudden recognition.
- SPRAGUE  
I thought you'd deserted me.
- 122 ANGLE AT BUCCANEER - P.O.V. 122  
The buccaneer stands facing CAMERA, smiling.
- 123 ON SPRAGUE 123  
as he extends his hand, showing the doubloon.
- SPRAGUE  
There are more of these, aren't  
there? Treasure of all kinds!  
Where? Can you take me to it?
- 124 BACK TO BUCCANEER 124  
The pirate grins and nods...then beckons to Sprague to  
follow. He strikes off into the jungle.
- 125 ANGLE AT SPRAGUE 125  
as he hurries forward into the mists that have swallowed  
up the buccaneer.
- 126 EXT. UNDERSEA - DAY (STOCK) 126  
FULL SHOT - SEAVIEW  
The giant sub glides slowly forward.
- 127 INT. CONTROL ROOM - DAY 127  
Morton picks up an intercom mike.
- MORTON  
Patch me in to the FS1 channel.
- 128 INT. FLYING SUB - DAY 128  
Crane is at the controls. Kowalski scans the horizon  
through the high-powered glasses.
- MORTON'S VOICE  
(p.a.)  
Morton to FS1. Morton to FS1.
- Crane picks up a hand mike.
- CRANE  
Yes, Chip. We still haven't spotted  
the island.

Cont.

## MORTON'S VOICE

(p.a.)

New reports here, Lee. Both Sonar and Seismograph indicate tremendous build-up of pressure. New tidal wave will hit in less than two hours.

As Crane ponders that, Kowalski suddenly reacts:

## KOWALSKI

Captain, dead ahead!

129 P.O.V. - THROUGH OBSERVATION PORT (BURN-IN) (STOCK) 129  
The island can be seen, shrouded in mist.

## CRANE'S VOICE

We've spotted the island, Chip. I'm going down. Keep straight on course until further notice.

130 EXT. THE ISLAND - JUNGLE - DAY 130  
Nelson comes forward through the jungle, looking this way and that. After a moment, the Chief appears, keeping some distance behind him, still apprehensive and jumpy. The Chief goes on by, but there's no sign of Sprague.

131 ANOTHER ANGLE 131  
as Nelson presses on. The Chief appears, moving laggardly and fearfully. He looks around and freezes.

132 ANGLE AT NELSON FROM BEHIND - P.O.V. 132  
As Nelson moves away from CAMERA, the man creature the Chief saw earlier suddenly springs out of the mists and onto the trail behind him. The creature now begins to stalk the unsuspecting Nelson.

133 ANGLE AT CHIEF 133  
as he sees the man creature and gulps with fear. He forces himself to bring up his gun and aim it.

134 BACK TO NELSON 134  
as the man creature stalks him.

135 BACK TO CHIEF 135  
He squeezes the trigger in vain. He exhausted his ammunition earlier.

136 BACK TO NELSON 136  
The man creature prepares to lunge at him from behind as we...

FADE OUT

END OF ACT TWO

ACT THREE

FADE IN

- 137 EXT. THE ISLAND - JUNGLE AREA - DAY 137  
 ANGLE AT NELSON FROM BEHIND - P.O.V.  
 as the man creature is about to leap at Nelson.
- 138 ON CHIEF 138  
 as he fires his gun, uselessly.
- 139 ON NELSON 139  
 moving along, worried, thoughtful, unaware of the o.s.  
 danger behind him.
- 140 ON CHIEF 140  
 Clutching the sword in his hand, he brings it up, ready  
 to rush at the man creature.
- 141 ANGLE AT NELSON FROM BEHIND - P.O.V. 141  
 The man creature lunges at Nelson from behind.
- 142 ANGLE AT CHIEF 142  
 as he rushes at CAMERA, sword in hand.
- 143 ON NELSON 143  
 whirling around, alerted by the SOUND behind him.
- 144 P.O.V. - CHIEF 144  
 headed straight for Nelson, as if to run him through.
- 145 TWO SHOT - NELSON AND CHIEF 145  
 Nelson quickly sidesteps the Chief's headlong rush, then  
 grabs his arm and spins him around. They grapple. Nelson  
 forces the sword from the Chief's hand. They roll to  
 the ground, still struggling desperately. At last Nelson  
 pins the Chief's shoulders to the ground.
- 146 CLOSE ANGLE 146  
 Nelson, panting with exertion, prevents the Chief from  
 getting up. The Chief, bewildered by Nelson's apparent  
 attack, is still concerned for him.

CHIEF

It was going to kill you, sir!  
 I tried to stop it!

NELSON

Kill me? What was going to kill me?

Cont.

CHIEF

That - that thing I saw before...  
Right behind you, sir. I tried to  
shoot, but my gun was empty.

NELSON

So you tried to run it through.

The Chief nods vigorously. Nelson studies him, then releases him. The Chief twists around, looking for the creature.

CHIEF

We better find it, Admiral.

NELSON

(patiently)  
Sharkey, I told you before.  
There's no creature.

Nelson picks up the sword and gets to his feet.

CHIEF

Sir, I saw it!

NELSON

Where are its prints?

147

ANOTHER ANGLE

as the Chief stares at the trail...then shakes his head.  
He rises, looking at Nelson bewilderedly.

147

CHIEF

You've known me a long time, Admiral.  
I'm a practical man...a very practical  
man! I don't go around seeing things.

NELSON

Neither do I -- ordinarily. But  
I'll tell you something, Chief.  
Earlier I thought I saw  
Captain Crane.

CHIEF

The Skipper? Here?

NELSON

Impossible, of course. I know that now.  
I was fantasizing. And so were you.

CHIEF

But why, sir? How?

Cont.

147 Cont.

147  
Cont.

NELSON

I'm not sure. Perhaps some  
element in the atmosphere...  
hallucinatory gases...

CHIEF

You mean something in this mist  
makes us see things that aren't  
there?

NELSON

It's possible there's a temporary  
hallucinatory effect on all of us.

He then looks around as the monster ROARS o.s.

NELSON

But that's real enough...  
Where's Sprague?

- |       |   |       |
|-------|---|-------|
| 148   | EXT. JUNGLE - DAY (STOCK)   | 148   |
|       | CLOSE ON MONSTER<br>as it ROARS again.  |       |
| 149   | EXT. JUNGLE AREA - DAY<br>Nelson pushes into the trees. The Chief glances behind<br>him apprehensively before following him.  | 149   |
| 150   | EXT. FLYING SUB - DAY (STOCK)<br>as it soars through the sky.   | 150   |
| 151   | EXT. THE ISLAND - DAY (STOCK)   | 151   |
|       | OVERHEAD SHOT - FROM FLYING SUB<br>showing the mist-enshrouded island from the air.   |       |
| 152   | INT. FLYING SUB - DAY   | 152   |
|       | ANGLE INTO SUB THROUGH PORTS<br>Wisps of cloud float past the window. Kowalski, now at<br>the controls, brushes his hand across his eyes, as if to<br>clear his vision. Crane, standing, peers through the<br>binoculars. |       |
| A-152 | INT. FLYING SUB<br>Some of the mist is infiltrating inside.   | A-152 |
|       | KOWALSKI<br>See anything below, sir?  |       |
|       | CRANE<br>Nothing but tree tops. And that<br>mist doesn't help, either. We'll<br>have to go lower.   |       |

Cont.



A-152 Cont.

A-152  
Cont.

KOWALSKI

I'd hate to be down there in  
that place...Must be awful hot  
and muggy...

The mist becomes thicker. Kowalski rubs his eyes again.  
This time Crane notices it.

CRANE

Anything wrong?

KOWALSKI

No sir. Just that some of that  
mist seems to be infiltrating into  
the sub through the ventilation ports.

Crane nods. They start down.

153

EXT. THE ISLAND - JUNGLE TRAIL - DAY

153

The SOUND of the o.s. flying sub can be HEARD as Nelson  
and the chief move through the trees. The Chief looks up.

CHIEF

The flying sub! Admiral, they've  
found us!

NELSON

Not yet, Chief. We can't see them,  
and they certainly can't see us.

The Chief looks up again at the SOUND of the o.s. FS1

CHIEF

Listen to that will you? Like my  
dear old mother used to say about  
making money -- so near and yet so far...

NELSON

Let's hope Sprague can hear it.  
(calls out)  
Sprague!

154

EXT. JUNGLE - QUICKSAND AREA - DAY

154

The buccaneer moves through the trees into a small area  
of marshy ground, CAMERA COVERING FROM BEHIND. The  
clearing is hemmed in by huge trees entangled with great  
vines trailing up into the branches high overhead.

NELSON'S VOICE

(o.s.)

Sprague, where are you?

The buccaneer glances over his shoulder and makes a  
beckoning gesture, grinning widely.

155

ANGLE AT SPRAGUE

155

as he stumbles forward, worn with exertion but bent on  
following the buccaneer.

CHIEF'S VOICE

(o.s.)

Mr. Sprague!

155 Cont.

155  
Cont.

Sprague is deaf to the call and equally deaf to the SOUND of the FSI overhead. Exhausted, he falls to his knees on the edge of the marshy area.

SPRAGUE

(calls out)

Wait. Let me rest a bit.

156

ANGLE AT BUCCANEER

156

He crosses marshy area and then turns and stands, hands on hips, in typical piratical stance, vastly amused by Sprague's feebleness.

SPRAGUE'S VOICE

(o.s.)

Where is the treasure? How much farther?

157

ON SPRAGUE

157

looking toward the o.s. pirate.

SPRAGUE

You said you'd lead me to it!

158

ANGLE AT BUCCANEER

158

as he considers Sprague's accusing plea. He then nods thoughtfully and looks slowly about him. He brings up his sword and points toward the twisted, overgrown roots of a banyan tree.

159

CLOSE ON TREE

159

An ornate chest is half-buried between the twisted tree roots. The opened chest is crammed with treasure...gold pieces, pearls, gems, rings, necklaces...gleaming and coruscating with brilliant color.

160

ON SPRAGUE

160

as he reacts to the sight and rises shakily.

161

ANGLE AT BUCCANEER - P.O.V.

161

The pirate moves to the chest and dips his hands into the contents and fishes up several necklaces and turns around to display them to the o.s. Sprague. He extends his hands in an inviting yet mocking gesture as the mists curl about him.

162

ANGLE AT SPRAGUE

162

as he starts forward eagerly and greedily. But his feet begin to sink into the marshy land which the buccaneer crossed without incident. He tries vainly to press forward. Trapped now in quicksand, he reaches out desperately toward the watching pirate.

SPRAGUE

Help me! Help!

163 ANGLE AT BUCCANEER 163  
as he grins at Sprague's plight, still holding out the necklaces mockingly.

164 ON SPRAGUE 164  
His efforts to extricate himself from the quicksand only worsen his situation. He sinks still lower.

SPRAGUE

Help me! You've got to help me!

A diamond necklace strikes the quicksand ahead of him. He looks up in surprise at the o.s. pirate.

165 ANGLE AT BUCCANEER - P.O.V. 165  
as he laughs silently and tosses another necklace forward.

166 ON SPRAGUE 166  
as the second necklace falls beside the first strand of jewels. Sprague stoops and reaches for them, but they're too far away. As he strains to reach them, they disappear. With a despairing cry, he throws himself forward and claws wildly at the quicksand in a vain attempt to salvage them.

167 ON BUCCANEER 167  
as he laughs in vast amusement, oblivious to the SOUND of the FSI overhead.

168 INT. FLYING SUB - DAY 168

ANGLE AT CRANE

as he stands, peering down through the thick mists through binoculars. Kowalski is at the controls.

CRANE

Circle again, Kowalski. We'll make one more turn over the island.

KOWALSKI

(brushes hand  
over eyes)

Aye, sir.

CRANE

Once we spot the diving bell,  
we'll know where to land.

Kowalski puts the craft into a wide turn.

169 EXT. THE ISLAND - JUNGLE TRAIL - DAY 169  
Nelson and the Chief halt in the mist-shrouded trees as they hear the SOUND of the FSI banking overhead.

Cont.

169 Cont.

169  
Cont.

CHIEF

Still searching for us, sir.  
If there was only some way  
we could let them know we're  
down here...

The Chief looks upward, shaking his head regretfully.

170 EXT. JUNGLE - QUICKSAND AREA - DAY 170  
Sprague struggles frantically, sinking into the mire.

SPRAGUE

Help -- help!

171 EXT. JUNGLE TRAIL - DAY 171  
Nelson wheels around as he HEARS:

SPRAGUE'S VOICE

(o.s.)

Nelson -- Sharkey -- help!

NELSON

Come on!

172 EXT. JUNGLE - QUICKSAND AREA - DAY 172  
Sprague has been pulled down to his waist in the treacherous,  
bubbling ooze. He struggles wildly and uselessly, losing  
strength rapidly as he flails this way and that. The  
buccaneer watches him with sadistic pleasure from beside  
the opened treasure chest.

SPRAGUE

(frantically)

Help me, help me!

NELSON'S VOICE

(o.s.)

Where are you, Sprague?

SPRAGUE

(calls)

This way, Admiral! Over here!

Cont.

172 Cont.

172  
Cont.

The buccaneer bows mockingly to the struggling Sprague and strolls off into the mists.

173

NEW ANGLE - EXCLUDING THE CHEST  
Nelson and the Chief enter the SCENE and halt at sight of the struggling Sprague.

173

NELSON

(sharply)

Stop moving! Don't struggle!

SPRAGUE

I'm going down! Pull me out,  
get me out.

NELSON

You'll be pulled under if you  
twist and strain. Spread your  
arms out. You have to float out  
from quicksand.

SPRAGUE

(panicky)

No...no, I can't...I'll go  
under...

NELSON

Spread your arms!

Sprague tries to obey. But he panics immediately and starts struggling again.

CHIEF

He'll go under, sir. And there's  
no way to reach him.

Nelson turns away, sword in hand, looking at the thick vines dangling from the nearby trees. He steps forward and slashes at their tangled cluster, then pulls a vine down from the trees.

NELSON

Move across from him, Chief.

While the Chief quickly but carefully skirts the quicksand area, Nelson picks up the vine and hurls it past Sprague.

174

ANGLE AT CHIEF  
as he picks up the end of the vine.

174

Cont.

174 Cont.

174  
Cont.

NELSON'S VOICE

Secure it to the tree behind you.

The Chief moves to obey.

175 ANGLE TOWARD NELSON 175  
as he secures his end of the vine to a tree. Then he pulls down another vine and tosses that past the struggling Sprague to the Chief. Both secure their separate ends of the second vine to trees on either side. Sprague is now between two taut ropes.

NELSON

Hold onto the vines, Sprague.  
Support yourself. Stop struggling.

176 ON SPRAGUE 176  
as he obeys Nelson. With the ropes supporting him, his panic lessens somewhat. He hangs on, panting for breath.

177 WIDE ANGLE 177  
The Chief circles the area back to Nelson.

CHIEF

He's too weak to pull himself out,  
sir. We'll have to get a vine  
around him.

The monster ROARS, o.s., quite close, making the Chief react. Nelson nods grimly. He slashes at another vine, as the flying sub is HEARD overhead.

178 INT. FLYING SUB - DAY 178  
Mist scuds past the window as the F51 circles the island below. Some infiltrates the interior. Crane peers through the glasses and then suddenly reacts:

CRANE

Keep circling, Kowalski. There's  
wreckage below.

KOWALSKI

The diving bell, sir?

Cont.

178 Cont.

178  
Cont.

CRANE  
Looks like it...  
(grimly)  
...or what's left of it.

As Kowalski banks the craft, Crane tries to keep the o.s. wreckage below in view, but it goes out of sight. He lowers the glasses from his face.

179 ON KOWALSKI 179  
He blinks and rubs his hands across his eyes.

CRANE'S VOICE  
(o.s.)  
You all right, Kowalski?

180 TWO SHOT - CRANE AND KOWALSKI 180  
as Crane frowns at Kowalski.

CRANE  
Anything wrong?

KOWALSKI  
No sir. Ready to pass over  
wreckage area again.

CRANE  
Let's hope it's the bell.

Crane lifts the glasses to his eyes again.

181 CLOSE ON KOWALSKI 181  
as he blinks again and shakes his head, as if to clear  
his vision. Then he reacts with horror:

182 ANGLE THROUGH WINDOW - P.O.V. (BURN-IN) (STOCK) 182  
A snow-capped mountain peak suddenly looms up, dead ahead.

KOWALSKI'S VOICE  
(o.s.)  
Hold on, Skipper!

183 TWO SHOT - CRANE AND KOWALSKI 183  
Kowalski yanks the stick back, throwing the FS1 into a  
sudden climb. The craft shudders and rocks with the  
unexpected shock. Crane is knocked off his feet and falls  
to the deck. The craft continues to climb steeply as he  
pulls himself upright and clings to the back of the co-  
pilot's seat.

Cont.

CRANE

(angrily)

What kind of fool stunt was that?

KOWALSKI

The mountain, Skipper, the mountain!

CRANE

Mountain...? Kowalski, level off,  
level off!

KOWALSKI

We have to clear the peak!

CRANE

Look at your altimeter!

Kowalski glances at the control panel and then levels off shamefacedly. He looks at Crane, honestly bewildered.

KOWALSKI

I don't get it, sir. I don't  
understand.

CRANE

We're ten thousand feet up now.  
We were under a thousand when you  
started to climb.

KOWALSKI

Skipper, that mountain...I saw it...  
dead ahead!

CRANE

I didn't see any mountain!

KOWALSKI

Sir, as sure as we're both here...

CRANE

Look below. You see anything like  
a mountain down there?

Kowalski looks below and shakes his head forlornly.

KOWALSKI

No, sir. But I could've sworn...

CRANE

(sharply)

You were rubbing your eyes earlier.  
What was wrong? Were you seeing  
anything then?



183 Cont.1

183  
Cont.1

KOWALSKI

Well, I - I thought I saw things  
...kind of like blurs... I can't  
explain it, sir.

CRANE

(decisively)

All right. Resume course. We'll  
find that wreckage and then land.

184

EXT. THE ISLAND - QUICKSAND AREA - DAY  
Nelson throws a vine to Sprague, who is sweating with  
fear as he clings to the guide vines. The FSI can be  
HEARD overhead.

184

NELSON

Get the vine around yourself.  
Tie it securely.

Sprague fearfully takes one hand away from the guide vine  
and pulls the line toward him.

CHIEF

Both hands, sir. You won't go  
under.

Sprague is afraid to risk it. The creature ROARS, o.s.

185

EXT. JUNGLE - DAY (STOCK)  
ANGLE AT CREATURE  
as it slithers through the ground-hugging mists.

185

186

EXT. QUICKSAND AREA - DAY  
Nelson calls out angrily to the immobilized Sprague.

186

NELSON

Move, man. That thing is getting  
closer.

Sprague gingerly lets go the second guide vine and with  
trembling hands knots the pull-vine about his chest. Then  
he grabs at the guide vines again.

CHIEF

Make sure that knot'll hold!

SPRAGUE

Just get me out of here!

Cont.

186 Cont.

186  
Cont.

The Chief hands a section of the line to Nelson.

NELSON

Remember, don't struggle. Keep  
your body limp and leave the work  
to us.

SPRAGUE

Yes - yes! Just hurry!

Nelson and the Chief get a firm grip on the vine and  
begin hauling Sprague from the ooze entrapping him.

187 ON SPRAGUE 187  
The vine tightens about his chest. Sweating, bedaubed  
with slime, he grips the parallel vines. One of them  
snaps. He falls forward.

188 ON NELSON AND CHIEF 188  
as they jerk backward and then take up the slack.

NELSON

Don't struggle, man! Stay limp!

The creature ROARS o.s., closer this time.

189 EXT. JUNGLE - DAY (STOCK) 189

ANGLE AT MONSTER

as its tail flicks against a palm tree.

190 ANGLE AT TREE (STOCK) 190  
as it crashes to the ground.

191 EXT. QUICKSAND AREA - DAY 191

WIDE ANGLE

Nelson and the Chief haul away, pulling Sprague slowly  
toward them. He still clings to the remaining guide vine  
with one hand and claws at the quicksand with his free  
hand.

NELSON

Use both hands! Pull yourself  
forward!

Sprague tries to obey, but the knotted vine about his  
body breaks free. He loses his grip on the guide vine  
and falls forward as Nelson and the Chief stumble back.  
They regain their balance.

Cont.

191 Cont.

191  
Cont.

CHIEF

I'll get him!

The Chief kneels on the edge of the quicksand, then lowers himself carefully into a full length position and reaches out to Sprague.

NELSON

Grab his hands, Sprague!

Sprague obeys. Nelson gets a grip on the Chief's ankles and begins to haul them in. The monster ROARS o.s., still closer this time. Nelson looks in that direction.

192

EXT. JUNGLE - DAY

192

P.O.V. SHOT (STOCK)

The monster lumbers menacingly through the trees.

193

EXT. QUICKSAND AREA - DAY

193

The SOUND of the monster CRASHING through the jungle can be HEARD as Nelson and the Chief help Sprague to his feet.

NELSON

Come on! We'll have to run for it.

SPRAGUE

(weakly)

No...no, wait...must stay...

NELSON

Hurry!

Nelson moves forward, but Sprague looks back longingly past the Chief.

SPRAGUE

I can't leave it...I can't leave my treasure!

194

ANGLE AT CHEST - P.O.V.

194

The opened treasure chest gleams in the gloom.

195

BACK TO SCENE

195

NELSON

I don't know what you think you saw back there, Sprague...but whatever it is, it isn't there. Now, let's move out.

He starts forward. Sprague tries to push past the Chief, who grabs him.

CHIEF

Sorry. You heard the Admiral.

Cont.

- 195 Cont. 195  
Cont.
- The Chief moves the reluctant Sprague off into the trees.  
The CRASHING of the monster becomes louder.
- 196 CLOSE ON CREATURE (STOCK) 196  
as it pushes its way into the clearing, TOWARD CAMERA.
- 197 INT. FLYING SUB - DAY 197  
as Kowalski sends the craft down in a dive. Crane peers  
intently through the window. Wisps of cloud drift past  
the window, and there is an infiltration of the same cloud-  
like substance in the interior of the sub. Crane, looking  
out, suddenly reacts, startled and terrified.
- 198 CRANE'S P.O.V. (BURN-IN) (STOCK) 198  
Outside the sub we see the same snow-capped mountain  
looming up ahead as in Sc. 182.
- 199 BACK TO SCENE 199
- CRANE  
Pull up, Kowalski! Pull up!
- Crane grabs at the controls. Kowalski struggles with him.
- KOWALSKI  
Let go, sir!...You'll smash us up..
- CRANE  
The mountain! Veer to port -  
to port!
- Crane battles with Kowalski for the controls as the  
flying sub starts to rock and reel.
- 200 EXT. FLYING SUB - DAY (STOCK) 200  
FULL SHOT  
as the sub arcs into the sky.
- 201 EXT. FLYING SUB - DAY (STOCK) 201  
FULL SHOT  
Completely out of control, the sub plunges toward the sea.
- 202 EXT. FLYING SUB - DAY (STOCK) 202  
The sub hits the surface and goes under.
- 203 EXT. UNDERWATER - DAY (STOCK) 203  
FULL SHOT - FLYING SUB  
helpless in the water, motors momentarily dead, it settles  
slowly through the sea.

- 204 EXT. UNDERWATER - DAY (STOCK) 204  
 FULL SHOT  
 the flying sub as it hits the bottom and comes to rest,  
 silent and helpless.
- 205 INT. FLYING SUB 205  
 FULL SHOT  
 Crane and Kowalski sprawl unconscious on the deck.
- 206 EXT. ISLAND - DAY 206  
 FULL SHOT - ROCKY COVE  
 A rock-bound cove, hemmed in by jungle growth. Nelson,  
 Sprague and the Chief half-run into the SCENE from the  
 jungle, only to be brought up short by a nearby o.s.  
 ROAR from the monster. They look in that direction.
- 207 P.O.V. MONSTER (STOCK?) 207  
 as it moves out of the jungle, the ANGLE being such that  
 it appears to cut off any further retreat toward the water.
- 208 BACK TO SCENE 208
- SPRAGUE  
 It's cut us off! We can't get  
 to the beach.
- Nelson looks around hastily.
- NELSON  
 Over there -- those rocks!
- They turn and start running toward a nearby rocky area.
- A-208 ANGLE - THE MONSTER (STOCK?) A-208  
 as it ROARS again and starts to lumber after them.
- B-208 ANGLE ON ROCKS B-208  
 as our men run into SCENE and seek some method of scaling  
 the rocks around them. Their first efforts prove abortive.  
 Again they turn as the monster ROARS o.s. nearby.
- C-208 ANGLE ON MONSTER (STOCK) C-208  
 as, with its jaws open, it moves toward CAMERA, its  
 intent obviously deadly.

FADE OUT

END OF ACT THREE

ACT FOUR

FADE IN

D-208 ANGLE ON MONSTER (STOCK) D-208  
as before, as it ROARS and moves dangerously toward  
CAMERA.

E-208 ANGLE ON ROCKS E-208

FULL SHOT - NELSON, SPRAGUE, SHARKEY

SPRAGUE

(terrified)

He's trapped us! We can't get  
out of here!

Nelson looks around hastily and spots something o.s.

F-208 P.O.V. - ANGLE AT CAVE ENTRANCE F-208  
There is a small opening to a cave, half hidden by  
fronting boulders, just big enough to admit a man's  
entrance.

G-208 BACK TO SCENE G-208

NELSON

Over there -- come on.

The three men run for the cave, CAMERA PANNING TO COVER.  
The creature can be heard ROARING and CRASHING toward them,  
as Nelson urges the Chief and Sprague inside and then  
slips in after them.

H-208 INT. CAVE - DAY (STOCK) (BURN-IN) H-208  
SHOOTING OUT past the men and the two masking entrance  
boulders. We see the creature move up close to the  
entrance, halt, and ROAR terrifyingly at the men within.

209 INT. FLYING SUB - DAY (BUBBLE TANKS) 209

TWO SHOT - CRANE, KOWALSKI

Crane comes to, shakes his head to clear it, gingerly gets  
to his feet. Kowalski is still dazed. Crane leans over  
and shakes him.

CRANE

You all right, Kowalski?

KOWALSKI

(straightening)

Yes sir.

CRANE

Let's check our damage and close  
all ventilation ports.

209 Cont.

209  
Cont.

Crane flicks various breaker switches. Full lighting comes on while Kowalski checks other switches.

KOWALSKI

What happened, sir? Did you see that mountain, too?

CRANE

(grim)

I did. But you didn't this time - Right?

KOWALSKI

No, sir. Not this time. What's it all about, sir?

CRANE

That island mist we took aboard. It must've had some kind of hallucinatory powers. It's a good thing we...

Crane breaks off as:

The flying sub rocks suddenly with a terrific jolt. Both men are flung about. Then Kowalski reacts to what he sees through the o.s. observation port.

KOWALSKI

Skipper, look!

210 ANGLE AT PORT - P.O.V. (BURN-IN) (STOCK) 210  
A giant Monta Ray looms up menacingly, jaws opened wide, as if to swallow the flying sub.

211 INT. FLYING SUB - DAY 211

ANGLE - CRANE, KOWALSKI  
as they look out the o.s. port.

KOWALSKI

That's no hallucination, sir.

CRANE

Let's see if we can get out of here!

They start to wrestle with the controls.

212 OUTOUT 212

213 ANOTHER ANGLE (BUBBLE TANKS IF NEEDED)

213

## FULL SHOT

The craft rocks and shudders. Crane regains his balance and tries to activate the controls. Sparks flash and sputter from the instrumentation.

CRANE

Kowalski, tie in the main reactor circuits to our outer shell!

KOWALSKI

Aye, sir!

The sub is buffeted again as Kowalski opens the reactor panel. He struggles to stay upright as he starts switching cable ends to various terminal posts.

KOWALSKI

You sure this'll work, sir?

CRANE

We risk blowing ourselves up with fire power. But setting up a force field outside may shock it away from us.

Crane works the controls desperately as the craft rocks from side to side.

214 EXT. UNDERWATER - DAY (STOCK)

214

## FULL SHOT - MANTA RAY

as the Ray makes another pass at the o.s. sub.

215 INT. FLYING SUB - DAY

215

## FULL SHOT

Crane desperately manipulates the controls as Kowalski works at the reactor panel. The sub rocks violently.

CRANE

Ready, Kowalski? We can't take much more of this punishment!

KOWALSKI

All set, Captain.

CRANE

Throw the main switch!

Kowalski pushes buttons at the reactor panel -- then pushes a final switch. The sub lights up with a fierce glow.



- 216 EXT. UNDERWATER - DAY (PHOTO EFF) (STOCK) 216  
 FULL SHOT - MANTA RAY  
 The Ray is encircled by a glowing aura of electric current. The creature veers away in shock.
- 217 ANGLE AT RAY (STOCK) 217  
 as it swims away through the water.
- 218 INT. FLYING SUB - DAY 218  
 ANGLE AT CRANE AND KOWALSKI  
 The interior still glows as Crane watches the sub-terrestrial scanner.

CRANE

There it goes. We drove it off.  
 Deactivate the outer shell.

KOWALSKI

Aye, sir.

Kowalski crosses to the main panel and pulls the switch. Normal lighting is restored. He starts to work on the cable ends. Crane crosses to help him.

MORTON'S VOICE

(over p.a.)

Seaview to FS1, Seaview to FS1.

Crane picks up a hand mike.

CRANE

We read you, Chip.

- 219 INT. SEAVIEW CONTROL ROOM - DAY 219  
 Morton stands at the periscope shaft, mike in hand.

MORTON

(into mike)

Lee, we're standing off the island at periscope depth. Where are you? Have you found Admiral Nelson?

CRANE'S VOICE

(p.a.)

Not yet, Chip.

MORTON

(into mike)

Our latest tidal wave reports show wave impact due in fifty minutes, more or less.

220 INT. FLYING SUB - DAY  
Crane opens a locker panel as he continues:

220

CRANE

(into mike)

I'm going ashore now. If you don't hear from me in thirty minutes, get out of the storm area immediately. Over and out.

Crane hangs up the mike, turns toward Kowalski.

CRANE

See if the sub is operational, Kowalski. I'll report back from the island.

KOWALSKI

Aye, sir.

Crane starts taking gear from the locker.

221 OUT OUT 221

222 INT. CAVE - DAY 222

ANGLE AT CAVE ENTRANCE

where Nelson and Sprague crouch against the wall, peering outside.

A-222 P.O.V. - THE MONSTER (STOCK) (BURN-IN)  
A-222  
Jaws agape, it stares into the opening, ROARING at them.

SPRAGUE

That thing'll never let us out of here!

The creature's nose tries to push its way into the cave entrance. They back away against the wall as the creature SNARLS. Nelson turns toward the rear of the cave.

NELSON

(calling)

Sharkey...! Chief, have you found anything?

His call reverberates and echoes in the far reaches of the cavern. Behind him, Sprague whips out his pistol and FIRES at the monster's nose. Nelson whirls and knocks his arm aside.

NELSON

Don't waste your ammunition.

Cont.

CHIEF'S VOICE  
(o.s. - echo effect)  
Admiral! Can you hear me?

NELSON  
(calls back)  
Yes, Chief!

CHIEF'S VOICE  
(o.s.)  
This way, sir. There's a way out.

NELSON  
(calls)  
Good! Come on, Sprague.

Nelson motions to Sprague to start toward the darkness in the back of the cave. He takes a last glance at the monster SNARLING at the entrance and then follows o.s.

- |     |  |            |     |
|-----|--|------------|-----|
| 223 | <u>OUT</u>   | <u>OUT</u> | 223 |
| 224 | EXT. BOULDERS - DAY<br>The Chief, Sprague and Nelson come cautiously through piled boulders near the cave exit, peer about them as the monster ROARS o.s.  |            | 224 |
|     | NELSON<br>It's still over there at the cave entrance. Let's get to the beach.  |            |     |
|     | They hurry out.  |            |     |
| 225 | EXT. ROCKY BEACH - DAY<br><br>FULL SHOT<br>of another section of beach, much like the cove previously seen. The jungle extends down to the sand. A rock formation rears up to one side. The Chief, Sprague and Nelson emerge from behind the rocks and advance to the water's edge. The o.s. creature ROARS somewhere behind them. |            | 225 |
| 226 | CLOSER ANGLE<br>as Nelson peers out to sea.  |            | 226 |

Cont.

NELSON

No sign of anything!  
 (glances at watch)  
 And not much time left.

CHIEF

You reckon that tidal wave will  
 hit us, Admiral?

NELSON

(nods)  
 I do.

CHIEF

What're we goin' to do?

NELSON

(looks around)  
 A wave of any magnitude will  
 engulf the island. There's no  
 possible shelter...

SPRAGUE

I know what I'm going to do!

Sprague turns and starts toward the jungle. Nelson  
 exchanges quick, puzzled glances with the Chief -- then  
 calls out:

NELSON

Sprague! Hold on!

227

DIFFERENT ANGLE

Sprague halts and turns to face Nelson defiantly.

227

NELSON

Where are you going?

SPRAGUE

To get my treasure.

CHIEF

Get your what?

SPRAGUE

I know it's there. Nothing's  
 going to stop me from getting it.

NELSON

Sprague, there's no treasure there.  
 Only an hallucination...

Cont.

Nelson takes a step toward Sprague, who deliberately raises his pistol and FIRES at the sand at Nelson's feet. Both Nelson and the Chief freeze. Sprague turns and runs into the jungle.

CHIEF

He tried to kill you, sir!

NELSON

No, Chief. He's desperate and confused, but not a killer.

CHIEF

Y'know, I heard him mumble about that treasure after we hauled him out of that quicksand, and...

(dismayed)

Hey, if he's headed back there...

NELSON

We've got to stop him.

Nelson starts toward the trees, followed by the Chief.

CRANE'S VOICE

(o.s.)

Admiral! Admiral Nelson!

They halt abruptly and turn back to look toward the sea.

228 ANGLE PAST CRANE - TOWARD BEACH

228

FULL SHOT

as Crane heads in toward the beach in the rubber raft.

CHIEF

Skipper! Boy, am I glad to see you!

Crane noses the raft up onto the beach.

229 WIDE ANGLE

as Nelson and the Chief run forward to pull the raft up on the sand. Crane steps out of it.

229

NELSON

I hope it's really you this time, Lee.

CRANE

It is, Admiral. And the Seaview and the flying sub are both offshore. We've got to get off the island right away.

Cont.

229 Cont.

229  
Cont.

NELSON

As soon as we find Sprague.  
Stay here, Chief. Maintain contact  
with the Seaview. Come with me,  
Lee.

Nelson picks up an electronic gun from the raft and hurries toward the trees. Crane goes after him. The Chief takes a walkie-talkie from the raft. O.s. we HEAR the beast ROAR. They react and move out.

230 EXT. QUICKSAND AREA - DAY

230

CLOSE ON TREASURE CHEST

Its contents gleam and sparkle as Sprague's hands dip into the treasure. CAMERA ANGLE WIDENS TO REVEAL Sprague on his knees beside the chest, his face alive with miserly possession.

NELSON'S VOICE

(o.s.)

Sprague...! Sprague, where are  
you?

Sprague tightens, fearfully, suspiciously. He springs to his feet and tugs at the chest, which is half-buried in the ground. He strains to pull it free.

231 EXT. JUNGLE - DAY

231

Nelson and Crane push their way through the misty jungle. They go on by.

232 EXT. QUICKSAND AREA - DAY

232

ANGLE AT BANYAN TREE

as Sprague tugs fiercely at something at the foot of the tree. Nelson and Crane enter SCENE, behind him.

NELSON

Sprague, we're getting off the  
island.

SPRAGUE

(still tugging)

Not without my treasure.

Crane and Nelson move forward, CAMERA COVERING. They now see that Sprague is tugging at one of the tree's swollen, exposed roots.

Cont.

232 Cont.

232  
Cont.

SPRAGUE

It's mine. Nobody else's.

As Crane and Nelson glance at one another, the monster ROARS o.s. not far away. There's a CRASHING of HEAVY MOVEMENT o.s. Sprague is oblivious to it.

CRANE

Mr. Sprague, we've got to move.

SPRAGUE

You can't have it -- I won't let you!

Crane takes Sprague by the shoulder to pull him away. Enraged, Sprague jerks back and goes for his pistol. Crane clips him neatly on the jaw and catches Sprague as he sags forward. The CRASHING SOUND comes nearer.

NELSON

(quickly)

Get him down to the beach, Lee.

Crane hurries off with Sprague, half-dragging him. The CRASHING SOUND gets closer. Nelson turns toward it, bringing up his electronic gun.

- 233 ANGLE AT MONSTER - P.O.V. (MINIATURE) 233  
It pushes its snout through the foliage. A CHARGE from the gun zings against its armor plate. The creature SNARLS with anger.
- 234 BACK TO NELSON 234  
as he turns and runs.
- 235 EXT. BEACH - DAY 235  
The Chief crosses from the rubber raft to the edge of the jungle, carrying a walkie-talkie. He peers anxiously into the trees.

MORTON'S VOICE

(radio filter)

We've one minute to deadline, Chief. Try to rouse them.

CHIEF

(into walkie-talkie)

I'm still waiting for them, sir.

(quickly)

Here they come!

Cont.

235 Cont.

235  
Cont.

Crane and Sprague come through the trees toward the Chief. The beast can be heard CRASHING forward o.s. Then Nelson appears behind them as Crane helps Sprague toward the raft.

CHIEF

Commander Morton, Admiral.

Nelson takes the walkie-talkie.

NELSON

Chip, we're about to take off in the raft. Can you see us?

236

INT. SEAVIEW CONTROL ROOM - DAY

236

Morton stands at the periscope shaft, peering through the viewer, adjusting the range.

MORTON

(into mike)

Yes, sir. We have you in our sights and Kowalski reports the Flying Sub is now operational.

NELSON'S VOICE

(over p.a.)

Good. But before we take off, we'll need covering fire from you. We've no way here to stop the creature, and it has to be destroyed.

237

OUTOUT

237

238

CLOSE ON NELSON  
using walkie-talkie.

238

NELSON

Use your short range missiles. Anything smaller won't even dent it. Give us two minutes to get clear of shore. Then fire the instant you see it.

239

INT. CONTROL ROOM - DAY  
as Morton reacts.

239

MORTON

Admiral, the margin of error...

NELSON'S VOICE

(p.a.)

We have to take that chance. Two minutes, Chip. Out.

Cont.



239 Cont.

239  
Cont.

MORTON  
(clicks mike)  
Missile Room, stand by to fire.  
Short range weapons.

PATTERSON'S VOICE  
(over p.a.)  
Missile Room, standing by.

240 EXT. BEACH - DAY

240

FULL SHOT

The Chief and Sprague are in the raft. About to climb in,  
Crane calls out to Nelson:

CRANE  
Ready to shove off, Admiral!

Nelson starts forward. He jumps back, recoiling from a  
tremendous ROAR.

241 ANGLE AT MONSTER - P.O.V. (STOCK)

241

The beast looms up directly IN FRONT OF CAMERA, jaws  
opening wide on another ROAR.

FADE OUT

END OF ACT FOUR

T A G

FADE IN

242 EXT. BEACH - DAY (STOCK) 242  
 CLOSE ON MONSTER  
 as it ROARS again.

243 ANGLE AT NELSON 243  
 crouching behind the fallen rocks. The SNARLING can be  
 heard close by.

NELSON  
 (calls)  
 Move out, Lee!

A-243 ANGLE - RAFT A-243  
 CRANE  
 It's got you trapped! We can't  
 pull out now!

B-243 BACK TO NELSON B-243  
 NELSON  
 I said shove off! That's an  
 order!

C-243 BACK TO RAFT C-243  
 Crane hesitates...then...

CRANE  
 All right, Chief, shove off.  
 They start to pull away.

D-243 BACK TO NELSON D-243  
 NELSON  
 (into walkie-talkie)  
 Nelson to Seaview -- fire your  
 missile, Chip!

Nelson makes a dash for the cove opening, and flings  
 himself inside it.

244 INT. SEAVIEW CONTROL ROOM - DAY 244  
 ANGLE AT MORTON  
 at the periscope.

MORTON  
 (into mike)  
 Fire one!

- 245 INSERT - HAND PUSHES FIRING BUTTON (STOCK) 245
- 246 EXT. SEA SURFACE - DAY (STOCK) 246  
A missile hurtles up from the water into the air.
- 247 EXT. BEACH - DAY (STOCK) 247  
ON MONSTER  
as it rears its head menacingly
- 248 ANGLE AT RUBBER RAFT 248  
They've stopped rowing. The three men look anxiously toward  
the o.s. beach
- A-248 EXT. SKY (STOCK) A-248  
FULL SHOT  
Missile roaring through the skies (to match Sc. 246)
- 249 EXT. BEACH - DAY (STOCK) (PHOTOEFX) 249  
ON MONSTER  
as it ROARS menacingly toward the heavens, o.s. we HEAR  
the SOUND of the swiftly approaching missile and then an  
explosion obliterates the screen.
- 250 EXT. CAVE - DAY 250  
FULL SHOT  
as the explosion shakes the terrain and the entrance to the  
cave is half-filled with falling debris and rock.
- 251 ANGLE AT RUBBER RAFT 251  
as the men react to the blast. Then Crane calls toward  
the beach.
- CRANE  
Admiral! Admiral, are you all right?  
They look anxiously toward the o.s. cave.
- A-251 EXT. CAVE - DAY A-251  
FULL SHOT  
There is no sign of life.
- B-251 BACK TO RAFT B-251  
CRANE  
(to men)  
Let's get back to that beach!  
They start to row furiously toward the shore.

C-251 ANGLE AT BEACH C-251  
as the raft pulls up and the men disembark and start to  
run toward the o.s. cave.

D-251 ANGLE ON CAVE D-251  
as the men run into the SCENE, we see the debris starting  
to be shoved aside, and Nelson works his way out through  
it from the interior of the cave. The men react in relief.

CRANE  
You all right, Admiral?

NELSON  
Fine - What about the monster?

CRANE  
Mission accomplished.

NELSON  
Good. Now let's get back to the  
Seaview before that tidal wave hits.

They turn and start running toward the o.s. raft.

DISSOLVE TO:

252 EXT. SEA - DAY (STOCK) 252  
Mountainous waves crest and fall in growing storm fury.

253 EXT. UNDERWATER - DAY (STOCK) 253  
FULL SHOT - SEAVIEW  
The flying sub returns to its nesting place. The door  
slides shut on it.

254 EXT. SEA - DAY (STOCK) 254  
FULL SHOT - TIDAL WAVE  
Its raging waters batter full against CAMERA

255 INT. SEAVIEW CONTROL ROOM - DAY (STOCK) 255  
FULL SHOT  
as the room rocks and pitches under the impact of the wave.  
Men are flung violently from side to side.

256 OUT OUT 256

257 EXT. UNDERSEA - DAY (STOCK) 257  
FULL SHOT - SEAVIEW  
It rocks under the impact...then slowly rights itself.

A-257 EXT. UNDERSEA - DAY (STOCK)

A-257

FULL SHOT - SEAVIEW  
proceeding peacefully along.

258 INT. OBSERVATION NOSE - DAY (BUBBLE TANKS)

258

ANGLE TOWARD WINDOWS  
Nelson examines a map on the table. Crane and Sprague are beside him, looking down at the map.

NELSON

No point in charting that island,  
gentlemen, it doesn't exist any  
more.

SPRAGUE

Incredible, how it disappeared.

NELSON

The second tidal wave simply  
destroyed it.

CRANE

Well, no great loss.

SPRAGUE

You're right, Captain. Between  
that creature and the horrors we  
all hallucinated, we were lucky  
to get off alive.

(shakes head,  
puzzled)

I'll never understand my obsession  
with that pirate treasure.

NELSON

Perhaps it was something buried  
deep in your unconscious.

CRANE

Sure. Your version of the pot of  
gold at the end of the rainbow.

SPRAGUE

But all my life I've been rational  
-- careful -- with a firm grip on  
reality. Now I don't know what was  
real and what was illusory.

Nelson reaches into his pocket.

Cont.

258 Cont.

258  
Cont.

NELSON

Well, this was real.

(takes out doubloon  
and gives it to  
Sprague)

Compliments of the Seaview, sir.

Nelson and Crane grin and then walk away, leaving Sprague to study the doubloon in his hand, still not quite sure it's real.

FADE OUT

END OF EPISODE