

CASTLE WOLFENSTEIN

a film written and directed by

Roger Avary

*based on Id Software's "Return to Castle Wolfenstein"
and characters created by
Silius Warner, John Romero, and John Hall*

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EXT. CASTLE WOLFENSTEIN - DAWN

A SETTING MOON illuminates the ominous CASTLE WOLFENSTEIN, perched atop the jagged peak of the Wolfhorn, in Southern Bavaria.

CASTLE WOLFENSTEIN

ZOOM OUT TO REVEAL that Castle Wolfenstein overlooks the seemingly peaceful hamlet of Wolfhaven, Germany. We hear the sound of a CRACKLING FIRE...

In the town, just in front of the FIRE, a TEUTONIC KNIGHT ON HORSEBACK holding -- oddly -- a SWASTIKA BANNER. What year is this?!

TILT DOWN to reveal that the fuel to the fire are BOOKS. Hundreds and hundreds of books, most of them ASH by now, but MORE ARE BEING THROWN IN.

PULL BACK TO REVEAL NAZI BROWNSHIRTS who are burning books outside the Town Hall, surrounded by JUBILANT STUDENTS, all SINGING the "Horst-Wessel-Lied". Some of the BEWILDERED CITYFOLK are SINGING ALONG.

**MAY 10, 1933
WOLFHAVEN, GERMANY**

In the bushes, watching the book burning, are WILLIAM JOSEF BLAZKOWICZ, 13, a strong, young boy, and ILSA VON BULOW, his pretty young blonde companion. Both are affected by what they're seeing.

WILLIAM

Ilisa!

He runs up to her, but she keeps walking, trying to outpace him.

WILLIAM (CONT'D)

Can you believe all of this
madness?

She keeps walking, not talking to him.

WILLIAM (CONT'D)

Maybe we got lucky and they burned
our Algebra books.

ILSA

It's not funny, William. My mother
says I'm no longer allowed to talk
to you.

(CONTINUED)

CONTINUED:

WILLIAM

Why?

She stops and turns to him, pulling him into an alley.

EXT. WOLFHAVEN - ALLEY - DAWN

In the background we can still see the book fire.

ILSA

Because... she's sending me to the new school.

WILLIAM

What new school?

ILSA

The one in the Castle. It's called the Ordensburg. You can't go if you're not...

WILLIAM

German. I see.

He looks dejected. She looks around to see if anyone's watching, and then gives him a kiss on the cheek.

ILSA

I'm sorry, William. But it's better this way. I'll always remember you.

She turns and runs away, leaving him standing there. He walks out of the alley and sees the BONFIRE OF BOOKS, still burning. He watches her until she's gone. Then...

On the SIDEWALK, ABEL BLAZKOWICZ, a bookish mid-50s doctor, concerned about the bonfire, spots his son.

DR. BLAZKOWICZ

William! Come right away.

William's father takes his son's arm and steers him down the street. Dr. Blazkowicz shakes his head.

DR. BLAZKOWICZ (CONT'D)

When they burn the books, people are not far behind. Come, let's cross...

They cross the street to avoid the crowd.

CUT TO:

EXT. WOLFHAVEN - APOTHEKER UND CHEMIKER BLAZKOWICZ - DAY

They make their way to the family shop, APOTHEKER UND CHEMIKER BLAZKOWICZ, where a stout woman, FRAU BRÜNINGHAUS (mid-50's), is patiently waiting outside for a prescription.

DR. BLAZKOWICZ
Good morning, Frau Brüninghaus.
How is the cramping?

FRAU BRÜNINGHAUS
Much better, thanks to Herr Doktor.
It's been a miracle.

DR. BLAZKOWICZ
Not a miracle, dear lady. Just
science.

He unlocks the door and enters with William, she follows.

INT. APOTHEKER UND CHEMIKER BLAZKOWICZ - DAY

Dr. Blazkowicz's shop is filled with GLASS BEAKERS and BUNSEN BURNERS. One side has a large blackboard with a series of MASSIVE CHEMICAL FORMULAS drawn on it, and on the other side is his chemist shop and pharmacy, with numerous BOTTLES of various OILS, CHEMICALS, TINCTURES and POWDERS for filling daily prescriptions.

DR. BLAZKOWICZ
Now what can I do for you today,
Frau Brüninghaus? More Serum 114?

FRAU BRÜNINGHAUS
Yes, please.

He begins preparing a DROPPER BOTTLE for her while she looks at SOME VIVARIUMS filled with STICK BUGS.

FRAU BRÜNINGHAUS (CONT'D)
What are these hideous bugs, Dr.
Blazkowicz?

DR. BLAZKOWICZ
They are Phagemid stick bugs --
from India, dear lady. They
asexually reproduce, making
hundreds of perfect copies of
themselves before they die.
Fascinating creatures. Each one is
the same as the next. In theory,
the one you see now is identical to
the very first one that ever was.

(CONTINUED)

CONTINUED:

Young William takes out a LARGE STICK BUG and lets it CRAWL ON HIS HAND.

FRAU BRÜNINGHAUS
(recoiling)
I don't like bugs.

DR. BLAZKOWICZ
You should like these. I milk
their reproductive glands to make
to the elixir that accelerates the
rejuvenation of your liver.

He holds up a vial marked "Serum 114."

FRAU BRÜNINGHAUS
Oh, I see.

DR. BLAZKOWICZ
With the foreign embargoes it's
getting harder for me to obtain the
other materials needed to make the
serum, however.

FRAU BRÜNINGHAUS
Yes. But maybe the new economic
miracle will bring prosperity.

He hands her the vial, she passes him some currency.

DR. BLAZKOWICZ
Let's hope so, for all.

He motions to the SOUNDS OF THE NAZI'S OUTSIDE.

DR. BLAZKOWICZ (CONT'D)
Up all night making speeches?
Burning books? Is this the price
of prosperity?

FRAU BRÜNINGHAUS
(embarrassed by the
display)
They don't represent what good
Germans believe.
(nervous)
Will you be returning to Poland,
Herr Blazkowicz? Or perhaps to
your sister, in America?

(CONTINUED)

CONTINUED: (2)

DR. BLAZKOWICZ
We've lived and worked here at the
University for twelve years.
Wolfhaven is our home.

She's much relieved.

FRAU BRÜNINGHAUS
Thank God. I don't know what I
would do without you.

He smiles and pats her shoulder.

DR. BLAZKOWICZ
Fortunately, that is not something
we need worry about. Now, should
your cramping persist, you must
increase the dosage for three days
and then--

Suddenly, A GROUP OF NAZI'S -- different from the brownshirts
outside burning books -- in scary black Gestapo uniforms,
pull up in a MERCEDES-BENZ TYPE 770 and storm up to the shop.

DR. BLAZKOWICZ (CONT'D)
(to William)
William. Say nothing, and do
nothing. Understand?

William nods.

A SMALL BELL RINGS as the door opens up and in walks a pale-
faced Nazi OBERFÜHRER WILHELM STRASSE, who we will call
DEATHSHEAD due to the bald skull emblem on his uniform he so
resembles.

DR. BLAZKOWICZ (CONT'D)
Can I help you?

DEATHSHEAD
You are Blazkowicz?

DR. BLAZKOWICZ
I am.

Deathshead motions to his men who start SMASHING THE GLASS
AND CHEMISTRY EQUIPMENT while yet another takes pictures of
the chalkboard with a HANDHELD 4X5 CAMERA and FLASH.

Deathshead flicks open some OFFICIAL LOOKING PAPERS with
STAMPS and SIGNATURES on them -- holds it up for Dr.
Blazkowicz to see.

(CONTINUED)

CONTINUED: (3)

DEATHSHEAD

You, Dr. Abel Blazkowicz, are under arrest for crimes against the Reich.

DR. BLAZKOWICZ

Crimes? What crimes? This is an outrage. You're not the police!

DEATHSHEAD

No. But we will be soon enough. Take him.

Dr. Blazkowicz shoots William a desperate look to remain silent, but the boy can't help it--

WILLIAM

NO!

Deathshead spins on his heels, looking at William. He consults his orders.

DEATHSHEAD

Is this the boy...*William*? We should take him as well.

Frau Brüninghaus picks up on the doctor's deception, grabbing William and pulling him to her, holding his mouth shut.

FRAU BRÜNINGHAUS

No -- this is my child. No one touches MY Wolfgang!

She pulls him closer to her.

FRAU BRÜNINGHAUS (CONT'D)

Look how you've scared him!

He looks at her closely, SCRUTINIZING her and William.

DEATHSHEAD

We have no problem with *good Germans*, Frau.

Deathshead executes a quick nod to his men and they put a BLACK HOOD over the head of Dr. Blazkowicz and drag him out of the shop.

Frau Brüninghaus holds William back with steely fingers.

FRAU BRÜNINGHAUS

Where are you taking Herr Doktor?!

(CONTINUED)

CONTINUED: (4)

DEATHSHEAD

He is to be tried and executed as
an enemy of the people.

FRAU BRÜNINGHAUS

But -- Dr. Blazkowicz is a gentle
man!

Deathshead references the chalkboard, which is now being
erased by Deathshead's men.

DEATHSHEAD

This "gentle man" is an agent of
Stalin, Fräü. A known supplier of
poison to dissident groups.
Communists, Social Democrats, and
Liberals must be dealt with
harshly, this is our vow to the
people. Good day.

He then briskly turns and follows his men out. William pulls
free and runs to the door, but Frau Brüninghaus catches him.

EXT. APOTHEKER UND CHEMIKER BLAZKOWICZ - DAY

Deathshead climbs into the back of a long Mercedes with Nazi
flags on the front. Next to him is Dr. Blazkowicz with the
bag on his head.

Under the Nazi's watchful eye, Frau Bruninghaus takes young
William to her sedan and pulls away. Deathshead's Mercedes
then pulls off in the opposite direction.

CUT TO:

INT. BASSINGBOURN BARRACKS - ENGLAND - MORNING

EXTREME CLOSE ON: U.S. ARMY RANGER CAPTAIN WILLIAM "BJ"
BLAZKOWICZ, now 24 and ready to kick ass in combat. He wakes
from the terrible dream, SCREAMING--

BJ

Aaaahhh!

And then gains his perspective, looking around at the other
bunks. It's the wee hours of the morning, and the OTHER
SOLDIERS could sleep through anything, except--

DUTY SERGEANT HARDCOCK, 40's, a real prick, walks in and
throws the lights on:

(CONTINUED)

CONTINUED:

DUTY SERGEANT HARDCOCK
Wakey, wakey, eggs and bakey,
losers! We're moving out for
Portsmouth! So gear up, pinch a
loaf, wipe your ass, and HUP TWO!

By now the place is an EXCITED BUSTLE, and the men are
gearing -- excited to be moving out. Then we read...

JUNE 4TH, 1944
ELEVEN YEARS LATER

BJ is first to file out, but Hardcock grabs him by the arm.

DUTY SERGEANT HARDCOCK (CONT'D)
Not you, Blazkowicz! You've been
removed from the unit. You're
wanted at High Command.

He slaps a DOCUMENT on his chest.

BJ
Removed from the unit?! But Sarge--

DUTY SERGEANT HARDCOCK
Don't "but Sarge" me, soldier!
Ours is not to reason why! Now
sling your ass in that Jeep and
move out, brass is waiting!

BJ sees that OUTSIDE a JEEP with a DRIVER is waiting. He
hops into it.

DUTY SERGEANT HARDCOCK (CONT'D)
And Blazkowicz!

BJ turns, just before driving out.

DUTY SERGEANT HARDCOCK (CONT'D)
We're gonna miss you on the beach.

He salutes him. BJ, respectfully, lifts his hand to salute
and the Jeep takes off.

HARD CUT TO:

EXT. BASSINGBOURN MANOR - HIGH COMMAND - MORNING

A historic ENGLISH MANOR HOUSE. The Jeep drives in through
the gates, kicking up DUST and GRAVEL, and BJ immediately
notices that the atmosphere is different here. For starters,
there are FEMALE OFFICERS in tight knee length uniform
dresses that cause his head to turn.

(CONTINUED)

CONTINUED:

The Jeep pulls up to the front door of the manor, where LT. DONNA TART, late 20's and sexy in a kind of way that only British women can be, is waiting with a clipboard.

LT. DONNA TART
Captain Blazkowicz, follow me
please.

BJ
(looking to the driver,
unable to believe his
good fortune)
With pleasure!

He hops out.

CUT TO:

INT. BASSINGBOURN MANOR - OSA - DAY

CLOSE ON: Donna Tart's heart shaped butt, neatly tapered in her skirt, which is a fine site to look at as she guides BJ through a long foyer room lined with desks at which mostly FEMALE SECRETARIES type away. SEVERAL OFFICERS hover over their desks reading papers and giving them instructions.

BJ
Am I in trouble? Did I do
something?

LT. DONNA TART
I don't know, Captain, did you?

BJ
I don't know...maybe?

They walk past a BRITISH MP at an area cordoned off as:
"OSA."

BJ (CONT'D)
OSA. What does that stand for?

LT. DONNA TART
Office of Secret Actions.

BJ
Office of Secret Actions? Never
heard of it.

LT. DONNA TART
That's because it's "secret."

(CONTINUED)

CONTINUED:

They come to massive doors that lead into the main office of the Manor. She opens the door for BJ and stands there.

BJ
Are you coming in with me?

She shakes her head.

BJ (CONT'D)
Too bad. What about tonight? You busy?

LT. DONNA TART
No.
(beat)
But I think you'll be.

BJ
(he nods)
Oh. Okay. Well, maybe next time?

She considers it, "maybe." He enters.

INT. BASSINGBOURN MANOR - DIRECTOR'S OFFICE - DAY

A hefty British man who we will only know as THE DIRECTOR, 50's, is standing at a large map of Germany alongside a buttoned-down American in a civilian suit named JACK STONE, 35-ish.

BJ enters and stands at attention.

THE DIRECTOR
Ah, is this him?

JACK STONE
Captain William Josef Blazkowicz.
At ease, soldier.

BJ relaxes.

JACK STONE (CONT'D)
Name's Jack Stone, I'm here on authority from the U.S. Department of War. This is the Director of the Office of Secret Actions, a joint venture between British and American command.

He opens a large file folder on the desk that has documents and pictures of BJ.

(CONTINUED)

CONTINUED:

JACK STONE (CONT'D)
(flipping through his
file)

You're a decorated soldier,
Blazkowicz. Trained at Fort
Harrison. Served with the Devil's
Brigade in the Aleutians. I've got
a whole page full of honors and
commendations here. But according
to our files you weren't born in
the United States -- you're a
naturalized citizen.

BJ
Um...yes, sir. My parents were
Polish...my father died before the
war and I was sent to live with my
aunt in Mesquite, Texas -- where I
grew up. She raised me.

THE DIRECTOR
But as a boy you lived in Germany --
in the town of Wolfhaven. True?

BJ
(nervous)
Um...yes, sir. I did...sir. Is
that a problem? Because I can
assure you that my heart's in the
right place. I want to kill Nazi's
as much as any other Joe in my
unit. Maybe more--!

Jack holds up his hand to quiet him.

JACK STONE
You speak Kraut?

BJ hesitates, not sure if it's a plus or a minus.

BJ
Uh...some.

THE DIRECTOR
Some?! Yes or no, son -- Sprechen
Sie Deutsches?!

BJ
Ja voll, herr Direktor. Es war die
Sprache meiner Jugend. However, I
might be a little rusty.

Stone and the Director share a look of consideration.

(CONTINUED)

CONTINUED: (2)

JACK STONE

Captain Blazkowicz, you're being removed from Operation Overlord and placed on special assignment under OSA supervision.

BJ

Removed from Overlord? But, sir -- D-Day is critical to winning the war! With all due respect -- I want to be first on the beach!

Suddenly, from the SHADOWY CORNER OF THE ROOM comes a WORKING-CLASS BRITISH VOICE:

BRITISH VOICE (O.C.)

How did your father die?

BJ turns, slightly startled that someone else is even in the room. In the shadows of the stately room there's A FIGURE VISIBLE ONLY IN SILHOUETTE.

BJ

What?

BRITISH VOICE

(still bathed in shadow)

I asked, how-did-your-father-die?

BJ

Um. He...he was taken by the...by the Gestapo.

BRITISH VOICE

Taken where?

BJ

Um...

(clearly difficult for him)

Dachau. I think. He was executed. At least that's what I was told. I don't know...

BRITISH VOICE

Is that why you want to be first on the beach?

BJ

(never more confident)

Yes sir.

(CONTINUED)

CONTINUED: (3)

The figure steps out of the shadows and we see for the first time AGENT ONE, late 30's, a classic carved-from-wood British commando type.

AGENT ONE

Well, then. How'd you like to
avenge his death proper?

BJ looks at the three men one after the other, any answer
would be simply rhetorical.

JACK STONE

Captain Blazkowicz, this is Agent
One -- the best we've got. He's
going to be in command of a special
operation that we'd like you to
join.

BJ

And what operation is that?

CUT TO BLACK:

With a THUNDEROUS BOOM we read--

OPERATION: HALTEN EISENFAUST

EXT. SOMEWHERE OVER GERMANY - AERIAL - NIGHT

BOOM! BOOM! BOOM! Anti-aircraft FLAK EXPLODES just off the
wing of a B-17 bomber which is weaving its way through a maze
of IN-AIR EXPLOSIONS deep into German occupied territory.

INT. B-17 BOMBER - BOMB BAY - IN FLIGHT - NIGHT

CLOSE ON: An entire RACK OF THREE HUNDRED POUND BOMBS are
CLINKING against each other in the bomb bay at every jiggle
of TURBULENCE and FLAK.

EXTREME CLOSE ON: BJ sitting toward the rear end of the B-
17. He's intently looking at the bombs as they CLANK against
each other.

PULL BACK TO REVEAL: U.S. ARMY RANGERS, BRITISH
PARATROOPERS, and other ALLIED SPECIALISTS. All of them are
geared up and ready to jump, however each seems to be
customized with their own particular arsenal of weaponry.
Sitting next to BJ is CARMACK, 20's, who looks like he should
be pushing pencils at a desk.

Some FLAK EXPLODES close off the side of the bomber, causing
the CABIN TO SHAKE. BJ doesn't even flinch. Carmack notices
this.

(CONTINUED)

CONTINUED:

CARMACK

How can you be so relaxed?!

BJ

'Cause it ain't begun yet.

CARMACK

Well, let me know when it begins --
okay?!

BJ

(with a shrug)

Okay.

Carmack looks at him, dumbfounded. Then--

CLOSE ON: A FLASHING RED LIGHT turns on, accompanied by a
LOUD ALERT BUZZER.

With a SUCKING WIND, the BOMB BAY DOORS SLOWLY BEGIN TO OPEN.

From the bomb bay we can see the INDUSTRIAL MUNITIONS FACTORY
of KRIEMHILDEBURG down below.

AGENT ONE comes in from the cockpit.

AGENT ONE

This is IT, men! We're now over
the Kremhildeburg munitions
factory. The love letter we're
about to drop should keep the
Krauts distracted while we make our
way into Wolfhaven!

Suddenly, two steel latches SNAP BACK, dropping all the bombs
and releasing 8000 pounds of explosive power from the bomb bay.

EXT. IN THE SKY ABOVE KRIEMHILDEBURG - AERIAL - NIGHT

CRACK, CRACK, CRACK, the bombs begin striking their
industrial targets below.

INT. B-17 BOMBER - BOMB BAY - IN FLIGHT - NIGHT

Agent One nods with satisfaction.

AGENT ONE

What do you have to say to that,
Jerry!?

EXT. IN THE SKY ABOVE KRIEMHILDEBURG - AERIAL - NIGHT

Through the clouds, and from behind the B-17, like cats stalking prey, come A SQUADRON OF MESSERSCHMITT ME-109'S. They line up their sights--

INT. B-17 BOMBER - BOMB BAY - IN FLIGHT - NIGHT

From the very rear of the plane, the TAIL GUNNER shouts out:

TAILGUNNER

We've got company! Messerschmitts!

Suddenly, BULLETS THE SIZE OF A BABY'S FOREARM start ripping through the rear of the B-17, SCREAMING like BLAZING HOT ORANGE FIREBALLS and riddling the length of the bomber. In seconds the cabin is like Swiss cheese.

The TAILGUNNER is STITCHED TO PIECES. BJ turns to a stunned Carmack.

BJ

(to Carmack)

It's begun.

EXT. SOMEWHERE OVER GERMANY - AERIAL - NIGHT

The two Messerschmitts ROAR past the plane, STRAFING IT, and then make wide arcs to come around.

INT. B-17 BOMBER - BOMB BAY - IN FLIGHT - NIGHT

More BULLETS RIP THROUGH THE PLANE, this time from the side.

BJ looks to the SIDEGUNNER, he's shot up as well -- so much so that the gunnery rig rips loose and falls away from the plane, leaving a gaping hole in the side of the bomber.

BJ looks to LT. FINNEGAN, and he's nearly all gone. It looks like THE ENTIRE FRONT PART OF HIM WAS BLOWN OFF, but the back half was left intact. His eye balls are somehow still attached, dangling from what's left of the brain.

Another dead one, LT. KENT, slumps forward, slides down the deck and FALLS RIGHT OUT OF THE BOMB BAY DOORS.

Flames have engulfed the other side of the plane and can be seen from the opposite sidegunner station.

BJ

Get back!

(CONTINUED)

CONTINUED:

He pulls Carmack and another soldier, LIEUTENANT HALL, aside just as an AMMO MAGAZINE EXPLODES and the entire sidegunner dome rips free from the bomber, granting a clear view of the chaos outside.

THE PLANE IS WEAVING ERRATICALLY so it's as if they're on a nightmarish carnival ride.

BJ stands up but the flight deck keeps weaving from left to right, tossing him. He gets to Agent One and helps him to his feet.

BJ (CONT'D)
Best find out if anybody's flying
this bucket?!

Agent One runs into the cockpit, what he sees isn't pretty--

INT. B-17 BOMBER - COCKPIT - IN FLIGHT - NIGHT

The COCKPIT IS GONE -- literally.

The flack has taken out the entire front portion of the cockpit, it's shattered and torn open like an exploded cigar, leaving most of the instruments unrecognizable. The Pilot, Co-Pilot, and Navigator are gone -- all have been sucked out of the plane.

Agent One incredulously scans the cock pit, stunned at the sight--

EXT. SOMEWHERE OVER GERMANY - AERIAL - NIGHT

The Messerschmitts make wide arcs, encircling back to align the bomber in their sights--

INT. B-17 BOMBER - BOMB BAY - IN FLIGHT

Agent One comes back into the main cabin. What's left of the men are suited up and ready to jump, they're clipping their rip cords to the jump line. Their rifles are strapped to their chests. Lt. Ralston is the first in line.

AGENT ONE
We jump now! Make your way to the
rendezvous point! From there we
can hike to Wolfhaven. Let's go,
go, go, go!

MACHINE GUN FIRE from the Messerschmitt Bf-109 rips the bottom of the fuselage -- and through the open bomb bay door it looks like fireballs are racing past.

(CONTINUED)

CONTINUED:

Another soldier, LT. RALSTON tries to jump and is immediately SHREDDED by MESSERSCHMITT FIRE as he exits the plane. His chute doesn't even open.

Agent One looks to the next man, Lt. Quinlivan, who gulps and then FEARLESSLY JUMPS AMIDST A BARRAGE OF GUNFIRE.

LT. QUINLIVAN
God and country!

But as he dives, one of the Messerschmitts RIPS HIS OPENING CHUTE APART with MACHINE GUN FIRE. He PLUMMETS towards the ground below, TWISTING AND SPINNING as his tangled chute can no longer hold him aloft.

EXT. IN THE SKY ABOVE KRIEMHILDEBURG - QUINLIVAN - NIGHT

As he tumbles chuteless towards the earth he manages to right himself and surveys his rapidly approaching death.

LT. QUINLIVAN
Damn!

He scans the ground and spots a GERMAN AERIAL GUNNERS NEST spraying the night sky with fire.

LT. QUINLIVAN (CONT'D)
Right, then.

He pulls his arms back and aims his body through the wind like a bullet towards the nest.

EXT. AERIAL GUNNER'S NEST

The GERMAN SOLDIER feeding the shells spots an odd object shooting down rapidly towards the nest.

GERMAN SOLDIER
Vas ist das?

EXT. IN THE SKY ABOVE KRIEMHILDEBURG - LT. QUINLIVAN

Who now SCREAMS like a descending bomb.

EXT. AERIAL GUNNER'S NEST

Where the soldiers are also SCREAMING as they try to turn the big gun around toward Quinlivan. Too late as he PLOWS into the nest at 70 miles per hour, SMASHING everyone's lives into oblivion.

INT. B-17 BOMBER - BOMB BAY - IN FLIGHT

Agent One looks up to LT. KIDNER, a spry looking English officer with a large moustache.

AGENT ONE
Right. You're next.

Lt. Kidner nods.

LT. KIDNER
Aye, sir. See you on the ground.
Cheerio!

He jumps and is SHOT UP instantly. Agent One looks to BJ.

BJ
It's like they're shooting ducks!

AGENT ONE
You're next!

BJ
Nuts to that!
(a quick consideration)
I'll take tailgunner and hold them
off! You get the men out when
there's an opening!

AGENT ONE
Blazkowicz! I gave you a direct
order!

BJ
And I'm disobeying it, SIR!

To Agent One's astonishment, BJ SALUTES and then turns and runs to the--

TAIL SECTION OF THE PLANE

where BJ pulls the shot up tailgunner out of the seat and after a quick assessment of the mechanics, grabs the guns and begins FIRING A THUNDEROUS VOLLEY.

AGENT ONE

is pissed at BJ's defiance, but there isn't time to fight it. He turns to Carmack, LT. ROMERO, and Hall -- all wide-eyed.

AGENT ONE
When there's a a break in the Me
fire, you jump!

(CONTINUED)

CONTINUED:

They all nod.

INT. B-17 BOMBER - TAIL SECTION - IN FLIGHT - NIGHT

BJ, at the tailgunner's twin 12.7mm guns grits his teeth as he steers the tracers into the wing of one of the Messerschmitts--

EXT. MESSERSCHMITT ME-109 - IN FLIGHT - NIGHT

His tailgunner fire STITCHES ACROSS THE WING, causing it to SNAP FREE -- instantly the Messerschmitt FLIPS INTO A SPIRAL and BREAKS INTO DEBRIS.

ANOTHER MESSERSCHMITT clips the FLAMING DEBRIS and is itself thrown into a spin.

BJ's tailgun fire holds off the others while the remaining men jump.

INT. B-17 BOMBER - IN FLIGHT - NIGHT

Everyone's out of the bomber now but BJ and Agent One, who's making his way toward the rear.

AGENT ONE

We need to jump -- as in RIGHT NOW!

BJ AT THE TAILGUNNER

is trying to hold off the last Messerschmitt, who is tenaciously dodging his machine-gun fire.

BJ

They're like wasps!

AGENT ONE

Now, Blazkowicz! *Our is not to reason why!*

BJ

Ours is but to do or die! And I don't plan on dyin'! I'm right behind you!

Agent One looks down at the OPEN CHUTES BELOW, then back at BJ, who's obsessed, FIRING THE MACHINE GUN.

AGENT ONE

You better be!

(CONTINUED)

CONTINUED:

Torn, Agent One finally jumps, and WE JUMP WITH HIM, PLUMMETING DOWN past the plane -- his chute catches air, SNAPPING with a loud FOOM as it opens up, JOLTING Agent One to a drift.

INT. B-17 BOMBER - TAIL SECTION - IN FLIGHT - NIGHT

BJ sees the Messerschmitt zeroing in on Agent One, whose parachute has just opened, lining its wings right at him. He swings the double guns of the tailgunner into action, taking aim. Suddenly, the guns on the Messerschmitt start FIRING --

Bullets are whizzing past Agent One. BJ grips the triggers tighter.

BJ

Just a little closer -- that's it --

He squeezes the trigger and the GUNS START BLAZING -- CHUGGING OUT BULLETS that trace toward the Messerschmitt.

EXT. IN THE SKY ABOVE KRIEMHILDEBURG - AGENT ONE - NIGHT

As Agent One plummets, the Messerschmitt is coming right at him, it's GUNS FIRING -- BULLETS WHIZ past --

INT. B-17 BOMBER - TAIL SECTION - IN FLIGHT - NIGHT

Without taking his fingers off the trigger, BJ glances down at the ammo box. The last of the ammo belt lifts out -- pulled in by the gun feed ... an arms length left.

He needs to make it count, so BJ focuses with fierce determination.

THE TRACERS coming out of the dual cannons catch up to the tail of the Messerschmitt, BEGIN RIPPING INTO IT--

The ammo box is empty, and the belt is lifting up toward the feed--

BJ

C'mon you bastard!

--BJ keeps his aim on the plane true, STRAFING up the side of the plane until he hits the PILOT. The engine to the Me. EXPLODES--

BJ (CONT'D)

YES!

(CONTINUED)

CONTINUED:

--Just as BJ runs out of ammo. The guns CLUNK to a disturbing quiet -- save for the engines of the bomber, the flak, and most of all, the wind.

EXT. IN THE SKY ABOVE KRIEMHILDEBURG - AGENT ONE - NIGHT

The Messerschmitt is in flames and doing BARREL ROLLS right past Agent One's parachute. But then, the Me. pulls into a climb -- right up TOWARD THE BELLY OF THE BOMBER.

Agent One sees this and his eyes widen.

AGENT ONE

No!

The Messerschmitt STRIKES THE UNDERBELLY of the B-17, instantly EXPLODING and causing the already beleaguered bomber's airframe to break apart with a FIERY EXPLOSION.

To Agent One's horror, BJ HAS BEEN KILLED. But he has other things to worry about...

Agent One is rapidly drifting down toward the city they just bombed. He looks to the OTHER MEN'S WHITE SILK PARACHUTES which are scattered and currently landing all over the munitions factory of Kremhildeburg.

CUT TO:

EXT. DESTROYED MUNITIONS FACTORY OF KRIEMHILDEBURG - NIGHT

Carmack comes to a landing first and quickly gathers up his chute and stuffs it under a turned over jeep, as he hears a BURST OF GERMAN GUNFIRE.

Other soldiers plummet from the sky as their shoots are torn open. Carmack watches them with horror.

Gunfire PINGS around Carmack. He slinks back and is forced to hit the ground and crawl off and into a nearby MUNITIONS KILN, to hide in the bombed factory.

CUT TO:

DESTROYED MUNITIONS FACTORY OF KRIEMHILDEBURG

Agent One's DRIFTS DOWN and LANDS right into the middle of THE SHIT. TWO MACHINE GUN NESTS have Agent One locked down right inside the skeleton of a BLOWN UP BUILDING.

Agent One immediately crouches low behind some rubble and disconnects his parachute, which has CAUGHT FIRE FROM THE BURNING RUBBLE.

(CONTINUED)

CONTINUED:

Agent One readies his Sten gun and takes a peek over a blown open wall just as THREE NAZIS come running over a pile of blown up bricks covering what used to be the sidewalk.

Agent One UNLEASHES A VOLLEY OF MACHINE GUN FIRE, cutting down two of the Nazis -- the third FIRES and CLIPS HIS ARM. Agent One swings his Sten like a club, KNOCKING THE MP40 from the hands of the Nazi, and then dives onto him. They STRUGGLE for a moment on the ground and then Agent One CHOKES HIM to death.

AGENT ONE
That was for BJ!

He picks up the Nazi's MP40 and starts FIRING toward the heavily fortified Nazi hold out inside of a LARGE BLOWN OUT FACTORY across the street.

AGENT ONE (CONT'D)
Who else wants some?! Come an' get it!

And that's when on the far side of the rubble strewn street A SQUAD OF NAZI FIGURES in large trench coats emerge from behind a fortification.

Agent One looks at them curiously, wondering why they're just standing there. Then, suddenly, they start walking toward him, across the rubble of the street.

He takes aim--

AGENT ONE (CONT'D)
Right...

He squeezes the trigger and with a VOLLEY OF MP40 FIRE RIPS INTO the approaching Nazis.

But they don't go down.

He replaces his clip, stands up, and UNLOADS ANOTHER CLIP, SCREAMING while he does it. This time we can clearly see that they're TAKING THE BULLETS as they STITCH ACROSS THEM.

Again -- they don't go down -- they keep approaching. The closer they get, the more detail he sees, and there's something strange about these soldiers: the way they walk, the way their eyes glow -- something is not right.

AGENT ONE (CONT'D)
What the bloody Hell!?

He squeezes his trigger -- CLICK. Out of ammo.

(CONTINUED)

CONTINUED: (2)

He reaches down, fumbling for another clip on the dead German at his feet -- and finally finds one.

When he looks back up, the three soldiers are nearly upon him.

AGENT ONE (CONT'D)
Auf Wiedersehen, you wankers!

He lights them up, RIPPING INTO THEM WITH BULLETS, and LAUGHING while he does it -- but his laughter is cut short because despite the fact that the BULLETS HAVE GONE THROUGH THEM -- they're not stopping -- and THEY'RE UPON HIM!

It's hand-to-hand combat time, but despite Agent One's ASS KICKING abilities, HE'S OVERWHELMED by the three unstoppable Nazis who grab onto him with outreached arms and KNOCK HIM DOWN -- SWARMING HIM.

CUT TO BLACK:

GERMAN WOMAN'S VOICE (V.O.)
You will tell us what we wish to know...

INT. KREMHILDEBURG - BUNKER - INTERROGATION ROOM - NIGHT

EXTREME CLOSE ON: Agent One's face, bloodied and bruised, obviously drugged up. He's TIED INTO A CHAIR and HIS VISION IS BLURRY, and all he can see are SHAPES before him, and a SYRINGE being removed and pulled away -- placed onto a STAINLESS STEEL TRAY.

GERMAN WOMAN'S VOICE (O.C.)
What is your mission?

AGENT ONE
(woozy, but concentrated)
As I told you before, we was on a bomb run -- crackled up your munitions factory 'ere right Royal. When the Me's shot up the bomber, I bailed out. And here I sit now, with the likes of you.

BAM! A gloved fist PUNCHES him in the nose -- his head recoils.

GERMAN WOMAN'S VOICE (O.C.)
Liar! You are no more a bomber pilot than I am a haus frau.

(CONTINUED)

CONTINUED:

Dazed but not beat, he lifts his head and sees his captor
COME INTO FOCUS...

The strikingly beautiful woman, in a tight black leather SS outfit of jodhpurs, knee height stompers, a crisp white shirt detailing her heaving bosom and a riding crop gripped tightly in her hand. Her exquisite beauty is almost magnified by a SCAR that took her eye, which she covers with a BLACK PATCH. We realize that it is none other than ILSA VON BULOW, now in her 20's, BJ's long lost young companion and currently a key figure in Himmler's SS Paranormal Unit.

Flanking her are her two SHE WOLVES: GRETA, 20's, with hair so black it almost consumes light; and HILDA, 20's, whose red mane is worn free. They each hold AUTOMATIC ASSAULT RIFLES.

ILSA VON BULOW

The real question is: Why is the
truth serum not working with you,
English?

AGENT ONE

(woozy)

I'm a practiced liar, love.

She wheels forward a tray with NEEDLES and FORMULAS. She carefully selects one and lifts it up, then steps over to him, straddling the chair, her boobs in his face, and plops down onto his lap -- sitting. She then leans in and kisses him.

ILSA VON BULOW

(she licks her lips)

I too am practiced. Practiced
enough to know that OSA agents are
trained to resist Sodium Pentathol.
But can you resist this...?

She leans in, biting his ear gently and KISSING him --
caressing with her hand.

ILSA VON BULOW (CONT'D)

(whispering)

I know that bombing the Weapons
Factory wasn't your primary
mission, Geliebter. Tell Ilsa:
What is your primary mission?

Agent One is near delirious, consumed with her sexual
advances -- until HE SNAPS TO and shakes his head out of it.

(CONTINUED)

CONTINUED: (2)

AGENT ONE

Bugger off! It won't work with me!
I'd sooner go to the Devil!

She immediately stands up, steps back, strikes a pose as she tightens her glove.

ILSA VON BULOW

That -- can be arranged.

(now sexless, all business)

Your mission -- whatever it was --
has failed. Your men are dead, and
you -- mein liebe -- *you soon will*
be too.

(walking away)

Bring him!

She walks to the door and opens it, revealing where they are...

EXT. KREMHILDEBURG - STREET - NIGHT

Agent One is led across the street. He looks to the side, and for a brief moment thinks he sees BJ LURKING BETWEEN TO NAZI TRANSPORT VEHICLES -- or perhaps it was just the ghost of him...because ON SECOND GLANCE, HE'S GONE. Agent One shakes his head...woozy from the Sodium Pentathol.

INT./EXT. BLOWN UP CHURCH - NIGHT

Agent One, is led by Ilsa and the She Wolves into what used to be a church, but is now merely a skeleton of a church.

The church looks to be the center of LOCAL NAZI OPERATIONS here. It also seems to be a place where they shoot enemies of the Party. The entire operation is like an accountant's office in the middle of a war.

Ilsa walks in, with Agent One following at gunpoint by Greta and Hilda. The local Nazi SS authority, OBERFÜHRER FETTGESICHT, salutes her CLICKING his boots.

OBERFÜHRER FETTGESICHT

Heil Hitler!

She returns a more casual, sexy salute.

ILSA VON BULOW

Heil.

She turns the men over to Oberführer Fettgesicht and his men.

(CONTINUED)

CONTINUED:

ILSA VON BULOW (CONT'D)
He wouldn't talk. But a parachute
count has confirmed that we have
all of the survivors. Whatever
their mission was, it doesn't
matter anymore.

OBERFÜHRER FETTGESICHT
We are invincible. And may I say,
Fräulein, the men of your unit make
the Fatherland proud.

She nods. The "men of her unit" are all standing in the back
of the flatbed, unmoving -- their faces shrouded in shadows.
Clearly Oberführer Fettgesicht is suspicious of them.

She turns to Agent One, sexy and sultry:

ILSA VON BULOW
Auf Wiedersehen, meine Liebe. It
was fun, but I must bid you my
leave.

She turns to Oberführer Fettgesicht.

ILSA VON BULOW (CONT'D)
Heil Hitler.

THE NAZIS
Heil Hitler!

Ilsa leaves, driven off in the SIDECAR OF A MOTORCYCLE by
Greta.

Hilda climbs into the truck full of soldiers (along with
Carmack hiding in the storage hold). The last of the dead
paratroopers is dumped in a pile and they drive away.

Agent One is placed against a shot up wall.

The FIRING SQUAD is assembled, and they're kind of laughing
and talking like this isn't a big deal.

Agent One is approached by Oberführer Fettgesicht.

OBERFÜHRER FETTGESICHT
Blindfold?

AGENT ONE
Go to Hell.

Oberführer Fettgesicht nods with a shrug.

(CONTINUED)

CONTINUED: (2)

OBERFÜHRER FETTGESICHT

Perhaps.

(turning to his men)

Bereiten Sie Ihre Waffen vor!

The soldiers in the firing squad LOAD THEIR WEAPONS.
Oberführer Fettgesicht raises his hand.

OBERFÜHRER FETTGESICHT (CONT'D)

Bereit. Ziel!

The firing squad all take aim. Agent One stands up straight.

The Oberführer raises his hand to signal the shooting.

A SHOT OF: Agent One, his eyes on the Oberführer. He takes a deep breath in and closes his eyes. He waits for it to be over.

OBERFÜHRER FETTGESICHT (CONT'D)

Feuer!

BLAM, BLAM BLAM BLAM. BLAM.

AGENT ONE

FLINCHES at each of the shots. He opens his eyes and it takes him a second to realize that he's ALIVE, and that the shots are being fired at the firing squad.

Shots continue to be fired at the FIRING SQUAD. Agent One looks around only to see...

SOMEONE in the Machine gun nest! It takes him a moment to realize that they aren't going to shoot at him.

OBERFÜHRER FETTGESICHT

who goes for his Luger -- but it's too late. BJ SHREDS him with MACHINE GUN FIRE, stitching it right up his mid-section.

AGENT ONE

can't believe his eyes.

It's BJ at the MACHINE GUN NEST, and he's totally cut down the firing squad and the Oberführer! But there's more charging in--

BJ'S TARGET POV:

BJ turns his sights onto the various POCKETS OF NAZI SOLDIERS that are trying to organize and also avoid getting shot.

(CONTINUED)

CONTINUED: (3)

But once BJ mows down a group, ANOTHER tends to run in from around the corner, only to be GUNNED DOWN.

The PHONOGRAPH IS SHOT and the RECORD SHATTERED.

Soon -- it's quiet and the smoke settles. There's small PILES OF DEAD NAZIS EVERYWHERE.

Agent One stands there, the only one left alive, stunned. He looks up to see BJ, sitting at the machine gun.

Agent One can't believe his eyes. He blinks.

BJ slides down the rubble to Agent One.

BJ
(salutes)
Captain BJ Blazkowicz, reporting
for duty.

BJ pulls out his knife, turns Agent One around, and CUTS THE ROPE around his wrist.

BJ (CONT'D)
(smiles)
Glad to see me?

But before he can finish, he's punched in the jaw and knocked to the ground, with Agent One standing over him, threatening him.

AGENT ONE
I gave you a direct order to jump
from that bomber, which you
ignored! If you EVER disobey an
order I give you again, I will BUST
YOU DOWN -- are we clear?!

BJ grits his teeth as well as the knife, but then centers himself and sheaths the blade.

BJ
Fair enough. Where're the other
men?

Agent One SHAKES HIS HEAD slowly: "nobody". BJ is mortified. He reaches out his hand and offers it to BJ, who grabs it and is pulled to his feet.

Then, quick as lightning, BJ PUNCHES Agent One in the gut, knocking the wind out of him -- hunching him over.

(CONTINUED)

CONTINUED: (4)

BJ (CONT'D)
Next time, a "thank you" would
suffice.

He turns and starts walking, picking up an MP40 and some AMMO from one of the dead Nazis. Agent One smiles, rubbing his chin.

WIPE TO:

EXT. MOUNTAIN PASS - NIGHT

The higher the altitude they hike, the more it begins to SNOW. BJ is consulting a map, and pointing the way.

WIPE TO:

EXT. HILL ON OUTSKIRTS OF FOREST - NIGHT

They come out of the trees and slowly creep up the hilltop, quiet but with guns ready, toward the glow of city lights against the night sky.

EXTREME CLOSE ON: BJ, anticipating seeing his home for the first time in eleven years.

As they rise over it, they see the lights of the small city. The men lay low at the top of the hill, a prefect vista of the city. BJ and Agent One take out their binoculars...

EXT. TOWN OF WOLFHAVEN - OUTSKIRTS - NIGHT

BINOCULAR POV: The town of Wolfhaven nested in a little snow-covered valley, alongside Lake Wolfenstein, is now the center of SS operations, and it looks like the SS has pretty much taken over all functions in the town.

BJ (O.S.)
Okay. That's the Town of
Wolfhaven. Up there, past the
lake, is the Wolfhorn peak.

TILT UP THROUGH THE CLOUDS to the top of the Wolfhorn, looming far above the town.

BJ (CONT'D)
And at the top, Castle Wolfenstein.

Agent One takes the binoculars and looks back down at the township, below.

(CONTINUED)

CONTINUED:

BJ (CONT'D)
There's the tram. It's the only
way in or out of the castle...

BINOCULAR POV: At the side of the lake there's a heavily
fortified and barb-wired CABLE TRAM STATION, not too unlike
the kind you'd find at a ski resort, except this one is
guarded by a PANZER TANK. The tram is quite large, and
armored -- big enough to carry a truck.

BJ (CONT'D)
Things have changed a bit since I
was a kid. The gondola used to be
smaller, made out of wood. Looks
like it's armored now.

From the binoculars they watch as a MERCEDES and a SUPPLY
TRUCK drives in through the gate from town and to a
checkpoint, where SEVERAL GESTAPO greet the vehicles, raise
their hands to "Heil!", and then wave the Mercedes onto the
cable car.

A PANZERFAUST UNIT guards the entrance, and it's too far to
see for sure, but one of the passengers of the car looks like
it might actually be...*Adolf Hitler*.

BJ (CONT'D)
(lowering his binoculars)
Holy crap. That's Adolph Hitler.
That's goddamned Adolph Hitler.

Agent One looks at him.

AGENT ONE
Now you know why this mission was
of highest priority.

BJ
(getting excited)
If we blow that bastards brains out
it's gonna kill the German's will
to fight!

BJ pulls the long range sight out of his Springfield.

BJ (CONT'D)
Let's go! This is it! Let's take
him out while we got him.

Agent One grabs the barrel of the gun, forces it down.

(CONTINUED)

CONTINUED: (2)

AGENT ONE

NO. There's more. Our informants tell us that the SS has brought him here to show him something ... we need to find out what that something is. Then we kill him.

BJ struggles a bit with the barrel of the gun, and then goes limp.

BJ

Fine. But when we get the shot, you let me pull the trigger.

AGENT ONE

That's why you're here. How many guards at the base?

BJ

I count fifteen, maybe twenty. A Panzerfaust Unit. Looks like twin MP43's in the towers. Tank at the gate. A Panzer 4: 75 millimeter cannon, and two 7.92 millimeter coaxial machine guns.

AGENT ONE

Damn.

BINOCULAR POV: The cable tram begins to ascend, carrying with it the Mercedes and the GESTAPO SQUAD. The path of the cable takes it right over the lake. The cliffs that lead up the Wolfhorn are jagged and rise right out of the semi-frozen lake.

BJ

One way in. One way out.

BINOCULAR POV, FOLLOWING THE TRAM: The tram car ascends about mid-way up, to a PLATFORM, pauses briefly, and then continues into the cloud layer.

BJ (CONT'D)

Looks like a half-way station at the mid-peak.

AGENT ONE

How many guards?

BJ

(peering)

Two. Maybe three.

(CONTINUED)

CONTINUED: (3)

BINOCULAR POV: The tram comes out of the cloud layer and into the top station.

BJ (CONT'D)

And we can't tell how many on top --
or how fortified they are. What
about climbing up?

AGENT ONE

No dice. It's well mined by now.
And if we shoot our way in, they're
gonna shut down the tram's power
from the top.

BJ

So what do we do?

AGENT ONE

We make contact with our
informants, the Kreisau Circle.

CUT TO:

EXT. WOLFHAVEN - STREETS - VARIOUS - NIGHT

The cobbled streets are wet with snow in the quaint Alpine town of Wolfhaven. A COLUMN OF GOOSE-STEPPING NAZIS march by, on their way to the train station.

After they pass, BJ and Agent One emerge from some shadows and quietly making their way down the dark street.

There are GESTAPO everywhere, but the majority of them are drunk, stumbling out of the large and lively HOFBRÄUHAUS beer hall and SINGING GERMAN DRINKING SONGS.

AGENT ONE

That's where the Kreisau Circle is
located.

BJ

In a beer hall?!

AGENT ONE

What better place to hide than in
plain sight?

They hear some APPROACHING TALKING and take cover in the shadows.

AROUND A CORNER

(CONTINUED)

CONTINUED:

TWO DRUNKEN SS OFFICERS are making their way back to the barracks, SINGING DRUNKENLY. One of them seems to hear BJ and the men. He stops the other.

DRUNKEN SS OFFICER
Vas war das?

THE OTHER DRUNKEN SS OFFICER
Nein. Was?

The one who thought he heard something takes a look into the shadows across the street, where BJ and the men are hiding. If he wasn't drunk, and if they weren't in the darkness of the shadows, he might have seen them -- but BJ and the guys crouch perfectly still, not daring to move.

The SS officer takes a step toward the shadows.

THE OTHER DRUNKEN SS OFFICER (CONT'D)
Wie trinken sein Sie?

The one looking into the shadows squints, and then shakes his head. He can barely focus. BJ thinks about it, and then to Agent One's surprise:

BJ
Pssst! Hergekommen. Ich habe
etwas, Sie zu zeigen.

He starts walking to them, the other one follows.

DRUNKEN SS OFFICER
Was?

BJ steps out of the shadows, cocking his machine gun.

BJ
Dieses.

The German's about to yell when BJ CRACKS HIM IN THE JAW with the butt of his gun, knocking him out. He then aims at the other one, who's so drunk that he doesn't really seem to know what's going on, and he says as much:

THE OTHER DRUNKEN SS OFFICER
Ein anderes Bier, Barkellner.

He then passes out and does a pratt fall onto the cobblestones.

BJ
Help me with them.

(CONTINUED)

CONTINUED: (2)

They drag them into the shadows. BJ starts undressing them.

CUT TO:

EXT. TOWN OF WOLFHAVEN - ESCHERSTRASSE - NIGHT

CLOSE ON: The cobblestones of Escherstrasse, wet with fresh snowfall. Two pairs of slick, black SS BOOTS suddenly march into frame, their HEELS CLICK-CLACKING with a satisfying exactness.

TILT UP TO REVEAL: BJ and Agent One in full SS uniforms. BJ is looking very uncomfortable.

BJ
This suit itches. I don't like
this monkey suit AT ALL.

AGENT ONE
You'll be fine. Just follow my
lead.

We FOLLOW BJ and Agent One as they walk up to 88 Escherstrasse, a massive and ornate HOFBRÄUHAUS.

CUT TO:

INT. HOFBRÄUHAUS - BEER HALL - NIGHT

BJ and Agent One walk into the beer hall...

The Hofbräuhaus is a massive beer hall, packed full of Germans, mostly drunk. There seems to be a good mix of GESTAPO, but it's a broad spectrum of SOLDIERS.

Everyone is SINGING "DIE SS LIED" ("Wenn alle untreu werden"), both on the STAGE OF THE HALL where men in Lederhosen dance traditionally, and at the LONG TABLES where feasting on Wurst and Sauerkraut is washed down with GOLDEN BEER from LARGE STEINS. Occasionally one of them becomes so carried away with the spirit of the SINGING that they stand. Occasionally, one plants a Nationalistic kiss on the lips of a FRÄULEIN.

BJ and Agent One take in the scene...

BUSTY BLOND MÄDCHENS in brightly colored traditional Bavarian Tracht bring MULTIPLE STEINS IN EACH HAND to tables of BLACK UNIFORMED SS SOLDIERS, locked in the DRUNKENLY SUNG NATIONALISM. The SS are often CLASSICALLY ARYAN, but there's enough ruddy cheeked FAT FACES and pale BEANPOLES in the RANKS to satisfy fans of "Max und Moritz."

(CONTINUED)

CONTINUED:

SS NAZIS

(singing, some rowdy, some
with reverence)

"Wenn alle untreu werden,
so bleiben wir doch treu,
Daß immer noch auf Erden
für euch ein Fähnlein sei.
Gefährten unsrer Jugend,
ihr Bilder beßrer Zeit,
Die uns zu Männertugend und
Liebestod geweiht..."

POCKETS OF HIGHER GESTAPO POWER are sharing plans, making deals, and discussing future operations in more private booths -- all CONVERSATIONS worthy of spying on...

CRANE UP TO: Presiding over all of this ARYAN REVELRY is a LARGE PAINTING OF ADOLPH HITLER flanked by twin swastika flags. If the eyes of the painting seem lifelike, it's because they are -- real...SOMEONE IS SPYING ON THEM.

BJ and Agent One make their way through the beer hall, surrounded by an orgy of drunken Nationalism.

BJ

(under his breath)

I feel like a sheep in Wolf's
clothing.

AGENT ONE

Just keep your voice down. We're
supposed to find them in the back.

They turn into a

HALLWAY

Suddenly, they're approached by STANDARTENFÜHRER SILIAS WARNER, a short but vicious man in a sharp SS uniform. He seems to have been on his way to the bathroom, but at the sight of Agent One in a General's outfit he stops in his tracks.

SILIAS WARNER

Obergruppenführer.

He salutes and CLICKS his heels.

SILIAS WARNER (CONT'D)

What good news can you tell us from
the front?

(CONTINUED)

CONTINUED: (2)

Agent One has no idea what the Standartenführer just said, so he shugs and looks to BJ for guidance. BJ suddenly snaps at Warner--

BJ
Do you have a bird in your head?!
Can't you see that the
Obergruppenführer just wants to go
to the toilet without having every
officer he passes whistling in his
ear questions about the front?

SILIAS WARNER
My apologies, Herr
Obergruppenführer, I just wanted
to...
(he suddenly scrutinizes
BJ)
Excuse me...but do I know you?

BJ is taken aback, but he thinks quick.

BJ
Unlikely. We just arrived in
Wolfhaven. Now if you'll excuse
the Obergruppenführer--

SILIAS WARNER
Of course. But ... I never forget
a face, and I'm certain we've met
before.

BJ remembers...

FLASH TO:

INT. SCHOOLROOM - 1933 - DAY

Young William Josef is in a classroom, surrounded by GERMAN SCHOOL CHILDREN. Siliias Warner is the teacher, and he's pointing out a diagram on the chalkboard of a GROTESQUELY EXAGGERATED CARICATURE of a Jewish profile.

SILIAS WARNER
Your average Semitic face is easily
identified by his inferior brow and
weak features, all of which can
pollute the Aryan purity of natural
Germans. Look at what filthy
interbreeding did to the Poles --
William Josef, stand up.

FLASH BACK:

INT. HOFBRÄUHAUS - HALLWAY - BJ - NIGHT

CLOSE ON: BJ, the realization washing over him that his former schoolteacher is now wearing a Nazi SS uniform.

SILIAS WARNER

Yes. I'm sure of it. I know your face.

BJ

I assure you, Herr Standartenführer, you're mistaken.

Warner shakes his head, convinced. Then his eyes widen with remembrance.

SILIAS WARNER

No. I'm not. Your name is Blazkowicz. Yes. William Josef Blazkowicz. You were one of my students...

(trying to grasp how he's in an SS uniform)

But how did you get into the SS -- into that uniform?! Why -- it doesn't even fit you!

He pulls the Luger out of his holster and aims it at BJ and Agent One.

SILIAS WARNER (CONT'D)

Show me your papers!

Then, a busty beautiful young MÄDCHEN walks into the hallway carrying a tray of small silver-topped shot glasses to the men.

MÄDCHEN

Standartenführer? Obergruppenführer? The Kommandant would like everyone to join him in a toast.

SILIAS WARNER

Fraulein, alert the Kommandant. This man is an imposter! He's not SS -- he's a Pole -- and a spy!

MÄDCHEN

A spy? Are you certain?

She sets down the tray, examining Agent One.

(CONTINUED)

CONTINUED:

SILIAS WARNER

(furious)

Don't question me you stupid goat!
Their uniforms don't even fit.
They were likely stolen.

She turns to Silas Warner, lowering her eyes.

MÄDCHEN

I'm sorry Standartenführer! In
that case--

She bashes her forehead into the bridge of his nose, knocking
him out. She turns to the surprised men:

MÄDCHEN (CONT'D)

Welcome to Wolfhaven, Gentlemen.
This way...

She opens the door from whence she came. They drag Warner
into the door and to the back store room area, dumping him
onto a pile of potato sacks next to a massive beer cask.

BJ

He was ... my school teacher. When
I was a boy.

MÄDCHEN

So then you won't mind--

She takes Silas Warner's hand and puts his luger against his
own temple FIRING to the BANG of the DRUM of the beer hall
music.

MÄDCHEN (CONT'D)

My name is Gitte Kessler, of the
Kreisau Circle.

This is GITTE KESSLER, sister of ERNST KESSLER, members of
the German resistance, the Kreisau Circle.

AGENT ONE

Agent One of the OSA. And this is--

BJ

U.S. Army Ranger, Captain BJ
Blazkowicz.

GITTE

(nodding at BJ)

So you're the one who grew up in
Wolfhaven. Welcome home.

(CONTINUED)

CONTINUED: (2)

BJ
It's not quite the same as I
remember it.

GITTE
No doubt. Please follow me.

As they walk down the hall, Gitte notes the ill fitting uniforms.

GITTE (CONT'D)
We're going to need to work on the
fit of those uniforms if you're
going to pass for proper SS.

BJ
We had to improvise.

GITTE
Please, let me introduce you to my
brother, Ernst.

She swings open a set of pickle jar shelves and steps through a hidden door.

INT. HOFBRÄUHAUS - BACK ROOM - CONTINUOUS - NIGHT

They enter and swing the shelves behind them. In the back, is ERNST KESSLER, the head of the Kreisau Circle -- the GERMAN RESISTANCE. He's a dashing man, of aristocratic standing in the community, with classical features offset by a fencing scar that neatly crosses his cheek, and an eye patch. He's also a low ranking party member. He looks at Agent One.

KESSLER
How is our mutual friend in London?

Agent One takes off his hat.

AGENT ONE
He's up to ten cigars a day.

KESSLER
(lighting up a cigarette)
It's going to kill him. He should
stick with cigarettes.

They smile and shake hands, knowing that they have confidence.

(CONTINUED)

CONTINUED:

KESSLER (CONT'D)
(to his sister)
Gitte, you better get back out
there before you're missed.

Gitte adjusts her blouse to push up her bosom and heads back out. Despite his wounds, BJ can't help undressing her with his mind.

KESSLER (CONT'D)
She's my sister -- and she's
verboten!
(he winks)
Come. We have precious little
time.

He walks up a short flight of stairs to the main part of the store room.

BJ
Germany doesn't see that they've
been misled by a low-bred Austrian
who has brought us again to the
brink of Barbarism. And at what
cost? All they know is that Hitler
has rebuilt the economy and cleaned
the streets from Kiel to Bremen.

AGENT ONE
Well we're here to do a spot of
cleaning ourselves.

BJ
We saw Hitler.

KESSLER
Yes. He is in the Castle
Wolfenstein. However...

Her voice trails and she looks at Kessler for approval.

BJ
What?

KESSLER
There is no mistake that it was
Hitler. But his behavior
was...strange.

BJ
Isn't it always?

(CONTINUED)

CONTINUED: (2)

KESSLER

There are some who believe that the
Führer has a degenerative disease.

AGENT ONE

If it's all the same, we'd like him
to die an unnatural death.

KESSLER

(picking some tobacco from
his tongue)

All things in time. But first, we
must get you into the castle.

CUT TO:

INT. HOFBRÄUHAUS - BACK ROOM - MOMENTS LATER - NIGHT

EXTREME CLOSE ON: PICTURES of the Wolfhaven Train Depot, the
Louvre, Castle Wolfenstein's tram, etc. All of this is atop
a map of the town of Wolfhaven, showing the proximity of the
train depot to the castle. In the MUFFLED BACKGROUND the
song has changed to "Das Lied der Deutschen" ("Deutschland
Über Alles") in the beer hall. These people clearly like to
sing when they drink.

KESSLER

We have become privy to information
that will help you pass into the
Castle Wolfenstein without ever
firing a shot.

AGENT ONE

We're all ears.

KESSLER

There is a train coming in from
Paris. It has on it ... many
fortunes of European culture. The
train is bound for Berlin, but it
is making a stop here -- in
Wolfhaven.

BJ

Why?

KESSLER

Herr Himmler is a collector. There
are certain artifacts aboard that
train Herr Himmler wants -- and he
wants them here, at his center of
SS operations, in Castle
Wolfenstein.

(CONTINUED)

CONTINUED:

BJ

What kind of artifacts?

KESSLER

Multiple works by an obscure
Medieval artist named, Uric Lef.
They've been held in the vaults of
the Parisian Catacombs for more
than six hundred years. Himmler is
having them brought to him, here --
in the Castle.

BJ

What do you want with them?

Kessler, thoughtfully.

KESSLER

We are ... collectors of fine art.

BJ

Stolen art.

KESSLER

The value of art, Captain
Blazkowicz, is determined by how
many people are willing to kill
each other over it. But not with
these Nazi swine. Rather with
those who can ... *appreciate* it.

BJ looks him over.

BJ

And that's you.

BJ looks to Agent One who shrugs, and then back to Kessler.

KESSLER

This war will be over soon, and to
the victor will go the spoils. We
wish only to protect treasures that
are distinctly German.

AGENT ONE

I'm beginning to get the feeling,
Kessler, that you're not so much in
the resistance to resist.

KESSLER

I serve two masters, my conscience
and my pocketbook -- but make no
mistake: one finances the other.

(CONTINUED)

CONTINUED: (2)

BJ
I'm no thief. Let's just shoot our
way in.

Agent One thinks about it.

AGENT ONE
No. Let's instead hear his plan.

KESSLER
A wise choice, since the paintings
are your key to gaining entry to
the castle without firing a single
shot. That a material profit can
occur is merely
(lights a cigarette in its
holder)
Or, you can attempt to storm the
castle without our help -- and die.
The choice is yours, but really,
Captain, art by an obscure painter
is a small price to pay for
victory.

BJ thinks about it and then looks to Agent One's stern,
hardened gaze with a "why not?" shrug.

BJ
Just promise me that when the
moment comes, I get to pull the
trigger.

CUT TO BLACK:

With another THUNDEROUS BOOM we read--

THE URIC LEF INTERCEPT

CUT TO:

EXT. WOLFHAVEN - TRAIN DEPOT - BINOCULAR POV - MORNING

BINOCULAR POV: We're looking through a long range binocular
at the train depot just outside of Wolfhaven. A MASSIVE
ARMORED NAZI FREIGHT TRAIN is idle, DISPENSING STEAM while it
waits for several cars to be unloaded.

KESSLER (O.C.)
That's the train...

BINOCULAR POV: Crates are being removed from the train and
loaded onto a Nazi cargo truck, an OPEL BLITZ 305.

(CONTINUED)

CONTINUED:

KESSLER (O.S.) (CONT'D)
...and there's the art.

BINOCULAR POV: With the art fully loaded the truck begins driving out of the depot compound and along a road that leads to town.

We see that Kessler, BJ, and Agent One are at the top of a ridge that overlooks the train depot watching from binoculars. The road to town wraps around the ridge to the other side of the hill.

BJ
Okay. It's game time. Let's go.

They start running down the hill to where the road leads.

CUT TO:

INT. CARGO TRUCK - ROAD TO WOLFHAVEN - MOVING - MORNING

An OPEL BLITZ 305 CARGO TRUCK is driving down the road. TWO SS-OBERSCHÜTZ SOLDIERS in the cab.

POV: Up ahead, on the road, a CRASHED 1936 MERCEDES-BENZ 500K is half in the ditch.

SS-OBERSCHÜTZ SOLDIER
We can't stop, our orders were very precise.

The soldier driving nods.

POV: Then, from behind the vehicle steps Gitte Kessler, a little DAB OF BLOOD ON HER FOREHEAD, but ravishingly beautiful. She WAVES to the truck for help--

The two SS-Oberschütz soldiers look to each other for approval, but obviously a pretty girl is all it takes to bend the orders.

EXT. WOLFHAVEN OUTSKIRTS - ROAD TO WOLFHAVEN - MORNING

The truck pulls over. The two men in the front hop out, and knock on the side of the truck twice, then adjust their uniforms to impress.

GITTE
Thank goodness you stopped.

(CONTINUED)

CONTINUED:

SS-OBERSCHÜTZ SOLDIER
Not at all, Fräulein. The soldiers
of the SS are more than happy to
assist those who inspire us to
noble deeds.

He takes out his handkerchief and dabs at the blood on her
forehead.

GITTE
(motioning to the car)
The brakes went out, and I lost
control.

SS-OBERSCHÜTZ SOLDIER
Strong SS arms will pull it out of
the ditch.

EXT. WOLFHAVEN OUTSKIRTS - FOREST ALONG ROAD - MORNING

BJ, Agent One, and Kessler are hanging prone in the forest.

BJ
Let's move.

Suddenly, they rush through the forest and out onto the road.
We travel in the rear, seeing through BJ'S EYES.

EXT. WOLFHAVEN OUTSKIRTS - ROAD TO WOLFHAVEN - MORNING

The men storm the truck just as, to their surprise, FOUR MORE
SS SOLDIERS start climbing out of the back -- they MOW THEM
DOWN.

The two SS-Oberschütz with Gitte spin around, stunned.

SS-OBERSCHÜTZ SOLDIER
Ambush!

They begin to pull their guns, but then Gitte pulls a Luger
out and SHOTS THEM BOTH IN THE BACK.

Kessler, BJ, and Agent One run up and see that she's taken
care of them. She blows smoke from the barrel of the Luger
and then slips it back into her thigh holster.

IN THE BACK OF THE LORRY...

Kessler is opening the painting shaped boxes, all with the
Wolfenstein logo branded onto them, along with stenciled
labels of the painter's name: Uric Lef.

IN A SERIES OF SHOTS:

(CONTINUED)

CONTINUED:

Claw hammers and crow bars are then used to pry them open.

They start opening them, and as the lids or sides fall open we see that the paintings within are certainly bizarre, from the Medieval period, and twisted enough to put Hieronymus Bosch to shame.

Kessler is overjoyed at the sight of them -- maybe a little too much so. His smiling mouth is gaping open as if he's just seen Christ walk on water.

KESSLER

I can't believe it -- the "Seven Prayers of the Nibelungen." Look! There's "Fafnir's Ode," and "Trial of Iron." I never thought I'd gaze upon these with my own eyes...

He begins to get watery-eyed at the sight of the paintings. Gitte steps to his side.

GITTE

This is a thrilling day for all Germania. The return of Uric Lef's masterworks.

BJ

(impatient)

To each his own. Can we get a move on?

Kessler looks at him.

KESSLER

Yes, of course, we haven't much time. We need to get moving before the SS command suspects we've intercepted the lorry.

With a THUNDEROUS BOOM we read--

WOLFHORN: THE ASCENT

CUT TO:

EXT. THE WOLFHORN - DAY

The morning fog rising off of Lake Wolfenstein shrouds the mountain and castle in a misty white veil. Two sets of cables descend down from the summit, supporting a MASSIVE ARMORED CABLE TRAM CAR.

(CONTINUED)

CONTINUED:

ZOOM OUT TO REVEAL: The town of Wolfhaven on the banks of Lake Wolfenstein. The cables descend down to the Alpine style cable house adjacent to the town and lake.

EXT. WOLFHAVEN - ALPINE WHEEL HOUSE - DAY

With a ROAR OF THE ENGINE the cargo truck pulls up to a barbed-wire checkpoint, and we see that it's being driven by Kessler in an SS uniform. An SS GATE GUARD steps up to the driver's side of the truck.

SS GATE GUARD
Identity and cargo papers.

Kessler hands them to him. The guard looks them over and then waves him on.

Kessler drives the truck into a large garage-like door at the base of the Alpine wheelhouse, above which is written the words: "Wolfenstein Seilbahn."

INT. ALPINE WHEELHOUSE - DAY

The truck pulls into the building where the large armored tram cable car is lowering into it's wheelhouse dock. Several SS SOLDIERS walk off of it and Kessler is signalled by the SS WHEELHOUSE CREW to drive the truck directly onto the massive armored tram.

Kessler then climbs out of the truck. The Nazi guard signals for him to step out.

NAZI GUARD
You know the procedure. Wait down
here for the truck's return.

Kessler nods. Blocks are put under the wheels and the tram gate is closed. With a JERK the tram begins to ascend.

The guard turns to other business and Kessler glances around, then slowly strolls to the downward tram, stepping in with some other SS, to exit. The gate closes and he starts to descend.

EXT. THE WOLFHORN - DAY

The cable car tram climbs the cable until it's in the mist -- leaving the visible world of Wolfhaven and the wheelhouse behind.

EXT. CABLE CAR - ASCENDING - DAY

The cable car becomes surrounded by white fog...

(CONTINUED)

CONTINUED:

EXTREME CLOSE ON: One of the crates has a knothole in it, and in that knothole -- an eye. It's BJ.

INT. CRATE - CABLE CAR - ASCENDING - DAY

BJ looks ahead, up the line, and through the clouds he can see the mid-way cable car station as they ascend...

INT. CASTLE WOLFENSTEIN - CABLE CAR STATION - DAY

It's like a Bond film. GERMAN SOLDIERS are managing and moving SUPPLIES and AMMUNITION to and fro, in a bay large enough to serve as a garage for MULTIPLE TRUCKS. The trucks are able to turn around via a large turntable mounted into the floor. It's an impressive operation, coordinated from a CONTROL ROOM via a LOUDSPEAKER which emits ORDERS IN GERMAN.

BJ watches all of this from a knothole in his crate.

The tram emerges from the cloud layer and rises up into a DOCKING BAY. Gates are dropped, wheel blocks are removed, and the truck is pushed into the station and up to a MASSIVE FREIGHT ELEVATOR.

MASSIVE FREIGHT ELEVATOR

The truck is lowered several levels down to a storage area, known as the Abstellraum.

INT. CASTLE WOLFENSTEIN - ABSTELLRAUM - DAY

The truck revolves on the large turntable to where a CREW OF FIVE waits to begin unloading.

ABSTELLRAUM OFFICER

Herr Himmler -- now there's a man with an eye for beauty. He knows fine art. Prepare your eyes for something really special...

The men begin opening the crates with crowbars, and once the nails are loosened the SIDE TO THE BOX DROPS OPEN revealing the tackiest VELVET PAINTING OF A TOPLESS WOMAN.

ABSTELLRAUM OFFICER (CONT'D)

What is this?!

Suddenly, the breasts of the painting ERUPT IN MACHINEGUN FIRE -- BJ is behind the painting, SHOOTING STRAIGHT THROUGH IT, mowing down the Abstellraum Officer.

(CONTINUED)

CONTINUED:

ABSTELLRAUM OFFICER (CONT'D)
 (as he dies)
 The ALARM! Sound the ALARM!

The side to THE OTHER CRATE IS KICKED OPEN by Agent One who opens fire with his Sten Gun, SHREDDING the Nazi crew.

ONE OF THE NAZIS makes a break for it and RUNS to the INTERCOM ALARM, dodging BULLETS.

BJ drops his Thompson and pulls out a pistol from his holster and BLAM! SHOOTs the Nazi in the back, just as he's about to press the alarm.

BJ then shoots the alarm, BLOWING IT UP just for good measure.

CUT TO:

INT. CASTLE WOLFENSTEIN - TRANSPORT AREA - CONTINUOUS

Trucks and officer's vehicles sit in this parking area adjacent to the CASTLE KITCHENS.

From the bottom of one of the trucks the STORAGE HOLD unlatches and Carmack slips out, freaked and completely unsure where he is.

Immediately he hears SOME MEN COMING and he spots a LINEN-COVERED DINNER CART, which he dashes under.

One of the NAZIS instructs an underling carrying a silver domed TRAY OF FOOD:

NAZI
 (German, subtitles)
 Take that down to Giftmacher. He
 doesn't like his chops cold.

UNDERLING
 Ja voll.

The underling sets the massive tray on the cart with Carmack beneath and starts wheeling it away.

INT. UNDER THE CART

Carmack listens with dread, not understanding anything.

CUT TO:

INT. CASTLE WOLFENSTEIN - VARIOUS/CONTINUOUS - DAY

BJ and Agent One make their way quickly through the castle's lower industrial corridors, taking out the OCCASIONAL NAZIS. They come to an elevated room looking down into a

CEREMONIAL CHAMBER

Where TWENTY NAZIS dressed in TEUTONIC ARMOR are in the middle of a complex Völkisch NeoPagan ceremony.

They continue on until they come to a room marked:

Übersoldaten Programme

Agent One and BJ look at each other.

AGENT ONE
Übersoldaten Programme.

BJ
Übersoldaten? "Super soldier".

They open the large wooden door and enter, weapons ready.

INT. CASTLE WOLFENSTEIN - ÜBERSOLDATEN PROGRAMME - DAY

The large room is filled with cages of various animals.

BJ comes to a massive WALK-IN VIVARIUM filled with MILLIONS OF STICKBUGS.

AGENT ONE
What the--?!

BJ
Relax. They're stickbugs ... from India.

They enter the

VIVARIUM

Little STICKBUGS hop down onto them as they walk through. Agent One is brushing them off.

AGENT ONE
Creepy little buggers.

BJ
Quite gentle, actually. But what are they doing with them here?

(CONTINUED)

CONTINUED:

They come to a grinding mechanism, where hundreds of bottles of brown powder have been created from stickbugs. Agent One starts taking pictures with a tiny (for the time) SPY CAMERA.

AGENT ONE

Just a few snaps, for the lads back home.

They come out into a

LABORATORY

BJ and Agent One examine a series of INCREASINGLY BIZARRE EXPERIMENTS, NOTES on species evolution, CHEMICAL FORMULAS written onto CHALKBOARDS, MECHANICAL LIMBS & PARTS, VIVISECTIONS of various animals, a CREMATORIUM filled with BONES and ASH, INTRAVENOUS PUMPING MACHINES similar to what one might find in a morticians office.

AGENT ONE

Bob's your uncle.

Agent One takes pictures of all of it all -- he's hit the jackpot.

BJ walks over to a large window that overlooks an

INDUSTRIAL MACHINE SHOP

It's a massive space, with NAZI CREWS working on what looks to be TANK PARTS. It's A BUZZ OF ACTIVITY with arc welding, cranes moving massive engines into place, etc. They seems to be building something.

BJ

You might want to get some shots of *this*.

Agent One looks at it, immediately starts taking pictures.

AGENT ONE

And Mary's your aunt. We've hit the motherload.

BJ

What are they building?

AGENT ONE

Some kind of ... new tank?

Agent takes another picture.

CUT TO:

INT. CASTLE WOLFENSTEIN - HALLWAY - CONTINUOUS

The underling wheels the cart to a private set of offices and KNOCKS. UNDERLING 2 opens the door.

UNDERLING
The doctor's supper.

UNDERLING 2
Set it inside.

INT. CASTLE WOLFENSTEIN - GIFTMACHER'S OFFICE - CONTINUOUS

A tasteful sitting room, largely unused. The underling settles the cart and exits. After a moment, another door in the room opens and a man enters and sit by the window turret, looking out at the hill below.

ANGLE ON the food cart, where Carmack peeks out and sees the brooding figure, deep in thought. Carmack slides out with his gun drawn and slips up to the figure.

The man turns, and it none other than *Adolf Hitler*.

Carmack can't believe it! He points the gun in the Führer's face and cocks it.

CARMACK
(whispers)
Sheeeit!... F-F-Freeze!...you Nazi
prick!

The Führer merely smiles, then grabs Carmack's wrist with an iron grip!

As they struggle, we...

CUT TO:

INT. CASTLE WOLFENSTEIN - HALLWAY - CONTINUOUS

Outside the office door we hear Carmack and Hitler STRUGGLING, then BLAM! BLAM! BLAM! as Camack's gun is discharged.

CUT TO:

EXT. CASTLE WOLFENSTEIN - SPIRAL STAIRWAY - DAY

Agent One and BJ make haste up the stairs.

EXT. CASTLE WOLFENSTEIN - HOARDING - DAY

BJ and Agent One come up into a hoarding. They look out a slit of a window that looks down into the Castle courtyard.

AGENT ONE
You see what I see?

EXT. CASTLE WOLFENSTEIN - COURTYARD - DAY

The bespectacled, scattered looking DR. GIFTMACHER, leads a very flustered Adolf Hitler across the courtyard, trying to calm him.

BJ (O.S.)
Adolph Hitler.

AGENT ONE (O.S.)
In the flesh.

BJ (O.S.)
He looks ... agitated.

Hitler is guided into a part of the castle right beneath them.

INT. CASTLE WOLFENSTEIN - TOWER SPIRAL STAIRWAY - DAY

BJ and Agent One silently but swiftly make their way down the spiral stairs. They come to the mezzanine level. One more floor down is the main room.

INT. CASTLE WOLFENSTEIN - MEZZANINE LEVEL - DAY

BJ and Agent One silently walk into the upper Mezzanine. From there they're able to see down into a large, elegant NOBEL ROOM.

MEZZANINE POV: A large FIRE is burning in a magnificent stone fireplace, so large one could walk into it. Otherwise just some sparse seating is in the center of the room. The Mezzanine is too high up to see or hear anything with specificity.

Hitler is standing in the room, walking and TALKING to Dr. Giftmacher and ANOTHER HIGH RANKING OFFICER who we can't see, but we will later reveal is Deathshead. While they speak, Dr. Giftmacher takes notes on a clipboard.

Hitler gestures intently and there seems to be some dissatisfaction from Deathshead.

(CONTINUED)

CONTINUED:

AGENT ONE

(hushed)

What you suppose they're going on about?

BJ

I dunno. Hitler looks pissed.

Then, a NAZI LIEUTENANT walks in, looking upset, and REPORTS SOMETHING to Giftmacher and Deathshead. They appear A LITTLE UPSET at the news.

Deathshead and Giftmacher excuse themselves from Hitler and exit the room, leaving the Nazi Lieutenant to guard Hitler.

Agent One turns to BJ and pats him on the arm.

AGENT ONE

This is it, lad. Do what you came to do.

INT. CASTLE WOLFENSTEIN - SPIRAL STAIRWAY - DAY

BJ slowly descends the spiral stairway.

INT. CASTLE WOLFENSTEIN - NOBEL ROOM - DAY

The Nazi Lieutenant quietly stands by the door, watching as Hitler watches the fire on the other side of the room.

BJ comes up behind the Lieutenant and covers his mouth, stabbing him under the ribs until he goes limp in his hands.

With the Lieutenant dead, BJ begins to cross the room.

He's slowly walking toward Hitler, who has his back to him. Hitler is kind of MUMBLING TO HIMSELF.

BJ looks up at the Mezzanine and sees Agent One, watching from above.

BJ sheaths the knife quietly, and takes out his .45 automatic.

Hitler, his back to BJ, suddenly salutes in the direction of the fireplace, as if practicing.

HITLER

Heil!

(he salutes again)

Heil!

(CONTINUED)

CONTINUED:

BJ, undaunted, lifts the .45 and aims it right at the back of Hitler's head and continues his approach. When about four feet away from him he stops and stands there for a moment. This is it...

BJ
Die Fürher, DIE!

Hitler turns and what BJ sees causes him to be unable to fire: It's Hitler, but it's not. Something is grossly wrong with Hitler, as if he has DOWNS SYNDROME.

BJ is aghast.

Hitler, looking like a total potato-head, smiles at BJ, drooling a bit. His crowded teeth and close-set eyes, and exaggerated head size reveal that this is some kind of perversion of Hitler -- but it's not Hitler.

BJ is shaking. He doesn't quite know what to do.

Then, from the Mezzanine, Agent One stands and shouts out:

AGENT ONE
What are you waiting for?! Shoot
him!

And that's when, suddenly FIVE NAZI GUARDS, followed by Giftmacher, break into the room firing at BJ!

DR. GIFTMACHER
The American! Kill him now!

BJ manages to jump out of the way of the gunfire, but RETARDED HITLER isn't so lucky. He's SHOT UP by the cross fire.

Agent One begins LAYING COVER FIRE from the Mezzanine while BJ DODGES BULLETS back to the spiral stairway.

INT. CASTLE WOLFENSTEIN - SPIRAL STAIRWAY - DAY

Agent One is running down the stairs. He comes to BJ.

AGENT ONE
Why didn't you kill the bugger?!

BJ
(perplexed)
He was a -- he was a...

AGENT ONE
A wot?!

(CONTINUED)

CONTINUED:

BJ

(blunt)

I don't know. A duplicate -- a reject of some kind. But it's not Hitler. Something weird's going on here.

The Nazis are coming close.

AGENT ONE

In here--

They open a door and close it behind them.

INT. CASTLE WOLFENSTEIN - WINE CELLAR - DAY

They listen as everyone runs past. Then they look behind them, at the large cellar flanked on either side by RACKS OF WINE.

At the back end of the room are two massive doors bolted by a large stock.

AGENT ONE

Maybe this leads out?

They lift the stock, un-bolting the door. BJ pulls the doors open -- and what he sees causes his jaw to drop open.

BJ and Agent One step into the wine cellar to reveal no less than A HUNDRED HITLER CLONES, mostly clone mistakes, some misshapen and retarded, some agitated and aggressive, some large, some small -- but all Hitlers. It would seem that the Hitler that was spotted by the resistance was actually an escaped clone.

Agent One is stunned at the sight of an entire dungeon cellar filled with Hitlers.

AGENT ONE (CONT'D)

What is this?!

BJ

These must be their rejects.
Mishaps. Experiments gone wrong.
This is where they keep them.

AGENT ONE

What -- what do we do?

BJ surveys the scene of shoulder-to-shoulder Hitler's. Some are wallowing in their own shit, some are goose-stepping about.

(CONTINUED)

CONTINUED:

But they're starting to notice that BJ and Agent One are there, and they're starting to approach -- like a zombie hoard.

BJ COCKS his MP40.

BJ
We're here to kill Hitler -- so
let's kill him!

They OPEN FIRE on the approaching mob, and in an insane spectacle of MACHINEGUN FIRE and lobbed HAND-GRENADES (blowing Hitlers right and left) they kill each and every one of them.

BJ and Agent One advance into the room, stepping into heel-deep BLOOD and GUTS and BODY PARTS.

AGENT ONE
Feel any better?

BJ
Not really. These -- things -- may
look like Hitler, but they ain't
the real thing. Our mission's a
failure.

BLAM! He shoots a partially living Hitler clone that was struggling to stand up.

AGENT ONE
Failure? Failure is when
brownshirts are goose-stepping
through London. Failure is when
they fly a swastika flag at the
White House. Failure is when we
give up!
(he lets this sink in)
All it means is that if we're gonna
win this war, we're gonna have to
fight harder. Town by town, street
by street, all the way to Berlin
and up the steps of the Reichstag.
And let me tell you something, son,
I intend to be there to finish our
unfinished business.

Agent One puts his hand on his shoulder.

AGENT ONE (CONT'D)
(dry)
That is, IF we ever get out of here
alive. Are you there with me?

(CONTINUED)

CONTINUED: (2)

BJ smiles -- always loving a challenge. Suddenly, a WHISTLE BLOWS. They run--

EXT. CASTLE WOLFENSTEIN - WALL - DAY

BJ and Agent One burst out onto the upper level of the wall, to the surprise of TWO NAZI GUARDS. Just then THE SIREN ALARM SOUNDS, like a SLOW WAIL.

BJ
We need to tell Command. The Radio
room should be in the opposite
tower.

BJ and Agent One BLAST THEIR WAY through the two guards, SHOOTING ONE RIGHT OFF THE WALL -- his body tumbles down the mountain.

In the opposite tower is a large wooden door above which is written the word:

Radioraum

Up above the tower is a large radio tower.

AGENT ONE
There it is!

They dive into it, dodging ZINGING BULLETS that are coming from SOLDIERS down in the courtyard.

INT. CASTLE WOLFENSTEIN - RADIORAUM - DAY

A surprised RADIO OPERATOR sitting at his console, grabs a Luger and spins around -- but is MACHINE GUNNED TO DEATH by Agent One.

AGENT ONE
Hold back the Jerrys! I'm going to
try to radio Command.

He grabs the microphone while BJ stands prone at the door, letting loose the OCCASIONAL BURST OF MACHINE GUN FIRE.

AGENT ONE (CONT'D)
(fiddling with the dials)
Foxtrot Command, Foxtrot Command,
come in Foxtrot Command -- this is
Eisenfaust Alpha. Code prefix:
Ardwolf. Go loud. Over.

A moment of static, then:

(CONTINUED)

CONTINUED:

ENGLISH VOICE ON RADIO (O.C.)
Six one, Eisenfaust Alpha. We have
your signal. Over.

AGENT ONE
Roger that, Foxtrot Command. We
are in the Wolf's Den and are
receiving fire. Break. Hitler is
not in Wolf's Den. Repeat, Hitler
is not in Wolf's Den. Target is
a...

(he looks briefly at BJ
who shrugs, unsure)
...DECOY. Over.

A moment of static, then:

ENGLISH VOICE ON RADIO (O.C.)
Say again, Eisenfaust Alpha. Did
you say Target is not in Wolf's
Den? Over.

AGENT ONE
Copy that. Request early Rally.
Over.

A moment of static, then:

ENGLISH VOICE ON RADIO (O.C.)
I'm afraid that's not possible,
Eisenfaust Alpha. Command advises
original Rally time. Repeat,
Command advises--

AGENT ONE
(annoyed, cutting him off)
I heard you, Foxtrot Command. So
you're sayin' we're shyte out of
luck on early Rally? Over.

A long static this time.

ENGLISH VOICE ON RADIO (O.C.)
Roger that, Eisenfaust Alpha.
Advise Echo Echo -- Escape and
Evade until original Rally time.
Best of luck to you until then.
Over.

Agent One smashes the radio with the butt of his rifle.

(CONTINUED)

CONTINUED: (2)

AGENT ONE
Over and out, ya bleedin' wanker.
(to BJ)
We're stuck for the next nine hours.

BJ has been FIRING this whole time.

BJ
I can't hold them off any longer!

Agent One looks at the access ladder that rises to the roof.

AGENT ONE
This is the one and only way out.

BJ SLAMS the door shut and BOLTS it locked.

BJ
Then that's the way we're goin'.

They scramble up the ladder, getting through the ROOF HATCH just as MACHINE GUN FIRE shoots up the door's lock.

EXT. CASTLE WOLFENSTEIN - RADIORAUM TOWER - DAY

BJ FIRES A SHOT down into the room and SLAMS the hatch closed.

Agent One and BJ are now at the highest point in Castle Wolfenstein, the radio tower extends up from here. The drop down leads to a JAGGED CLIFF and the MISTS BELOW. Agent One looks at a roofline that extends to the next tower.

AGENT ONE
The tram is on the other side of
the castle, across that roofline.
Maybe we can make it.

Immediately BULLETS RIP UP through the hatch as they fire upward.

BJ
No time like the present.

Without thinking BJ runs and jumps from the tower 20 feet down to the ROOFLINE with a thud onto the slate tiles.

BJ (CONT'D)
(calling up)
Bob's your uncle!

Agent One sighs.

(CONTINUED)

CONTINUED:

AGENT ONE
And Mary's your aunt.

He runs and jumps...

EXT. CASTLE WOLFENSTEIN - ROOFLINE - DAY

Agent One lands on the roof and tumbles down toward the courtyard. When he gets to the rim he goes right over, but manages to hold on to a drain pipe.

Ahead, on the other side of the roof some NAZI GUARDS are coming. BULLETS are ZINGING past BJ from the courtyard.

BJ FIRES at one of the Nazi's approaching on the roof and the man falls and plummets into the cobblestone courtyard.

Agent One is holding on by one hand, but he's about to let go.

BJ jumps and SLIDES FEET FIRST down the roofline, KICKING UP TILES, until he SLAMS to a stop at the edge, GRABBING AGENT ONE BY THE HAND, just as he was about to fall to his death.

BJ
Got you!

But he's too heavy for BJ to lift.

AGENT ONE
Save yourself! Drop me!

BJ can't hold him any longer. Some NAZI GUARDS come running out from a balcony off to one side. They point up and start to aim their guns--

BJ
Okay...

BJ swings Agent One by the hand and throws him over to the Nazi's on the balcony. Agent One lands hard on the Nazi's -- kicking and swinging his boots as they break his fall.

BJ turns, just in time to BLAST an approaching Nazi on the rooftop. The German falls and slides off the roof and down the three stories into the courtyard.

BJ sees that Agent One is fist fighting with two of the stunned and concussed Nazis on the balcony -- but it looks like they're overpowering him.

MORE NAZIS are coming...and more are on the Radioraum Tower.

(CONTINUED)

CONTINUED:

BJ only has one place to go -- down. He grabs onto the drain pipe, which is ripped free from the edge of the building and tries to scale it -- but it breaks fully from the wall and BJ, clinging to it, is pivoted toward the ground of the courtyard -- slamming into a bank of snow.

EXT. CASTLE WOLFENSTEIN - COURTYARD - DAY

BJ, groaning, tries to get up -- but he's taken a huge fall and can't stand.

A BUNCH OF NAZIS come running up, aiming their Mausers at him and YELLING IN GERMAN.

BJ struggles to stand, and then passes out.

CUT TO BLACK:

INT. CASTLE WOLFENSTEIN - TORTURE CHAMBER - DAY

CLOSE ON: BJ, as a bucket of water is thrown into his face and he's SHOCKED AWAKE. Then he realizes that he's tied into a chair.

BJ'S POV: The Nazi who threw water into BJ's face is LT. SS HANS GROSSE, a perfect Aryan if ever there was one. His square jaw, blond hair, and blue eyes are all the Aryan ideal. He smiles a sinister yet attractive grin.

SS HANS GROSSE
(cheerfully)
Guten Morgen.

He grabs BJ's chair and starts dragging it backwards...

INT. CASTLE WOLFENSTEIN - HUNTERS ROOM - DAY

The Hunters room, decorated mostly with the HEADS OF ANIMAL KILLS, has been turned into a large and ornate office. The tapestries have been removed and replaced with MASSIVE SWASTIKA FLAGS and a LARGE PORTRAIT OF HITLER.

Tied to his chair, BJ is dragged into the room with his groggy head against his chest and slid up next to Agent One.

AGENT ONE
(without a glance)
Nice of you to join us, lad.

One one side of the room, sitting like a cat in a lounge chair, is Ilsa Von Bulow. Hans Grosse stands at attention.

(CONTINUED)

CONTINUED:

SS HANS GROSSE
Herr Strasse! The prisoner has
awoken.

There is a MAN IN A NAZI UNIFORM tending to some BIRD CAGES
filled with VARIOUS FINCHES.

MAN IN A NAZI UNIFORM
Thank you, Hans.
(beat)
Welcome to Castle Wolfenstein,
gentlemen.

He turns, and we reveal that it is DEATHSHEAD -- the Nazi
officer who took his father away when BJ was a boy. BJ's
looks up and his eyes go wide...stunned that he knows this
man.

Ilsa sees BJ's face and has a shock of recognition herself.

Deathshead smiles and reaches in a bird cage filled with
finches, taking a small handful of finch eggs as someone
might take a handful of M&Ms. He nods at BJ...

DEATHSHEAD
We work on this one. Take the
other for Giftmacher.

Agent One is dragged away.

Deathshead pops the small handful of finch eggs into his
mouth and starts chewing them up like candy.

BJ
Where are you taking him?

DEATHSHEAD
A place you don't want to go, I
assure you. Giftmacher's stomach
for suffering is stronger than even
mine.

BJ, struggles against his restraints to stop and falls over
in his chair, striking the floor with a THUD.

Deathshead motions to Hilda and Greta, who walk over and lift
the chair. Hilda looks at Deathshead and with his approval,
CRACKS BJ hard across the face with her leather gloved hand.

Deathshead smiles at BJ.

(CONTINUED)

CONTINUED: (2)

BJ

Let's cut to the chase, whatever you're doing up here, ain't gonna work. I've seen your duplicate -- looked like a dimwit to me.

DEATHSHEAD

It's called a *Klon*. A genetically identical reproduction. You see, the Führer has been ... *ill*, as of late. And yes. So far they've been a little less than perfect. But we'll eventually get it right, ensuring the Führer will never die and the Third Reich will shine for ten thousand years.

BJ

Nah. What's gonna happen is, I'm gonna stop all this. And then I'm gonna kill you. Cause I'm a U.S. Army Ranger assigned to do so. But more importantly...cause you killed my dad.

Deathshead is surprised.

DEATHSHEAD

Did I? It doesn't ring a bell, but there have been so many over the years.

BJ

Name was Dr. Abel Blazkowicz.

DEATHSHEAD

Ah...

Deathshead now tilts his head, studying BJ:

DEATHSHEAD (CONT'D)

Yes, we came looking , but the deception with the old woman... Well, we made up for it.

(looks at Ilsa, then back)

And we've got you now.

(to Ilsa)

My dear, take him to Giftmacher.

ILSA VON BULOW

No! I will take care of it

Deathshead considers, then:

(CONTINUED)

CONTINUED: (3)

DEATHSHEAD

Alright. Full treatment. Though
leave *something* for Giftmacher this
time. But the face needn't be
intact.

ILSA VON BULOW

Before I'm done he will tell us
when his traitor brothers will
invade.

DEATHSHEAD

Very well.

Deathshead exits. Ilsa circles behind BJ, donning a metal
knuckled glove. She punches BJ right at the base of the
head, knocking him out. Then to Hilda and Greta:

ILSA VON BULOW

Take him to my chambers, and secure
him to the broad beam, then out..

The two go to protest, but a sharp SNAKE HISS from Ilsa makes
them quietly go about her bidding.

CUT TO BLACK:

From black we read:

"THE RAT KING"

INT. CASTLE WOLFENSTEIN - RAT KING LABORATORY - DAY

Agent One is dragged by Hans Grosse to a circular hole in the
floor of a chamber. Grosse opens up the hatch and then holds
Agent One over it.

AGENT ONE

What's this?

DR. GIFTMACHER

(to Hans)

Werfen Sie ihn innen.

AGENT ONE

You're a monkey-faced git!

He's thrown in.

INT. CASTLE WOLFENSTEIN - RAT KING CHAMBER - DAY

Agent One falls down from a hole in the ceiling into a cylindrical steel chamber with a concave semi-sphere floor. The top of which is lined with windows from where Dr. Giftmacher is watching. He lifts a microphone and Agent One hears him from a SPEAKER.

DR. GIFTMACHER

Ja, hello! Willkommen to our
little experiment in the dynamics
of mob behavior.

Agent One looks around the room and sees that on the rim of the spherical bottom is a FLUSH DOOR WITH NO HANDLES. He tries to open it.

DR. GIFTMACHER (CONT'D)

Please don't waste your energy.
There is no exit from this chamber.

When Agent One tries to run up the side of the cylinder, he slides back down to the bottom of the concave floor.

AGENT ONE

What do you want from me?!

DR. GIFTMACHER

We will measure the duration of
your survival time and use these
statistics for the advancement of
our cause.

At that moment, from the hole in the ceiling of the chamber, a LARGE SACK is lowered down by ropes. SOMETHING INSIDE OF IT is SQUIRMING and WRITHING around. The sight of this ghastly image stops Agent One.

DR. GIFTMACHER (CONT'D)

May I introduce you to my latest
creation, der Ratte König -- the
Rat King. We have contained a
small rat population in a
concentrated space, allowing their
tails to become intertwined and
bonded with a glue of blood,
excrement, and filth.

Suddenly, a cable is release from one end of the squirming sack and a MASS drops out. It takes Agent One a moment to figure out what it is that he's looking at:

(CONTINUED)

CONTINUED:

THE RAT KING is a mass of 300 to 500 HUNGRY RATS all tied together by entangled tails. They move erratically as a collective, spinning and squirming -- tugging at each other.

DR. GIFTMACHER (CONT'D)
Notice how the majority guides the collective. The will of the individual -- driven by hunger and desperation -- contributes to the actions of the mob.

Agent One STOMPS on the approaching rat king, and his foot momentarily vanishes into its squirming mass.

AGENT ONE
Aaaiii!

He flails his foot, sending the rat king sliding down to the center -- it again spin approaches him, SCREECHING and SQUEAKING as it comes at him. His pant leg is chewed and bitten to tatters with spots of blood.

Agent One jumps over it, trying to keep a distance from the ever approaching rat king, which FLOPS over with excited vigor.

DR. GIFTMACHER
Very good. Very good indeed. You make good sport -- but you can't run forever.

He and Hans Grosse again start LAUGHING. Agent One starts firing at the rat king...

INT. CASTLE WOLFENSTEIN - RAT KING LABORATORY - DAY

PULL BACK from the large chamber as Giftmacher and Hans Grosse walk down from the metal stairway that spirals up to the observation windows. Inside we can hear Agent One SCREAM.

CUT TO:

INT. CASTLE WOLFENSTEIN - ILSA'S CHAMBERS - DAY

Ilsa von Bulow's chambers in the East Wing of Castle Wolfenstein are clearly used for both pleasure and serious pain. Half-dungeon, and half-boudoir, her lair could easily be the house of torment of a dominatrix, except for the razor sharp cutting implements hanging on the wall.

(CONTINUED)

CONTINUED:

BJ is tied to a large X made out of heavy wooden beams. He comes to, as Ilsa enters, now dressed in medieval Völsch robes.

BJ
I don't know what you think you're going to do to me...but I'm not going to talk so you might as well not try.

Ilsa walks in front of him, facing away, and drops her robe, revealing a SEXY LEATHER DOMINATRIX OUTFIT beautifully detailing her perfect form.

ILSA VON BULOW
It doesn't have to be painful.

BJ is struck by her haunting sexiness.

BJ
Well, you might as well torture me cause no matter how beautiful you are, I could never touch a monster like you.

In the FOREGROUND, we see Ilsa, facing us. She absorbs this reality.

ILSA VON BULOW
Never?

BJ
You heard me.

ILSA VON BULOW
No one is all bad you know.

She reaches out, touching his leg tenderly, still facing us. He is affected by even this small touch, but holds his ground:

BJ
You make a choice. And either you do what's right or you don't.

ILSA VON BULOW
What's right? Like, keeping a promise?...to never leave someone alone?

She turns to him. He now sees her face for the first time and recognizes...

(CONTINUED)

CONTINUED: (2)

BJ
Oh my God...

He shakes his head.

BJ (CONT'D)
You didn't have to let this happen.

ILSA VON BULOW
You didn't come back for me. You
didn't protect me. So I had to
protect myself, or die.

She steps to him, taking up a skin ripper from her work
table.

ILSA VON BULOW (CONT'D)
I didn't want this William. But
now I see it's the only way.
(She hefts the sharp
curved blade, tracing his
cheek)
This, this is nothing. Trying to
be tender, that's what cuts to the
quick.

She snags the skin, drawing a tiny gash. Blood glistens.

ILSA VON BULOW (CONT'D)
It's not too late for you. You
could help us. You're clearly a
great soldier if you got this far.
And we could be together.

BJ
I always wanted to come back. They
sent me away.

ILSA VON BULOW
You can come back now.

He leans to her, filled with guilt and longing, but is
restrained. She loosens the strap on his arm. He reaches up
for her -- and swings, BASHING HER IN THE EYE and knocking
her out! She falls to the floor lost in another crushing
betrayal.

BJ looks at her with remorse, then quickly loosens his straps
and slips out, heading for the door. He yanks it open to
find Deathshead standing there.

DEATHSHEAD
I knew that would never work.

(CONTINUED)

CONTINUED: (3)

A guard's rifle butt BLACKS BJ out of consciousness.

CUT TO BLACK:

INT. BJ'S CELL - NIGHT

BJ wakes on the stone floor and looks around, then rises and goes to the small barred window in the door. A passing GUARD SPITS in his face.

BJ
Bastards!

The guard starts LAUGHING and walk away.

BJ pounds the heavy wood cell door with his fists, then starts trying to ram it down with his shoulder. Though it makes his pounding head ache worse. There's going to be no breaking out. Then BJ hears someone WHISPERING LOUDLY, it's Kessler:

KESSLER (O.S.)
Who is that?

BJ
(excited, hope)
Blazkowicz. Captain William J.
Who're you?

INT. KESSLER'S CELL (INTERCUT)

KESSLER (O.S.)
It's me -- Kessler, from the
Kreisau Circle.

BJ
Kessler?! What are you doing here?

KESSLER (O.S.)
We were found out. They stopped us
at a roadblock in the pass...they
found the paintings.

BJ
Your sister?

EXT. ROADSIDE - NIGHT (FLASHBACK)

Kessler HANDCUFFED as he watches a NAZI with his BOOT on Gitte, FIRE A ROUND into her head.

INT. KESSLER'S/BJ'S CELL (INTERCUT)

BJ
Sorry to hear that.

KESSLER (O.S.)
She took three of them with her. I
was such a fool to think we could
escape. Now we're going to die...

BJ can now hear that Kessler is SOBBING. He's snapped.

BJ
Kessler! I'm gonna get us outta
here.

KESSLER (O.S.)
(snapping)
And how do you propose that?!
These cells have been here since
the Dark Ages! We're gonna die
here ... we're gonna die!

BJ
Shut your mug! Where there's a
will there's a way, and I'm gonna
find it!
(takes a breather, looks
around)
I'll get you outta here. Just sit
tight!

BJ looks around the ancient stone dungeon cell. There's
nothing but STRAW ON THE FLOOR and CHAINS ON THE BACK WALL.
Along each side wall there appears to be THREE BRICKED-IN
PASSAGES the size of a door to a baker's oven. BJ feels one,
then another -- they're solid. But one of them has some
SANDY MORTAR between the bricks, which are LOOSE.

BJ stands up and goes to the door, WHISPERS to Kessler:

BJ (CONT'D)
Kessler. It looks like there's an
old passage or something in my
cell. The bricks to it are loose.
I think I can get them out.

KESSLER (O.S.)
What about me?! What about me?!

BJ
Get a grip on yourself! I won't
leave you here.

(CONTINUED)

CONTINUED:

BJ turns back to the bricked in sidewall and surveys the missing mortar carefully. He then braces himself and gives it several swift kicks with his boot -- knocking in the bricks and creating a hole.

KESSLER (O.S.)
What's happening?!

BJ
Shut your pie hole!

BJ pulls at the remaining bricks, clearing an opening large enough to crawl through. But when he looks in to see where the passage goes he comes face to face with--

A MUMMIFIED CORPSE!

BJ is jolted back by the horrific image, falling onto his butt and crawling back a few frantic feet.

The corpse is dry and locked in a FROZEN SCREAM from being bricked-in to what BJ now sees isn't a passage, but a FORGET-ME-NOT, a small space they brick prisoners into.

KESSLER (O.S.)
Where does it lead?! Are you still there?

BJ, defeated, doesn't know what to tell Kessler. Finally, he resolves himself to the truth.

BJ
It's not a passage. It's a forget-me-not.

KESSLER (O.S.)
A what?! A forget-me-not?!

BJ
A tomb that they seal you into to die. It doesn't lead anywhere.

KESSLER (O.S.)
Well, wunderbar! That's just great! We're gonna die here!

BJ
No one's gonna die. You've gotta believe that or else it WILL happen.

(CONTINUED)

CONTINUED: (2)

KESSLER (O.S.)
It's not the dying I'm afraid of.
Death would be merciful. It's the
torture. Have you ever heard of
Dr. Otto Giftmacher, the Dark
Prince of Pain?

BJ
Actually yes.

KESSLER (O.S.)
They say Himmler calls him an
artist. His skills are legendary.

BJ
Stay calm. Try not to let fear get
the best of you.

KESSLER (O.S.)
Try not to--?! We're about to be
TORTURED, Captain Blazkowicz!
TORTURED!

BJ is very intense at hearing this. Then, there's the sound
of the HALL DOOR OPENING. BJ springs up and goes to the peep
hole to look out.

BJ'S POV: The hallway door opens and in comes Dr. Giftmacher
-- truly a white-haired relative of Dr. Strangelove. He now
wears hospital scrubs with a buttoned-tight collar, short
sleeves, and greenish gloves that are COVERED IN BLOOD. From
the looks of things he's been digging elbow deep into people.

He's followed by TWO GUARDS and SS OFFICER SS HANS GROSSE, an
Aryan who takes his work as warder to the dungeons of
Wolfenstein VERY seriously.

SS HANS GROSSE
We have two left. Which one do you
want?!

DR. GIFTMACHER
It doesn't matter to me.

SS HANS GROSSE
(he motions to BJ)
This one is the American.
(he motions to Kessler's
cell)
This one is a traitor to the Reich.

(CONTINUED)

CONTINUED: (3)

DR. GIFTMACHER

Mmmmm.

(he looks back and forth,
trying to decide)
The traitor first.

SS HANS GROSSE

(to the two guards)
You heard the doctor!

WE HEAR them unlock Kessler's cell and then pull him out,
KICKING and SCREAMING.

KESSLER (O.S.)

No!! Please!!

BJ puts his head up to the grill.

BJ

Let him go! Take me instead!

He's instantly JABBED in the eye with a LONG STICK by one of
the guards, sending him STUMBLING BACKWARDS into his cell.

They drag Kessler out, SCREAMING, until a heavy door is
slammed behind them.

BJ turns and paces back and forth, feeling the welt from
getting poked in the face with a stick. He needs to think.
He stops and looks at the MUMMIFIED CORPSE in the forget-me-
not and stops pacing. An idea has come to him.

CUT TO:

INT. GIFTMACHER'S LABORATORY - NIGHT

Kessler's gurney is rolled into place. All manner of CRAZY
DISSECTION or SCIENTIFIC EXPERIMENTATION can be found in the
corners of this laboratory cum dungeon, and Kessler's not
liking the look of the tools at Dr. Giftmacher's disposal.
SS Hans Grosse is being told something by a GUARD.

DR. GIFTMACHER

(excited)
It's like Christmas Nacht.

SS HANS GROSSE

Before you begin, Herr Giftmacher--

DR. GIFTMACHER

(irritated)
Yes? What?!

(CONTINUED)

CONTINUED:

SS HANS GROSSE (O.S.)
Apologies, but you asked to know
when the paintings arrived.

DR. GIFTMACHER
Ah! Bring them in.

TWO GUARDS carry in the RECOVERED PAINTINGS, then they all
leave. Giftmacher pulls back a cloth, revealing "Fafnir's
Ode." He lifts the bizarre work, admiring it.

DR. GIFTMACHER (CONT'D)
(to Kessler)
Amazing. Lef was a genius yes?
But then you knew that.

He places the painting gently on his work table, and with a
knife SCRAPES OFF a six inch gash of IRIDESCENT paint from
the center, ruining the image. He places the scraped paint
in a petri dish.

DR. GIFTMACHER (CONT'D)
He applied the paint thick, so that
the oils would remain wet on the
inside. It's been 700 years and the
tincture -- hidden in the oils -- is
as potent today as it was in Uric
Lef's time.

He pours some spirit of camphor in the disho activate the
pigment, swirling it around, then takes a dropper full...

KESSLER
(nervous)
What does it do?

DR. GIFTMACHER
It's a powerful neurotoxin.

He pours one drop onto a stick bug. It blinks, then turns
and goes after another stick bug, RIPPING IT LIMB FROM LIMB.
When it finishes with that bug, it contorts and then dies a
hideous death -- eating at itself.

DR. GIFTMACHER (CONT'D)
(excited)
Imagine what would happen if
dispersed over London by a
detonations resulting vapor cloud.
What I wouldn't give to be able to
be there, in Trafalgar Square, to
see happen.
(more)

(CONTINUED)

CONTINUED: (2)

DR. GIFTMACHER (CONT'D)
*Londoner's, eating each other --
eating themselves -- what a sight
that will be...*

He drifts off, imagining it. Then, snapping back:

DR. GIFTMACHER (CONT'D)
Where were we? Ah -- What is your
body mass index, please?

KESSLER
Why?!

DR. GIFTMACHER
The skin of our subjects are
burning to a crisp when exposed to
lipo-electric stimulation for
prolonged periods of time. I'm
very curious to see if your reduced
body fat percentage will delay the
cellular disruption we've been
witnessing.

He takes hold of a LARGE INDUSTRIAL JIGSAW on a MASSIVE
DENTIST ARM, and swings it around. He attaches a
particularly upsetting looking SAW BIT to it.

DR. GIFTMACHER (CONT'D)
Please remain still while we remove
the cranial cap.

KESSLER
What?! No!

DR. GIFTMACHER
Do you have any fillings? They
will of course need to be removed.
We shall begin, yes?!

He turns on the saw, it's GRINDING ZIGZAG SAW SOUND is
particularly unnerving, as is the way it VIBRATES in
Giftmacher's hand. Kessler's eyes go wide as saucers. He
attempts to struggle but his harnesses are so tight that he
can't move. Instead, he SCREAMS.

Giftmacher lowers the blade to his scalp...

CUT TO:

INT. DUNGEON - HALLWAY - NIGHT

The heavy steel door to the dungeon UNLOCKS LOUDLY and then
swings open.

(CONTINUED)

CONTINUED:

Hans Grosse walks into the hallway, wielding a large ring of keys. He's happily WHISTLING some ditty by Wagner while spinning his baton. He CRACKS it once against the wall as if to test its striking power. Then he comes up to BJ's cell.

He looks in through the window and sees BJ laying on the dank floor in a fetal position with his back to him.

SS HANS GROSSE

Hey. Americana. Guess what?
Right now Dr. Giftmacher is cutting
your boy friend stem to stern.

He makes a CUTTING SOUND and illustrates by running his thumb from his groin to his neck.

HAN'S POV: No response from BJ, this upsets Hans a bit. He bites his teeth.

SS HANS GROSSE (CONT'D)

You know what? You're next. And
maybe I'll hold your feet for Dr.
Giftmacher. Gonna really enjoy
that.

Still, nary a peep from BJ. This really pisses off Hans. He SLAMS HIS BATON against the wooden bolted door.

SS HANS GROSSE (CONT'D)

Hey!

Still no response. Hans furiously unlocks the door and throws it open.

INT. BJ'S CELL - NIGHT

Hans storms in, raising his baton.

SS HANS GROSSE

Giftmacher doesn't like it when I
bruise the bodies -- but I'll
suffer his wrath for a boot to the
head!

Hans savagely kicks BJ's head, -- and it cave's right in!
Hans stops -- stunned.

Upon close examination he sees that the body's actually a very old corpse -- the body that was in the forget-me-not.

Hans looks to his left, and suddenly it's as if the wall explodes open.

(CONTINUED)

CONTINUED:

The loosely stacked bricks of the forget me not tumble aside and out comes BJ -- stripped down to his underwear.

He GRAPPLES with Hans, who rather than fearing the ambush, is grinning with excitement. BJ slams him against the wall. And without wasting my time describing the various action of this scene, try to imagine a WWE wrestling match in a small cell. Groins are KICKED, FACES SMASHED into walls, heads are PILE-DRIVED -- it's all out the fight scene to end all fight scenes. The ambition would be to out-do John Carpenter's "They Live." A tall order indeed.

But Hans Grosse is an ultimate fighter, and despite BJ's sophisticated skills Hans manages to get the upper hand, holding BJ in a deathlock. Hans' eyes are insane with fury -

SS HANS GROSSE (CONT'D)
(to the air above)
Sorry, Herr Doktor. I... can't...
resist...!

He begins to squeeze the life out of BJ, whose eyes are now bulging from their sockets, as Grosse's bicep creates a tourniquet around BJ's neck. Death is imminent.

BJ grasps around, and finds Hans' SS BOOT KNIFE. He pulls it out -- his face now blue!

He JAMS THE KNIFE right into SS HANS GROSSE'S ASSHOLE -- hilt deep.

Hans immediately releases BJ, who drops to the floor.

SS HANS GROSSE (CONT'D)
Aaaaaiiiii! Mein Esel!

Hans does a kind of chicken walk -- trying to get some distance from BJ so that he can pull it out.

BJ spins around and kicks him off his feet, throwing him BACKWARDS ONTO HIS BOTTOM, driving the knife POMMEL DEEP.

Hans sits there for a moment, SHAKING and TWITCHING, as the knife cuts up his insides. He JERKILY opens his holster and WEAKLY lifts his LUGER -- only to drop it.

BJ grabs the gun, and notices that blood is now coming from Hans' mouth.

(CONTINUED)

CONTINUED: (2)

With Hans completely immobilized, BJ gets up, and starts getting his clothes off of the dead body of the forget-me-not corpse.

CUT TO:

INT. DUNGEON - HALLWAY - NIGHT

BJ wanders out of the cell, his nose bloodied, totally dressed but with a ring of keys in his hands and wielding Hans's Luger.

INT. DUNGEON - CONTINUOUS - NIGHT

Luger in hand, BJ wanders through the blood stained hallways of the Wolfenstein dungeon. He comes to an

ANTICHAMBER

in which two hanging cages holding FLESHY SKELETONS flank a Nazi swastika flag...except that they're not skeletons, they're SHOCKINGLY EMACIATED PRISONERS, half-alive and three weeks out from food or water. From here a

SERIES OF STAIRS

rise up to the

TESLA LABORATORY

BJ looks in and sees SEVERAL NAZI SCIENTISTS standing around some high voltage electrical equipment.

NAZI SCIENTIST #1

Ja, ja. See. Burned to a crisp again.

NAZI SCIENTIST #2

Giftmacher won't be happy.

From two massive electrodes, MASSIVE STATIC LIGHTNING AGENT ONES jump forward to a wooden bench, on which our old paratrooper Hall is strapped, minus the toothpick. His broken bones have been carefully set and yet his chest has been cooked open like a hamburger, as they repeatedly zap his lifeless corpse, and then take notes.

BJ moves in slowly -- and then FIRES FOUR TIMES -- twice for each scientist.

BJ throws the switch on the control panel, TURNING OFF THE CHARGE. Hall is laying on the pad, dead as can be.

(CONTINUED)

CONTINUED:

BJ
Sorry, Hall.

BJ closes Hall's grotesquely open eye. Then, suddenly, BJ hears

BJ continues on to door on the far side of the lab which leads to...

INT. GIFTMACHER'S LABORATORY - NIGHT

CLOSE ON: An old style PHONOGRAPH is playing Wagner's "Die Walküre" (what else?).

PULL BACK TO REVEAL: On the other side of the room Dr. Otto Giftmacher has his hands deep into the head of Kessler, via a LARGE HOLE ON THE CROWN OF THE SKULL. He's carving out the inside with an ICE CREAM SCOOPER, plopping large balls of brain into a DOG DISH, where a chained-to-the-wall GERMAN SHEPHERD hungrily eats them.

He then looks behind him onto a SURGICAL TABLE and examines what looks like a tiny sea mine: a sphere with little electrodes all over it and with a transceiver antennae of some kind on one pole. He deposits a minute drop of the tincture in a blotting pad in the center, then depresses a button on a CONTROLLER, which activates the little electrodes on the sphere, causing them to CLACK and CLAW rhythmically and in patterns. Satisfied with the operation of the device, he uses a set of pulleys and levers to raise the sphere with the aid of a little crane. He maneuvers the sphere into the hole in the crown of Kessler -- but it doesn't quite fit.

DR. GIFTMACHER
Scheissen!

The mad doctor is forced to TAP the device with a RUBBER Mallet to squeeze it into the head of Kessler. Once in, Giftmacher hooks up what look like jumper cables to two contacts. He's about to throw a switch when BJ steps out of the shadows, aiming his MP-40 at him.

DR. GIFTMACHER (CONT'D)
Wass ist das?!

BJ
What have you done to him?

Giftmacher takes a PUFF from his CIGARETTE and then taps the ashes into his pocket so as not to get them onto the floor.

(CONTINUED)

CONTINUED:

DR. GIFTMACHER

You are the American, no? My next patient. What are you doing out of your cell?

BJ sees that the top of Kessler's head has been sawed-off.

BJ

You monster...

(mortified)

What have you done to his brain?!

DR. GIFTMACHER

It was in the way of his body. He will be much more cooperative now, and soon -- *you will be too.*

Dr. Giftmacher suddenly throws the switch. There's an immediate HUM OF ELECTRICITY through the jumper cables and KESSLER'S BODY JERKS STRAIGHT a few times before relaxing limp.

BJ freaks.

BJ

That's enough! Don't move!

Giftmacher calmly turns and picks up the large controller. We can see now that it's connected by a cable to what looks like a radio backpack with a large antennae.

BJ (CONT'D)

Hold it right there! Put that down or I'll fill you with lead--

Dr. Giftmacher throws a switch on the controller and suddenly the body jerks to life -- sitting upright like Frankenstein.

BJ practically jumps back.

BJ (CONT'D)

What the Hell?!

Dr. Giftmacher starts manipulating two analog joysticks on the controller, and it's only now that we notice that the controller he's using almost resembles a luggable 1940's version of a PS2 Dualshock Controller, about the size of a shoebox. He cranks at one of the joysticks--

Suddenly, Kessler twists his legs off of the gurney and stands upright, if not a little wobbly.

(CONTINUED)

CONTINUED: (2)

BJ (CONT'D)

Kessler?!

Giftmacher pushes both joysticks forward, and suddenly Kessler starts taking JERKY STEPS FORWARD. BJ wants to believe that Kessler is somehow still alive, but he can clearly see that there's no life in his eyes -- they're glazed over, zombie-like. Furthermore, the top of his head has a small Tesla-coil sticking out of it, that's SIZZLING tiny sparks of electricity--

BJ (CONT'D)

What have you done to him?!

DR. GIFTMACHER

It's not what I've done with him
that you should be worrying about --
it's what I'm about to do to you!

BJ lefts his gun to fire at the approaching Kessler, whose erratic staggering gait is a little alarming -- but he can't pull the trigger on one of his own men.

BJ

Kessler! Kessler! It's me -- BJ!

And Kessler is upon him.

Giftmacher cranks the joysticks and simultaneously Kessler grabs BJ's MP-40 by the barrel.

Looking close into Kessler's dead eyes convinces BJ that there's no Kessler left in this man. He fires the MP-40, point-blank, and Kessler's back is stitched with machine gun fire as the bullets pass right through his abdomen.

Giftmacher cranks the controls and Kessler JERKS the gun from BJ's grip, THROWING IT to the other side of the room. Then, under Giftmacher's control, he grabs BJ by the neck and with inhuman strength THROWS HIM FIFTEEN FEET against a stone wall. BJ CRASHES DOWN onto a table with straps on it, probably used for torture.

He shakes his head and looks up to see Kessler ZOMBIE-WALKING toward him.

BJ (CONT'D)

Okay...

BJ takes a fighting stance. When Kessler is close he does a quick one-two-three JAB, PUNCH, HOOK. No effect.

(CONTINUED)

CONTINUED: (3)

Dr. Giftmacher TWISTS HIS CONTROLS and suddenly, somewhat crudely, Kessler starts to fight with BJ, BLOCKING punches, and throwing roundhouses. BJ does his best to BLOCK and DUCK the oncoming assault of Tekken-like punches, but eventually, despite valiantly landing several RABBIT PUNCHES into Kessler's kidneys he gets CLIPPED IN THE CHIN -- a blow that KNOCKS HIM sidelong into a gurney full of TWISTED SURGICAL tools and CRASHING over onto the floor amid a CLATTER of sharp tools.

BJ feels his chin to see if it's broken, then shakes it off. He grabs a Bergmann plaster saw by the pistol grip from the pile of surgical instruments on the floor and gets up just in time to SWIPE THE SAW AT KESSLER, chopping off about eight of his fingers. But that doesn't stop him, so--

BJ (CONT'D)
Sorry, Kessler--

BJ mightily swings the plaster saw like a sword right down onto Kessler's shoulder, cutting a swath deep into him -- the arm falls off like a hunk of dead meat.

But this doesn't stop Kessler, and with a quick COMBO ATTACK Dr. Giftmacher is able to cause the automaton zombie to perform a kick attack that nails BJ in the nose, causing a stunned BJ to STAGGER BACKWARDS into the wall.

Dr. Giftmacher LAUGHS SICKLY on the other side of the room. With a couple of clever manipulations of the controller, Giftmacher causes Kessler to advance on BJ. BJ takes notice of these manipulations...

Kessler starts stomping toward him, and BJ, whose had the shit kicked out of him stumbles up and backs up to a corner of the room.

Kessler is about to get to him when suddenly he seems to go "dead." It's as if he's walked out of controller range. He slumps down like a rag doll, the intensity of the Tesla coil on the back of his head WEAKLY FLICKERING.

Dr. Giftmacher grits his teeth in frustration at the weak range of his zombie-control transmitter. He starts struggling with the heavy equipment, putting it on.

BJ sees this and it gives him hope.

Giftmacher's now wearing the transmitter for the zombie controller on his back, kind of like a field radio, and the large controller is hanging from a strap/sling around his neck. He's mobile. He walks towards BJ and Kessler.

(CONTINUED)

CONTINUED: (4)

Suddenly, as Giftmacher gets into range, Kessler comes to life like the Scarecrow in the "Wizard of Oz" and pops up to a stand. He lets out a GUTTURAL SOUND as air is expelled from his dead lungs.

DR. GIFTMACHER

Playtime is over! Now you die!

BJ orients himself with greater resolve -- not a guy to let a zombie get him down -- and rushes Kessler like a Quarterback charging a blocker, and fakes a run to the left but darts to the right. He gets past Kessler, who is too slow to catch him.

BJ makes an end run straight for Giftmacher who tries to draw his Luger but accidentally drops it. Giftmacher YELPS in fear that BJ is coming at him -- YELLING A CHARGE.

Giftmacher turns and runs into a CONNECTING HALLWAY, trying to control Kessler simultaneously -- sending him CLOMP-CLOMPING after BJ as fast as his dead legs will carry him.

INT. LABORATORY HALLWAY - NIGHT

Giftmacher tries to slam the door shut, but BJ is there too fast and RAMS INTO THE DOOR WITH HIS SHOULDER, KNOCKING Giftmacher SLIDING BACKWARDS into the hallway.

BJ runs into the hallway, Kessler on his heels, and SLAMS THE DOOR behind him to keep Kessler on the other side. Kessler's face can be seen at the door, and it takes all of BJ's strength to hold the door closed.

Giftmacher gets up and cautiously walks backwards down the hallway, tweaking the controller to keep Kessler at bay -- pushing at the door.

BJ looks back at Giftmacher, who's smiling a yellow grin.

DR. GIFTMACHER

Auf Wiedersehen, Mister America!

As Giftmacher escapes Kessler suddenly goes "dead" and collapses out of view. But by now he's at the long end of the hallway, waving as he vanishes behind a corner.

BJ

Not so fast, Herr Doktor.

BJ runs after Giftmacher down to the end of the hall, tearing around the corner and into the--

INT. LABORATORY ANNEX - NIGHT

BJ runs into the room and skids to a stop, stunned by what he sees:

Dr. Giftmacher is standing in the center of the room full of EMPTY GURNEYS, a huge Cheshire Cat smile across his face. He's flanked on either side by TEN DEAD NAZI SOLDIERS, all of whom have been implanted with similar cranial controllers, which stick out of the tops of their heads.

Dr. Giftmacher cranks the controllers and all of the zombie soldiers move in perfect synchronicity with each other, striking a NAZI PARADE STANCE followed by SIMULTANEOUS HEIL SALUTES. It's like something out of Michael Jackson's "Thriller" video.

BJ GULPS.

Then, they start MARCHING forward.

BJ turns and runs back down the

LABORATORY HALLWAY

chased by the GOOSE-STEPPING ZOMBIES, with Dr. Giftmacher picking up the rear.

BJ is bolting toward a large wooden double door at the end of the hallway, above it is hung a NAZI FLAG. But then, he skids to a stop and doubles back -- looking into an open door that he had passed.

BJ's mouth drops open. Despite the ONCOMING Nazi zombies he's standing there entranced by the room. He smiles.

INT. WEAPONS LOCKER - NIGHT

The weapons locker is a small room lined with shelves on which are MED KITS, HELMETS, FLACK VESTS, stacks of MK-30's, BOXES OF AMMO, not to mention larger firepower.

INT. LABORATORY HALLWAY - NIGHT

The Nazi zombies are coming down the hallway, and nearing the weapons locker when, quite suddenly, BJ steps out, dragging a FLAME THROWER in his right hand -- over his shoulder is the FALLSCHIRMJÄGERGEWEHR MODEL 1942 PARATROOPER RIFLE (FG-42).

BJ
How 'bout some Texas-style
barbecue?

(CONTINUED)

CONTINUED:

FOOM! With a squeeze of a trigger A SPRAY OF PETROLEUM-BASED FLAMES engulf the Nazi automatons. They keep walking toward BJ until their limbs are too burned to support their bodies, and then they collapse into a heap, looking much like glowing embers.

Dr. Giftmacher, behind them and on the other side of the flames from BJ, realizes that he no longer has the advantage and starts backing away, just as BJ drops the flame thrower and swings the FG-42 into his hands to DROP A FEW ROUNDS into the burning hulks that're crawling toward him.

BJ then lifts the gun and fires through the flames at Giftmacher, who's running away and around a corner -- PEGGING HIM IN THE SHOULDER.

There's no doubling back and going after Giftmacher because of the flames engulfing the hall.

BJ dumps the expended flame thrower and continues on to the double doors at the end of the hallway.

EXT. CASTLE WOLFENSTEIN - BUNKER - CONTINUOUS - NIGHT

BJ emerges into an area that is far less ancient and much more of a TRADITIONAL BUNKER of poured concrete with cables lining the walls.

BJ'S POV: BJ moves through the bunker, SYSTEMATICALLY SHOOTING NAZI GUARDS that he comes across.

Then, he literally bumps into...

ADOLPH HITLER

BJ lifts his gun and is about to blow him away when--

HITLER

BJ?...Oh my God -- you're alive!!

We realize now it's Carmack, in stolen dead Hitler's clothes.

INT. CASTLE WOLFENSTEIN - GIFTMACHER'S OFFICE (FLASHBACK)

Carmack closes the lid of a cordwood box holding the dead Hitler, and finishes buttoning up his uniform. He reaches down to his boot for a smear of black shoe polish, which he rubs under his nose as a mustache.

EXT. CASTLE WOLFENSTEIN - BUNKER - CONTINUOUS - NIGHT

BJ

Carmack?!

(CONTINUED)

CONTINUED:

Carmack desperately rubs at the shoe polish to get it off.

CARMACK

Thank god you're here. I've been covertly avoiding the enemy with this disguise.

BJ

Bold move.

CARMACK

You don't know what it's been like. But listen, I heard Giftmacher say he was taking Agent One to someplace called the Ratte König Lab.

BJ

Do you know how to get there?!

CUT TO:

INT. CASTLE WOLFENSTEIN - HALLWAY - NIGHT

BJ and Carmack come to some DOUBLE DOORS at the end of the hallway above which is written:

Ratte König Labor

INT. CASTLE WOLFENSTEIN - RAT KING LABORATORY - NIGHT

BJ walks into the room and sees the large cylindrical chamber. At the top of the catwalk is a NAZI GUARD and a NAZI SCIENTIST, watching from the observation windows.

The Nazi guard turns and sees BJ -- FIRING at him -- BULLETS RICOCHET off the floor around him--

BJ lifts the flame thrower and lets it go, SPRAYING FIRE across the upper level. The scientist and the guard are torched -- they flail about for a moment or two before crumpling up into the railing.

BJ walks up to the trap door in the bottom of the Rat King chamber and listens to it. He then throws the latches and let's it drop open.

Suddenly, Agent One SCRAMBLES out, his pant legs TATTERED and bloody. He looks a little crazed.

AGENT ONE

Shut the hatch! Shut the hatch!

(CONTINUED)

CONTINUED:

BJ goes to shut it and suddenly the Rat King squirms out, flopping down onto the ground and going right for him.

BJ

Whoa!

BJ stumbles back away from the large ball of rats which beelines toward him.

BJ lets loose with the flame thrower -- BLASTING IT. The burning mass of rats SCREECHES LOUDLY and starts spinning in circles until it stops, a burning clump of stink on the floor.

AGENT ONE

It's about time you showed up.

CUT TO:

INT. CASTLE WOLFENSTEIN - WEAPONS LOCKER - NIGHT

They kick open the door to a weapons locker. Inside of it, BJ picks up the RAIL GUN. They all load up with AMMUNITION.

CUT TO:

INT. CASTLE WOLFENSTEIN - BUNKER - CONTINUOUS - NIGHT

BLAM-BLAM-BLAM! BJ fires a burst of shots into some NAZI TECHNICIANS that are loading crates onto a small industrial trolley on small train tracks. Agent One is just behind him, with Carmack, gun in hand, carefully following the others.

Some other NAZIS run behind some LARGE METAL BLAST DOORS and close them shut, dodging Agent One's gunfire.

Agent One runs to the large metal doors -- too late.

AGENT ONE

They've been locked and sealed!

(looking around)

The only way out is the way we came. We've got to double back.

Let's go!

But BJ runs up to the trolley and looks to where the tracks run -- into a small and narrow tunnel. BJ considers it.

BJ

We'll take this.

He depresses a switch on a control panel that starts the trolley moving and then hops on.

(CONTINUED)

CONTINUED:

AGENT ONE
Where does it go?!

BJ
I don't know. Hop on! Let's find
out!

Agent One hops on, just as the trolly enters the little tunnel. He and BJ are hunched down on it as it makes it's automated route to where it's going.

INT. CASTLE WOLFENSTEIN - TUNNEL/TROLLY - MOVING - NIGHT

BJ and Agent One are on the trolly as it makes its way through the narrow tunnel. Suddenly, we come into a

CAVERNOUS CHAMBER

The tracks cross a wooden bridge over a deep crevice, and then back into another small tunnel. But in the chamber are THREE NAZI SOLDIERS behind a small sandbag bunker.

They all open fire -- bullets a blazing and ricocheting here and there. BJ, Agent One and Carmack hide behind the crates on the trolly, using it as cover.

They manage to SHOOT TWO OF THE NAZIS while the third, carrying a Panzerfaust, runs into the tunnel just ahead of the automated trolly.

INT. CASTLE WOLFENSTEIN - TUNNEL/TROLLY - MOVING - NIGHT

BJ looks at the crates, which have been shot open, and realizes that they're holding FOUR FOOT LONG ROCKETS. Obviously they're HIGHLY EXPLOSIVE.

BJ
I don't think we want to be hiding
behind these crates.

Agent One is shooting at the Nazi who's running in front of them -- he hits him in the arm, and is out of ammo.

The WOUNDED NAZI spins around and aims the Panzerfaust--

WOUNDED NAZI
Hitler für immer!

BJ
Nein!

(CONTINUED)

CONTINUED:

FWOOSH! The rocket propelled anti-tank grenade fires and with a TRAIL OF SMOKE shoots out of the rocket and toward the approaching trolley.

BJ Agent One and Carmack duck, and the rocket sails inches over their heads, singeing their hairs, and right past them into the

CAVERNOUS CHAMBER

The rocket comes sailing out of the tunnel with a wail -- just some Nazis who were chasing them have come to the bridge.

The rocket hits them and BLOWS UP, VAPORIZING THE BRIDGE, Nazis and all.

Meanwhile, back in the

TUNNEL

The Nazi who fired the rocket is waving the smoke away to see if he hit his target--

But he hasn't. The automated trolley comes out of the smoke and hits him, knocking him over and running over him with its heavy train wheels. He's immediately CRUSHED and SEVERED by the trolley.

BJ, Agent One and Carmack wince, looking at the mess behind them.

The trolley makes a few twists and turns through the tunnel and then comes toward an opening.

AGENT ONE

Get ready--

INT. CASTLE WOLFENSTEIN - ELEVATOR BUNKER - NIGHT

They emerge from the tunnel on the access trolley, into a massive vertical room guarded by a LARGE MACHINE GUN NEST that sits at the end of the tracks. The machine gun nest OPENS FIRE on the trolley -- and the crates begin splintering!

BJ

Jump!

They all jump off of the trolley, and roll to the sides -- just as the weapons loaded trolley, which is now under fire, rolls right in front of the machine gun nest.

(CONTINUED)

CONTINUED:

BJ (CONT'D)
Take cover!

CARMACK
No kidding!

BOOM! The munitions on the trolly EXPLODE -- VAPORIZING the machine gun nest.

When the dust clears BJ, Agent One and Carmack run past the carnage and to a large industrial elevator.

BJ
How are we doing on time?

AGENT ONE
If we make it out of here it's going to be close.

BJ throws the elevator switch.

BJ
Going up!

They get onto it and begin to ascend...

INT. CASTLE WOLFENSTEIN - SCIENTIST LABORATORY - NIGHT

A massive **chemical** laboratory filled with NAZI SCIENTISTS.

The elevator ascends into the laboratory, and immediately the guys begin FIRING -- RIPPING NAZI SCIENTISTS to SHREDS, no one more than Carmack, before they can fire at them with their LUGERS.

BJ glances at Agent One, impressed by Carmack, then jumps up onto a table, ready to mow one down that's hiding behind a table -- but stops when he sees that he's chained by the ankle to a bolt on the floor.

He lifts the rail gun -- squinting at the old man cowering on the floor. It seems impossible -- but IT'S BJ'S FATHER.

BJ
D--Dad?

Dr. Blazkowicz, after so many years of abuse and isolation in these labs, is incredulous at what it is he's seeing. He blinks--

DR. BLAZKOWICZ
William -- my son -- can it be so?

(CONTINUED)

CONTINUED:

Tears sprout down his face. BJ jumps from the table and to his side.

BJ
Dad? Dad! How -- how?!
(he burst into tears)
They said you had been taken to a
death camp -- and gassed.

DR. BLAZKOWICZ
No. Oberfuhrer Strasse brought me
here, imprisoned me, and tortured
me to do his bidding. But I
wouldn't help...until they told me
they had you.
(shakes his head, hugging
his son)
I done terrible things for them,
William...terrible things.

BJ
But you're alive.

They embrace and BJ hugs him like he's gonna break him. BJ then turns and fires at the chain, breaking it.

BJ (CONT'D)
And you're free.

Agent One and Carmack approach -- seeing BJ, tears in his eyes.

Seeing them BJ wipes his face, chortling with joy:

BJ (CONT'D)
*My...father! He's alive. Agent
One...this is my father.*

AGENT ONE
(all business)

Very pleased to meet you Dr. Blazkowicz-.

CARMACK
*Yeah pleased to meet you but we
need to get out of here!*

BJ *sees that Agent One isn't too surprised.*

BJ
You -- you knew?

(CONTINUED)

CONTINUED: (2)

AGENT ONE

(all business)

We suspected. I didn't want to raise your hopes, or have them dashed. And believe me, I'm happy for you -- but we need to move our arses or we're never going to meet the Rally.

Carmack nods.

BJ

(checking his watch)

He's right, dad. We have a plane meeting us -- but it can only touch down for five minutes.

BJ starts to lift his father from the floor, and walking him to the door of the lab. His father resists...

DR. BLAZKOWICZ

There is something you need to know, William.

BJ

We've gotta get moving dad.

DR. BLAZKOWICZ

(tugging at BJ)

But -- it's very important.

Agent One turns and doubles back to them, urgent. Carmack's eyes are beyond intense.

AGENT ONE

I hate to break up the family reunion, but we really need to move.

BJ

C'mon, dad -- we need to get out of here!

He tries to guide his father out, but he resists.

DR. BLAZKOWICZ

No! We cannot go!

AGENT ONE

Due to our circumstances I must beg to differ.

(CONTINUED)

CONTINUED: (3)

BJ

Like he says, dad -- we gotta go.

DR. BLAZKOWICZ

Nein! We cannot.

AGENT ONE

Really, sir. There's nothing you could tell me that would compel me to remain.

DR. BLAZKOWICZ

Die Letzte Hoffnung Weapon! It's aimed at London.

Suddenly he has their attention.

AGENT ONE

What's that? Wot, wot?

DR. BLAZKOWICZ

Die Letzte Hoffnung.

CARMACK

Look, they got shelters in London. We gotta go!

BJ

Letzte Hoffnung.

(translating)

It means ... "Last Hope". If there's one thing you can say about these Nazi's, they have a flair for the dramatic.

AGENT ONE

(to Dr. Blazkowicz)

And what is this "Last Hope" weapon, Dr. Blazkowicz?

DR. BLAZKOWICZ

A weapon of unspeakable power that harnesses the atom.

AGENT ONE

Eh, wot?!

DR. BLAZKOWICZ

Enough power to destroy the heart of London. It's construction has only just been completed.

(more)

(CONTINUED)

CONTINUED: (4)

DR. BLAZKOWICZ (CONT'D)

Only to be used as a "Last Hope" --
should the Allied armies launch an
all out invasion--

AGENT ONE

(checking his watch)

Too late for that. They've landed
on the beaches already.

DR. BLAZKOWICZ

A V3 canon will be used to deliver
the Letzte Hoffnung with accuracy to
Buckingham Palace as **ground zero**. I
tried to slow the construction of
this hideous device -- we all did --
but Deathshead forced us through
relentless threats and torture.

AGENT ONE

Hold up. You're saying this weapon
is here in the Castle?!

DR. BLAZKOWICZ

I'm sorry, but yes -- and if we
don't stop Deathshead, it will be
activated and hundreds of thousands
will surely die!

BJ and Agent One look at each other. Carmack mutters
angrily:

CARMACK

We're gonna miss our damn plane.

CUT TO:

INT. CASTLE WOLFENSTEIN - HALLWAYS/VARIOUS - DAY

BJ, Agent One and Carmack, guided by Dr. Blazkowicz, make
their way through a maze of HALLWAYS and ANTECHAMBERS,
SHOOTING occasional OFFICERS and SOLDIERS, until they arrive
at TWO LARGE METAL DOUBLE DOORS, above which are written:

*"Hinter Diesen Türen ist die
Letzte Hoffnung
Der Deutschen Leute."*

BJ

"Behind this door is the Last Hope
of the German People."

(more)

(CONTINUED)

CONTINUED:

BJ (CONT'D)
(turning to the others)
Must be the place.

Agent One checks the doors, they're locked.

AGENT ONE
These doors are bolted shut from
the inside.

BJ steps forward with a PANZERFAUST.

BJ
Did somebody call a locksmith?

CUT TO:

INT. CASTLE WOLFENSTEIN - LETZTE HOFFNUNG BUNKER - NIGHT

EXTREME CLOSE ON: The arming mechanism for the Last Hope Weapon. A KEY is turned and a RED LIGHT starts FLASHING.

PULL BACK TO REVEAL that Deathshead is at a control panel at the base of the enormous V3 CANNON. This is, without question, the set from a James Bond movie: A massive installation housing a CANNON/LAUNCHING MECHANISM much larger than Dora, the Big Bertha of Nazi cannons. The cathedral roof has a large observatory door on it that can be opened to fire the cannon. Underneath the observatory door is a GIGANTIC PAINTING OF HITLER the size of an outdoor billboard.

A massive CLOCKWORK has been activated by Deathshead that has begun the process of firing the cannon -- and this begins by first MECHANICALLY LOADING a massive ROCKET PROPELLED SHELL into the back. Once loaded there's an OMINOUS HORN that goes off and a large ANALOG COUNTDOWN CLOCK on the wall begins to COUNTDOWN as COOLANT GASSES begin to VENT in preparation for the rocket to take off.

VARIOUS V3 SCIENTISTS in special uniforms that signify the Rocket Division RUN ABOUT in preparation for the take-off.

Deathshead punches in coordinates triggering a lit panel past "PARIS" and "MOSCOW" to "LONDON" and quite suddenly the cannon begins a slow "aiming sequence" where the cannon rises to 52 degrees and the MASSIVE SECTION OF THE ROOF OPENS UP LIKE AN OBSERVATORY. The massive cannon aims out of the opening.

DEATHSHEAD
(into a microphone and
over a loudspeaker)
(more)

(CONTINUED)

CONTINUED:

DEATHSHEAD (CONT'D)

The Allied D-Day has come, and now it is time for the German people to show the world that we are not only swift as Greyhounds, tough as leather, and hard as Krupp steel, but that our vengeance is as destructive as the breath of a dragon. Prepare for launch of the V3!

He turns a key, and throws a large red switch. Suddenly, at the base of the guns, MASSIVE ELECTRICAL COILS, begin CRACKLING WITH ELECTRICITY. A massive ANALOG TIMER on the unit begins COUNTING DOWN.

DEATHSHEAD (CONT'D)

Now...nothing can stop us!

Suddenly, as if on cue, the large bolted doors to the facility EXPLODE, and from the smoke BJ walks in, with Agent One, Carmack and his father just behind him.

BJ

(dusting himself off and regarding the V3)

Wow. Now THAT'S a big gun.

Deathshead is wild-eyed and furious that BJ is alive and here.

DEATHSHEAD

Son of Blazkowicz!

(he turns and raises his arm)

Bring on the Übersoldat!

And at that moment, from behind the massive cannon, they hear the sounds of HEAVY MECHANICAL FOOTSTEPS.

Deathshead takes a few steps back, LAUGHING, and then it rounds the corner--

THE ÜBERSOLDAT

It's a massive MECH ROBOT, with FOUR GATLING GUNS instead of arms, which walks on HEAVY ROBOTIC LEGS. HEAVILY PLATED ARMOR shields it, like a walking tank, the size of a VW Bug with a RED SWASTIKA on its center. At the top, where its head should be, is a shielded glass container filled with a BUBBLING EMBRYONIC LIQUID and a disembodied (stab-wounded) head that looks like an über-furious ADOLF HITLER. One could call this abomination ROBOHITLER (if one was playing Wolfenstein3D).

(CONTINUED)

CONTINUED: (2)

RoboHitler UNLEASHES ITS ROTATING GATLING GUNS, which SHRED THE WALLS as BJ and the others dive behind a

CONCRETE BLAST BUNKER

Agent One MACHINE GUNS some NAZI SCIENTISTS before they can shoot them with their LUGERS.

The bullets from RoboHitler's Gatling guns BLAST CHUNKS OUT OF THE CONCRETE.

NAZI SCIENTISTS not shielded by the concrete bunker -- but in the ÜBERSOLDAT'S FIRE -- are SHREDED BY BULLETS.

BJ

What is that thing?!

DR. BLAZKOWICZ

The Führer's Fury. Half robotic mechanization, and half organic tissue. Like a tank with a brain.

AGENT ONE

What the bloody Hell are you talking about?!

DR. BLAZKOWICZ

I told you they had made me create horrible things...!

(turning to BJ)

Cells from the Führer were harvested and grown with Serum 114 to create the control mechanism for this abomination -- this weapon of the Fuhrer's pure hatred!

It's Gatling guns SPIN TO A STOP -- WHIRRING. DEAD NAZI SCIENTISTS are laying about, smattered in blood.

The Führer's head ROARS and RoboHitler starts walking toward the bunker with HEAVY THUDS.

CARMACK

Well, whatever it is it's plenty pissed off!

DR. BLAZKOWICZ

We must stop the timer on the V3!

BJ gives Agent One a look, then puts out his fist. Agent One smirks, and then puts out his.

(CONTINUED)

CONTINUED: (3)

CARMACK
(disbelief)
You're not playing rock paper
scissors?!

They start with their fists -- *one, two, three--*

BJ throws scissors and Agent One throws a rock -- he wins.
He bumps BJ's scissors with his fist.

BJ
Okay. I'll distract ... *RoboHitler*.
Carmack you cover me and get my
father to the controls of the V3.
If something happens to me -- get
him out of here.

Agent One nods, and then BJ, quick as can be, runs out --
immediately DRAWING FIRE FROM ROBOHITLER.

BJ

sprints with GATLING GUN FIRE at his heels -- running so that
RoboHitler is turned away from his father and Agent One at
the blast bunker.

CARMACK

shoots ROBOHITLER in the leg joints but the bullets ping off
the hardened metal surface.

AGENT ONE

shielding Dr. Blazkowicz, makes a break toward Deathshead and
the control panel of the V3 cannon.

BJ

does battle with the Übersoldat, distracting it and DRAWING
IT'S FIRE. He SHOOTs at it with the RAIL GUN, but it's armor
is too strong.

AGENT ONE

gets Dr. Blazkowicz to the control panel while pushing back
Deathshead with a HAIL OF MACHINEGUN FIRE. Deathshead gets
away, but TWO NAZI TECHNICIANS aren't so lucky--

DEATHSHEAD

runs for cover, wielding his Luger and making RANDOM POT
SHOTS behind him.

(CONTINUED)

CONTINUED: (4)

CARMACK

Trails Deathshead with a flurry of shots.

BJ

manages to jump onto the back of the Übersoldat and climbs it
-- RIDING IT LIKE A BUCKING BRONCO.

He SMASHES at the glass chamber which holds the Hitler head --
CRACKING the glass open.

DR. BLAZKOWICZ

is fumbling with the controls of the V3 canon. He looks up
at the timer, it's down to **2 minutes and 30 seconds**.

DR. BLAZKOWICZ

The countdown has already been
activated!

AGENT ONE

So deactivate it!

DR. BLAZKOWICZ

That's impossible. So complex is
the arming mechanism that once set
for detonation, it must launch.

BJ

is riding the FURIOUSLY SPINNING Übersoldat -- it's Gatling
guns FIRING IN FRUSTRATION. BJ manages to bust open the
glass chamber that holds the HITLER FOETUS HEAD, draining the
liquid.

He then aims his rail gun at the foetus.

It's water-soaked and shriveled visage, rotates around and
regards BJ with a FURIOUS GRIMACE.

The RAIL GUN begins to SPIN, RAMPING UP--

BJ

Auf Wiedersehen, you ugly fu--

With a BLAST FROM THE RAIL GUN, the head is BLOWN TO BITS --
VAPORIZED -- and the entire robot component of the
Übersoldat, with no head to guide it, goes DEAD.

(CONTINUED)

CONTINUED: (5)

DEATHSHEAD

Comes from around the other side of the canon -- the sight of BJ standing atop the dead Übersoldat causes him to grit his teeth so hard one might think they'd crack. He lifts his Luger...

BJ turns to see him, but his RAIL GUN IS EMPTY -- it simply SPINS.

Deathshead smiles.

DEATHSHEAD

You will pay for what you've done.

Deathshead swings his Luger at Dr. Blazkowicz, at the controls beside Carmack.

BJ

Sees, but it's too late.

BJ

Dad!

CARMACK

turns and sees Deathshead about to shoot Dr. Blazkowicz -- he instinctively STEPS IN FRONT OF HIM just as Deathshead FIRES THE LUGER.

CARMACK TAKES THE BULLET and falls to the ground, into Dr. Blazkowicz's arms.

BJ, seeing this, SCREAMS A BATTLE CRY and lifting his gun above him like a club runs toward Deathshead, who turns and runs--

There's A LONG STAIRWAY THAT LEADS UP THE BARREL OF THE V3 cannon. Deathshead tries to escape by running up it.

BJ chases right after him.

Deathshead climbs faster, occasionally taking a RANDOM SHOT backwards with his Luger.

BJ chases, IGNORING THE GUNFIRE.

Once to the top -- at the very tip of the barrel with nowhere else to run -- Deathshead turns and FIRES his Luger at BJ at nearly point blank range, striking him in the arm and causing him to fall down.

(CONTINUED)

CONTINUED: (6)

Deathhead loses his balance and falls backwards into the barrel of the cannon.

DEATHSHEAD

Ah -- ah -- aaaaahhhh!

INSIDE THE BARREL OF THE CANNON

Deathhead SLIDES DOWN the oiled INSIDE OF THE BARREL, SCREAMING the whole way, until he comes to a stop right at the TIP OF THE V3 ROCKET.

DEATHSHEAD (CONT'D)

No! No!

He tries to scramble back up the cannon barrel, only to slip back down to the tip of the rocket.

BJ

looks down the barrel.

BJ

Tell Churchill I say hello!

BJ then JUMPS FROM THE BARREL to a RAILING just above the painting of Hitler and the observatory opening in the ceiling. He starts to make his way down to

DR. BLAZKOWICZ

Who is finally at the controls of the V3, guarded by Agent One, attempting to disarm the bomb. Carmack is slumped next to the panel, BLEEDING.

BJ (CONT'D)

Are you okay?!

CARMACK

Right as rain. Went in and out.

BJ

Thanks.

CARMACK

Figured I owed you.

AGENT ONE

His gunshot wound is the least of our problems.

BJ

What do you mean?

(CONTINUED)

CONTINUED: (7)

DR. BLAZKOWICZ

It's impossible to disarm the
mechanics of the Letzte Hoffnung
once the timer has been set!

AGENT ONE

If we don't disarm it, we can kiss
London good-bye -- and me mum lives
in London!

DR. BLAZKOWICZ

I'm sorry -- but one way or
another, this device is going to go
off!

CARMACK

What if we just re-aimed it?

They all look at Carmack and then at each other as Dr.
Blazkowicz considers this and examines the panel.

DR. BLAZKOWICZ

Hmmm. Ja. The aiming mechanism
could be set into the loading
position.

(thinking about it)

But then, **it will detonate through**
the castle -- and the resulting
explosion will kill everything
here...including us.

They all look at each other, knowing what they have to do.

CARMACK

I'm sorry I suggested it.

TIMECUT--

The barrel of the V3 begins to lower, setting its sights down
20 feet and into the wall of the bunker -- directly at the
MASSIVE PAINTING OF ADOLF HITLER.

INSIDE THE BARREL

Deathshead sees that the barrel has lowered, and this new
angle of the barrel allows him to begin climbing...

THE CONTROL MECHANISM

is SMASHED by Agent One.

CUT TO:

INT. CASTLE WOLFENSTEIN - ESCAPE HALLWAY - NIGHT

They're all running down a long access hallway.

DR. BLAZKOWICZ
The cable car is this way!

AGENT ONE
We've got less than five minutes to
make it to the plane -- there's no
way we're going to make it!

CARMACK
Anywhere but here is fine by me!

BJ
When that thing goes off they're
gonna have their hands full.

CUT TO:

INT. CASTLE WOLFENSTEIN - LETZTE HOFFNUNG BUNKER - NIGHT

Dr. Giftmacher comes into the room followed by a SQUAD OF
PARANORMAL DIVISION NAZIS holding MP40's. They're in turn
followed by SEVERAL SCIENTISTS.

DR. GIFTMACHER
Where is Oberführer Strasse?!

He walks up to the V3 control mechanism and sees that it's
been shot up. He then looks up at the spinning hands on the
COUNTDOWN CLOCK and then sees that the canon is aimed down
through the painting of the Führer--

DR. GIFTMACHER (CONT'D)
You three, disarm the V3!

SCIENTIST #1
But -- it has been activated...und
the control panel ist gebrochen!

He SHOOTS HIM with a Luger and then turns to the other
scientist.

DR. GIFTMACHER
Disarm the V3!

SCIENTIST #2
Ja voll, Dr. Giftmacher.

(CONTINUED)

CONTINUED:

He frantically opens the panel and looks at the mess of burning wire.

CUT TO:

INT. CASTLE WOLFENSTEIN - TRAM BAY - NIGHT

BJ and Agent One KICK OPEN THE DOORS to the tram bay, and the three soldiers SHOOT THEIR WAY past the TWO NAZI GUARDS and THREE TECHNICIANS.

A LARGE TRANSPORT TRUCK is resting on the tram.

They run onto the large cargo tram. Agent One throws the controls, but nothing happens.

AGENT ONE
It's not working.

CARMACK
Come on!

BJ
The power's been cut.

DR. BLAZKOWICZ
The generator room would likely be
underneath the main spindle.

BJ runs through a door and down a FLIGHT OF STAIRS into the
GENERATOR ROOM

which is guarded by TWO NAZI SOLDIERS. BJ engages them in a
desperate SHOOT OUT -- BLOWING THEM AWAY one by one.

AGENT ONE AND CARMACK

Take an MG42 heavy machine gun on tripod legs out of the back
of the truck and quickly carry it to the front of the tram.
Agent One sets it up while Carmack desperately checks his
watch.

BJ

throws the power switch, and suddenly THE MASSIVE SPINDLES
that raise and lower the tram begin to turn.

THE TRAM

suddenly JOLTS and begins moving.

(CONTINUED)

CONTINUED:

Agent One stands up and depresses the controls -- but they don't seem to be working. He can't stop the tram.

DR. BLAZKOWICZ
What about my son?

He turns and looks for BJ -- but he's not there.

Then, the door BURSTS OPEN and BJ comes running out.

AGENT ONE
BJ! Move your arse, boy!

BJ runs across the tram bay and toward the tram as it's departing, but there's no way he's going to make it. He SPRINTS to the ledge, JUMPS UP ONTO THE RAIL, and pushes off -
- LEAPING THROUGH THE AIR.

EXT. CABLE CAR - DESCENDING - NIGHT

BJ lands on the roof of the descending cable car, nearly sliding off--

CUT TO:

INT. BARREL OF THE V3 - NIGHT

Deathshead is struggling up the steep barrel of the V3. He slips and SLIDES BACK DOWN to the warhead. He turns, desperate, and starts to climb again.

INT. CASTLE WOLFENSTEIN - LETZTE HOFFNUNG BUNKER - NIGHT

The desperate scientist working on the controls looks to Giftmacher.

DR. GIFTMACHER
You're taking too long!

SCIENTIST #2
(desperate)
It's hopeless! The arming
mechanism **has passed failsafe!** We
must escape!

DR. GIFTMACHER
What about rearming it?

The scientist motions to the mess of wires--

SCIENTIST #2
How?!

(CONTINUED)

CONTINUED:

Giftmacher, fed up, SHOOTS HIM in the back and then turns the gun to the third, and last, scientist.

DR. GIFTMACHER
You! Re-aim the Letzte Hoffnung
weapon.

CUT TO:

INT. CABLE CAR - MID-STATION - NIGHT

POV: The mid-station comes into view out of the MISTY
CLOUDS.

BJ
There it is--

Agent One, Carmack and BJ cock their weapons. Agent One is at the front, on the MG42, Carmack on the side and BJ is on the roof.

Suddenly, a BURST OF GUNFIRE from the mid-station, tracers can be seen shooting up to them.

AGENT ONE
Let 'em have it!

They all open fire on the mid-station. CARNAGE ensues.

They manage to take out the machine gun nest, but the cable car stops at the mid-station.

BJ jumps from the roof of the tram onto the second level of the mid-station and engages the MID-STATION NAZI hand-to-hand, until he's able to throw him over the side.

AGENT ONE (CONT'D)
Re-engage the spindles!

But BJ can't get to them from his vantage point.

Carmack shakes his head angrily and starts running.

CARMACK
Crap!

Carmack enters the Mid-station control cage and looks around till he spots what he thinks is it and throws a large switch.

The TRAM JOLTS and begins lowering again.

(CONTINUED)

CONTINUED:

BJ leaps back to the tram. Now Carmack is getting left behind. He makes a RUNNING JUMP and is caught and pulled into the tram by Agent One and BJ.

CUT TO:

EXT. WOLFHAVEN - ALPINE WHEELHOUSE - NIGHT

A very very angry Ilsa Von Bulow, who is in the wheelhouse, climbs onto the top of a PANZER IV TANK.

ILSA VON BULOW

They have somehow passed the mid-station! Prepare to destroy the tram car! Schnell!

The BARREL OF THE TANK IS AIMED at the cable coming out of the mists that leads up to the mid-station...

INT. CABLE CAR - DESCENDING - NIGHT

The soldiers look at each other.

AGENT ONE

I'm out of ammo.

CARMACK

Me too.

BJ

I've got half a clip.

They start to come out of the MISTS, and they can see the details below...and the tank.

BJ (CONT'D)

We're right buggered.

EXT. WOLFHAVEN - ALPINE WHEELHOUSE - NIGHT

From the barrel of the tank we see the cable car come out of the mist. It's right in the line of sight...

ILSA VON BULOW

There it is! Prepare to fire!

(hissing to herself)

Now you're mine!

CUT TO:

INT. BARREL OF THE V3 - NIGHT

Deathshead has managed to climb the steep incline of the barrel of the V3. He's just to the lips of the cannon, now aimed directly at the massive banner portrait of Adolph Hitler.

THE ANALOG TIMER

--Counts down to zero.

DEATHSHEAD

Lifts his head at the LOUD CLUNK of the mechanism activating the rocket -- he knows that it's zero hour. The **V3 ROCKET IGNITES its engines and BLASTS OFF!**

Deathshead looks forward to the massive portrait of Adolph and just as the ROCKET is upon him.

DEATHSHEAD

Mein Führer--

A THUNDEROUS DETONATION--

EXT. CASTLE WOLFENSTEIN - NIGHT

The Castle, seen from the cable car, **suddenly LIGHTS UP in successive SUB LEVEL BLASTS. For a very brief second it seems as if all of the walls SUCK IN -- as if INHALING -- but the EXHALE IS A VIOLENT ONE as FIRE from a HIGH LEVEL DETONATION erupts from every opening. The CASTLE ITSELF SEEMS TO LIFT momentarily as the BLAST LIGHTS UP.**

BJ

is standing in the open door on the tram. **He's briefly ILLUMINATED AS IF BY LIGHTNING and then suddenly there's a POWERFUL HOT WIND--**

BJ

Whoa--!

And suddenly it's like he's holding on to a bucking bronco as the

CABLE CAR

ROCKS back and forth --

At the

TOP STATION

The cables snap free from the force of the **explosion**, and the

MID STATION

SPINDLES start SPINNING WILDLY as the cables unfurl--

THE CABLE CAR

Suddenly **speeds up--**

THE PANZER IV

FIRES a THUNDEROUS BOOM from its barrel--

THE CABLE CAR

Suddenly begins to drop from the slack in the line. The Panzer shell SCREAMS OVER the cable car -- missing it by just a few feet.

INT. CABLE CAR - DESCENDING - NIGHT

The cable car is suddenly WHIZZING DOWN the line, and the slack is lowering it at an alarming rate--

BJ

Wwwwwhoa!

EXT. WOLFHAVEN - ALPINE WHEELHOUSE - NIGHT

Ilsa is apoplectic that they've missed the cable car -- and that Castle Wolfenstein seems to have been **destroyed**. The **BLAST IS SO HUGE that the clouds are parting--**

ILSA VON BULOW

Dummkopf!

THE CABLE CAR

Is RAPIDLY DESCENDING on the slack of the line, lowering it at HIGH SPEED down with a great amount of FORWARD MOMENTUM.

EXT. WOLFHAVEN - FROZEN RIVER - NIGHT

The cable car SLAMS onto the frozen river.

THE CABLE CAR

The IMPACT throws BJ, Agent One, and Dr. Blazkowicz to the ground. BJ gets back up and realizes that they're now sliding across the ice--

EXT. WOLFHAVEN - FROZEN RIVER - NIGHT

The cable car continues sliding across the ice of the river.

ILSA VON BULOW

Is incredulous at the tram car racing down the frozen river past the Alpine Wheelhouse.

ILSA VON BULOW

Get them!

Then, the massive cables that have been broken free from the wheelhouse comes flying down into the wheelhouse, SLICING UP NAZIS and causing DEVASTATION.

Ilsa jumps into the tank and shuts the hatch for safety--

THE CABLE CAR

Is speeding down the surface of the frozen river like a sled. From the

BANKS OF THE FROZEN RIVER

NAZI SOLDIERS fire machine guns at the sled, which is racing through the gauntlet and fast leaving town.

INT. CABLE CAR - SLIDING DOWN FROZEN RIVER - NIGHT

A shower of ZINGING BULLETS are being targeted at the makeshift toboggan. BJ, Agent One, and Dr. Blazkowicz take cover on the other side of the truck.

EXT. BANKS OF THE FROZEN RIVER - PANZER IV - NIGHT

The Panzer FIRES another shot at the cable car sled that is nearly out of range. A huge explosion on the other side of the river.

PANZER DRIVER

They're leaving our range!

ILSA VON BULOW

Go after them!

PANZER DRIVER

But the river -- the ice!

ILSA VON BULOW

(furious)

Do it!

EXT. FROZEN RIVER - NIGHT

Just outside of town, where ALARMS are sounding and from where we can see that Castle Wolfenstein is burning high atop the Wolfhorn.

The cable car comes sliding to a stop.

BJ looks back at the chaos of town, then to the others.

BJ
Mission accomplished.

AGENT ONE
We've got less than a minute to
catch our plane.

He helps his father get into the truck.

BJ
We'll take the truck.

BJ removes the BLOCKS from under the tires of the truck while Agent One starts it up. Suddenly, they hear a CRASHING OF TREES. BJ looks up and sees the tank COMING OUT OF THE FOREST and ONTO THE ICE --

CARMACK
Tank. Tank! TANK!

THE PANZER

FIRES its guns!

THE TRUCK

Pulls away, just as the cable car is hit by the shell of the Panzer. It EXPLODES--

THE PANZER

Starts driving down the center of the frozen river -- chasing after the truck. Ilsa is sitting half in the hatch, WATCHING THE TRUCK THROUGH BINOCULARS.

ILSA VON BULOW
Prepare another!

She hears a CRACKING BEHIND HER and looks back -- a long CRACK IN THE ICE is chasing after them.

ILSA VON BULOW (CONT'D)
Schnell!

INT. THE TRUCK - FROZEN RIVER - MOVING - NIGHT

They skid around a bend in the frozen river revealing a large FROZEN LAKE, and at its center, a modified STINSON L-5 SENTINEL light transport airplane -- it's props running and ready to leave.

The truck races across the ice toward the airplane, which cuts its motor and turns to meet them.

The men jump out of the truck and run toward the airplane. The CO-PILOT throws open the door.

CO-PILOT

I was just about to give up on you boys!

AGENT ONE

Glad we could make the flight!

CARMACK

Save the cute talk for the canteen! Okay?!

Then, from the far side of the lake, where the river meets it

THE PANZER IV

Pulls into view. Ilsa lowers her binoculars.

ILSA VON BULOW

An escape craft! Target that airplane! Target that airplane!

PANZER DRIVER

Ja voll!

The tank comes to a stop and targets the plane.

BJ

is the last to climb aboard the plane. He looks back and sees the tank setting its sights on the plane.

BJ

We need to get in the air!

The PILOT is depressing the starter, but the engines are BACKFIRING.

PILOT

The engine must have ice in the line!

ILSA VON BULOW

Is watching BJ through the binoculars. She smiles.

ILSA VON BULOW
Auf Wiedersehen, meine Liebe.
(to the Panzer driver)
Ready, aim, and...

But suddenly she hesitates, then looks back towards BJ. The GUNNER looks at her desperate for her instruction, but she holds her tongue.

Then, suddenly, the ice breaks underneath the tank and the entire rear half breaks through, lifting the barrel just as it FIRES--

BJ

Watches as the shell from the tank SCREAMS JUST OVER THEM and into the forest on the other side of the lake. Just then, the engines SPUTTER and STARTUP!

BJ smiles towards Ilsa--

ILSA VON BULOW

Lowers the binoculars, realizing that THE TANK IS SINKING FAST. As the others scramble to get out she stands still. Then THE REAR OF THE TANK SLIPS UNDER THE ICE, and quite suddenly--

THE TANK PLUNGES INTO THE FROZEN LAKE, Ilsa and all.

THE AIRPLANE

takes off, and soars into the sky.

INT. STINSON L-5 SENTINEL - IN FLIGHT - NIGHT

BJ is sitting next to his father and Carmack.

Agent One, across from them, is handed a FLASK by the co-pilot and he takes a swig. He offers it to BJ who takes a swig. Carmack takes one next and finally the dad takes and unexpectedly deep long one.

They all start LAUGHING.

EXT. STINSON L-5 SENTINEL - IN FLIGHT - NIGHT

The Stinson Sentinel triumphantly flies over the Alps, making its way back to Allied controlled territory and to freedom.

(CONTINUED)

CONTINUED:

MUSIC SWELLS and we hear the CASTLE WOLFENSTEIN SONG (which should have lyrics something along the lines of "It's a Long Way to Tipperary"):

SOLDIERS (V.O.)
(sample verse, to music)
"There is a castle
In the Rhineland
And to get there
We'll need some steam.
So get your boots on,
And your gun cleaned.
We're going to blow up
Castle -- Wolfenstein!"

The LYRICS continue on as we...

...SLOW FADE TO BLACK

THE END