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Rehearsal Script

Project No: 50/LDL J 206D

"DOCTOR WHO" 7F/G

'Dragonfire'

by

Ian Briggs

EPISODE THREE

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"DOCTOR WHO" 7F/G - 'DRAGONFIRE' - EPISODE THREE

CAST:

HESS
BAZIN, A GUARD (MALE)
EISENSTEIN, A GUARD (FEMALE)
THE CREATURE
GLITZ
ACE
MEL
THE DOCTOR
CUSTOMERS IN FREEZER CENTRE (N/S)
ANNOUNCER
ANDERSON, THE BARMAN (N/S)
CUSTOMERS IN REFRESHMENT BAR (N/S)
SARRIS, A MERCENARY (N/S)
MERCENARIES (N/S)
THE CHILD (N/S)
THE CUSTOMER

* * * * *

SETS:

Hess's Control Room/Restricted Zone (composite)
Cryogenics Chamber
Alien Chamber
Ice Passage 2A - with bulkhead door
 (also 2B - shadowy)
 (also 2C - irridescent)
Ice Passage 1A - with superstructure
 (also 1C - irridescent, with Ice Garden)
Freezer Centre/Refreshment Bar (composite)
Upper Docking Bay
 (also Lower Docking Bay)
Ice Passage 3A - with superstructure
 (also 3C - irridescent)
Tardis Control Room
Ace's Quarters

SETS NOT USED

Nosferatu Flight Cabin
 (Ice Passage 1B)
 (Ice Passage 3B)

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"DOCTOR WHO" 7F/G - 'DRAGONFIRE' - EPISODE THREE

MODEL SHOTS

Iceworld, with Nosferatu berthed
Nosferatu berthed
Nosferatu undocking (2 of)
Nosferatu exploding
Debris of Nosferatu
Iceworld, without Nosferatu
Iceworld rising from planet
Surface ice melting on Iceworld
Spacecraft (Iceworld) in orbit round Svartos

* * * * *

"DOCTOR WHO" 7F/G

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EPISODE THREE

(REPRISE CLIFF
HANGER FROM
EPISODE TWO)

1. INT. HESS'S CONTROL ROOM.

(HESS JABS AT
A BUTTON.

AN ALARM BEGINS
TO SOUND.

CUT AWAY TO:)

2. INT. CRYOGENICS CHAMBER.

(BAZIN AND
EISENSTEIN
LEAP UP ON
HEARING THE
ALARM)

BAZIN: (INTO INTERCOM) Duty guards ...

HESS: (O.O.V. OVER INTERCOM) We
have an incident in the Lower
Sectors, Quadrant 6. An aggressive
non-terrestrial.

(CUT BACK TO:)

3. INT. HESS'S CONTROL ROOM.

HESS: It's marked with a radio tracking device. I want the creature eliminated. (BEAT) Bring me back its head ...

4. INT. ALIEN CHAMBER.

(THE CHAMBER IS
BATHED IN THE
SOFT GOLDEN
GLOW OF THE
TREASURE WHICH
FORMS THE
CREATURE'S SKULL)

GLITZ: I think I'm beginning to
feel a warm, cosy sensation in my
money pouch ...

ACE: Lay one finger on the creature,
Toerag, and I'll rivet your kneecaps
together ...!

MEL: We've got to stop Hess from
finding the creature.

ACE: Look!

(THE GOLDEN GLOW
FADES AWAY AS
THE CREATURE COVERS
THE CRYSTAL ONCE
MORE.

THE DOCTOR DOESN'T
SEE THIS BECAUSE
HE'S PACING
DISTRACTEDLY)

THE DOCTOR: There's something
wrong here ... Can't quite put my
finger ... Proamon ...

MEL: The hologram said that Proamon was Hess's home planet.

THE DOCTOR: But why have I heard of it before? Where is it ...? And was it the past, or is it the future?

GLITZ: Is this really important, Doctor?

THE DOCTOR: Is a grain of sand important, Glitz? I think I'd like to consult the star charts back in the Tardis.

ACE: Your spacecraft ...? Brill!

MEL: Doctor - we don't have time ...

(ACE TURNS ON
MEL)

ACE: Doughnut ...

GLITZ: No need to perambulate all the way back to Iceworld. These passages have got their own star charts. The Ice Garden. I found it.

THE DOCTOR: A primitive star chart, eh? Basic constellations and orbital calculations, I imagine. I think I'd like to see this.

(ACE'S EYES LIGHT
UP AGAIN)

ACE: Ice Garden ...?

THE DOCTOR: No, I'd prefer you to stay here. Won't be long.

GLITZ: The Doctor's right. Very risky enterprise. You two wait here until the Doctor and I get back.

ACE: Toerag ...

THE DOCTOR: (TO ACE) Now, now ... (TO GLITZ) I'd like you to stay here too, and make sure they don't come to any harm.

GLITZ: What ...?

(ACE SMIRKS IN TRIUMPH)

Behave, Doctor ... I'm not going to nanny these two ...

(BEHIND THE DOCTOR'S BACK, ACE STICKS HER TONGUE OUT AT GLITZ)

THE DOCTOR: No arguments, please. I don't want any unnecessary risks. The three of you are safer together.

5. INT. CRYOGENICS CHAMBER.

(BAZIN IS CHECKING
HIS HAND-GUN.)

EISENSTEIN EYES
HIM SCEPTICALLY)

EISENSTEIN: How many ant-hunts
have you been on?

BAZIN: Ant-hunts?

EISENSTEIN: A-N-T. Aggressive
non-terrestrial. You ever seen one?

BAZIN: Not as such.

EISENSTEIN: Didn't think so.

BAZIN: But it's a standard procedure.

EISENSTEIN: What do you think a
'standard' non-terrestrial looks
like?

BAZIN: Well ...

EISENSTEIN: Try thinking of a large
spider, with huge hairy legs, and
dripping fangs. Now think of it
two metres in size ... looking down
at you ... (cont ...)

(BAZIN'S EYES OPEN
WIDE IN DISBELIEF)

EISENSTEIN: (cont) Now do me
a favour, and leave the water-pistol
at home.

(SHE UNLOCKS
THE ARMOURY
CUPBOARD, AND
STARTS TOSSING
HEAVY WEAPONRY
TO BAZIN)

If I'm relying on you to watch
my back, I want to know that you're
carrying enough artillery to blow
this ant clean across the space
lanes.

6. INT. ALIEN CHAMBER.

(GLITZ, MEL AND
ACE ARE DRIFTING
ON THEIR OWN
THOUGHTS)

GLITZ: This is the life, eh ...?
A whole universe out there - with
all the myriad mysteries of the Cosmos
- and we're sat twiddling our digits
in some benighted wodge of
permafrost ...

MEL: We could pass the time playing
a game, I suppose ... 'I Spy' or
something ...

(ACE AND GLITZ
BOTH TURN TO
STARE AT MEL)

(LAME) Just a suggestion ...

ACE: (SIGHS) Toerag's right ...
I wanted some adventure ... I wanted
to see something exciting ... Just
for once in my life ...

GLITZ: You know - believe it or
not, but I was young once.

ACE: So was I ...

GLITZ: I was a right tearaway.
Thought I knew it all.

ACE: Somethings never change, do
they?

GLITZ: Ah, ah ... Allow an old man his moment of pregnant introspection ... Where was I ...?

MEL: Pregnant introspection. A right tearaway. Some things never change.

GLITZ: Yes ... Ah - the things I seen ... The places I been ... Me and the Good Ship Nosferatu - been everywhere together ... Riding on the Space Winds ... Diving through the Rainbow Clouds ... Nowhere to go but onwards ... The Asteroid Breaks ... The Nebula Ridges ... Out past the edge of the Twelve Galaxies ...

(ACE IS STARING
AT GLITZ WIDE-EYED
WITH ENCHANTMENT)

ACE: You've been outside the Twelve Galaxies ...?

GLITZ: Me and the Nosferatu ... The most exquisite delights the Universe has to offer ... If only I could bottle them, I'd have myself a nice little earner ...

7. INT. ICE PASSAGE 2C.

(THE DOCTOR IS
TRYING TO FATHOM
THE MAP)

THE DOCTOR: They always mark North
and South on these things - but never
Forwards and Backwards.

(HE FOLDS THE
MAP)

Tell you what. You seem to know
the way ...

(HE TUCKS THE
MAP IN WHAT PASSES
FOR THE CREATURE'S
HAND)

Why don't I just trust your sense
of direction, eh?

8. INT. CRYOGENICS CHAMBER.

(WITH THE PRECISION
OF FAMILIARITY,
EISENSTEIN AND
BAZIN STRIP DOWN
THEIR GUNS, AND
REASSEMBLE THEM)

EISENSTEIN: Ready?

BAZIN: Two metres tall, you say?

EISENSTEIN: Minimum.

(BAZIN BEGINS
TO LOOK ANXIOUS)

Let's go.

9. INT. ICE PASSAGE 1C.

(THE DOCTOR AND THE
CREATURE SCRAMBLE
OVER THE ICE
BOULDERS, ROUND
WHERE GLITZ
DISAPPEARED IN
EPISODE 1, SCENE 23.

ON THE OTHER SIDE,
THE CLUSTERS OF
SMALL, SHIMMERING,
FLOWER-LIKE ICE
FORMATIONS ARE
LAID OUT RATHER
LIKE AN ORNAMENTAL
FLOWER BED.

THE PATTERNS ARE
THOSE OF A STAR
CHART, SHOWING A
SOLAR SYSTEM AND ITS
POSITIONS RELATIVE
TO VARIOUS CONSTELLATIONS.

THE DOCTOR GAZES
AT IT)

THE DOCTOR: With silver bells, and
cockleshells ... An Ice Garden indeed
... It's magnificent.

MODEL SHOT 1:

A view of Iceworld, which
closes in to show
the Nosferatu berthed
at one of the lower
crystalline limbs.

10. INT.FREEZER CENTRE.

(ONE OR TWO
CUSTOMERS BROWSE
ROUND, AS MUSAK
DRIFTS FROM
THE P.A.)

ANNOUNCER: (V.O. DISTANT) (BING-BONG)
Would the parents of Joanne Foxley,
aged three, please go to the High
Security Detention Compound? Thank
you. (BING-BONG)

11. INT. REFRESHMENT BAR.

(A FEW CUSTOMERS
SIP AT DRINKS.

ANDERSON POLISHES
GLASSES BEHIND
THE BAR.

EVERYTHING IS
RELAXED)

12. INT. CRYOGENICS CHAMBER.

(ALL THE TUBES ARE
GLOWING INSIDE
NOW.

AS HESS JABS AT
BUTTONS ON THE
CONTROL DESK,
THE TUBES BEGIN
TO RISE IN SEQUENCE.

THE ZOMBIE-LIKE
MERCENARIES STAGGER
FORWARD.

ONE OF THE
MERCENARIES IS
NAMED SARRIS)

HESS: (TO THE MERCENARIES) The
time is at hand ... In a few hours
- when the Dragonfire is mine - we
shall be able to leave this worthless
planet ... I want you to clear out
all the humans. Spread terror throughout
the upper levels, and drive the humans
towards Glitz's spacecraft. I want
no-one left in Iceworld except ourselves,
and Glitz's friends. Then I shall
take the Dragonfire ...

13. INT. ICE PASSAGE 2A.

(CONSTANTLY ALERT,
EISENSTEIN AND
BAZIN MAKE THEIR
WAY DOWN A LADDER.

ONCE SHE REACHES
THE BOTTOM, EISENSTEIN
SEES THE BURNT-
THROUGH BULKHEAD
DOOR.

SHE STANDS READY
WITH HER GUN, WHILE
BAZIN JOINS HER)

EISENSTEIN: Here - take this.

(SHE HANDS HIM
A SMALL DEVICE)

It's the radio tracker. Tape it
on top of your gun, where you can
see it. If this ant so much as twitches,
I want to know.

14. INT. ICE PASSAGE 1C.

(THE DOCTOR IS
IDENTIFYING
OUTLINES IN THE
ICE GARDEN)

THE DOCTOR: This must be a solar system. A large red star. Smaller orbiting planets. And these are constellations. Yes - the Waterfall, the Old Man, the Great Lever ... But they're in the wrong places. This one's too high up. They're all slightly out of position.

(HE SHAKES HIS
HEAD OVER IT)

The star systems have changed. This chart's no use any longer.

(HE LOOKS UP AT
THE CREATURE
WATCHING HIM)

How long have you been on this planet?
Two thousand years? Longer?

(BUT THE CREATURE
CAN'T ANSWER)

15. INT. ALIEN CHAMBER.

(MEL, ACE AND
GLITZ ARE SITTING
GLUMLY)

ACE: This is naff ... This is mega-
naff ...

(ACE TIPS HER
CANVAS BAG OUT.

THEN SITS BACK,
GLUM ONCE MORE)

And what's more, I'm out of nitro
... But I've got tons more back in
my quarters.

MEL: Let's go back and get it.

GLITZ: No, thank you - we'll steer
clear of the home-made stuff, I think.
There's six hundred kilos of commercial
back on board the Nosferatu. I'll
go and fetch some of that.

(ACE'S EYES
LIGHT UP)

ACE: The Nosferatu ...?

GLITZ: And you two stay here.

ACE: (COMPLAINING) Aww ...

GLITZ: (WITH INFINITE PATIENCE)
Just for once, Sprog, do you think
you could do what I say ... ?

(ACE SITS DOWN
IN A SULK)

And stay here ... Don't go wandering
off ...

MEL: Why do we always get left out ...?

(GLITZ IS ABOUT
TO TELL HER,
BUT THINKS
BETTER OF IT)

GLITZ: I'll be a quick as I can.

(GLITZ DISAPPEARS
DOWN A SIDE
PASSAGE.

MEL AND ACE SIT
GLUMLY.

AFTER A FEW MOMENTS,
THEY BOTH TURN TO
SEE IF GLITZ IS
STILL THERE.

HE ISN'T.

THEY TURN TO EACH
OTHER, ACE BEAMING)

MEL: (ADMONISHING) Ace ...

(ACE SPRINGS UP,
AND CREEPS TO
THE PASSAGE AFTER
GLITZ.

MEL FOLLOWS.

MEL AND COMPANY REACH
THE SIDE PASSAGE
THAT HE DISAPPEARED
DOWN.

ACE PEEPS CAUTIOUSLY
ROUND THE CORNER.

SUDDENLY, GLITZ'S
FACE APPEARS,
GLARING BACK AT HER)

ACE: (SLIGHT YELP OF ALARM) Yeek ...!

GLITZ: Stay here, I said ...

(MEL AND ACE
TRUDGE BACK TO
THEIR SEATS.

ACE LOOKS ROUND
CAUTIOUSLY, TO SEE
IF GLITZ IS STILL
THERE.

HE IS.

HE GROWLS AT THEM
THREATENINGLY.

ACE SMARTENS HER
PACE BACK TO HER
SEAT.

GLITZ WATCHES THEM
BOTH SIT DOWN.

THEN, HE SETS
OFF AGAIN.

MEL AND ACE ARE
SITTING GLUMLY
ONCE MORE)

ACE: I spy with my little eye -
something beginning with 'I' ...

(MEL DOESN'T
EVEN LOOK UP)

MEL: Ice.

ACE: Your go.

16. INT. REFRESHMENT BAR.

(EVERYTHING IS AS USUAL. CUSTOMERS CHAT QUIETLY, AND ANDERSON IS POLISHING GLASSES BEHIND THE BAR. METAPHORICALLY, IF NOT IN FACT, A PIANIST PLAYS SOMETHING MELLOW.

THE DOORS SWING OPEN, AND TWO SHADOWS FALL ACROSS THE TABLES.

THE CUSTOMERS LOOK UP, AND THE METAPHORICAL PIANIST STOPS.

THE SHADOWS BELONG TO SARRIS AND A SECOND MERCENARY.

THEY STUMBLE INTO THE BAR, THEIR FACES FULL OF DEATH.

A WOMAN SCREAMS.

THE SCREAM TRIGGERS GENERAL TERROR.

THE CUSTOMERS FLEE IN CONFUSION.

BENEATH ONE OF THE TABLES, THE CHILD CROUCHES, NOT FEARFUL, BUT PERPLEXED.

THE CHILD SEES
HER SMALL POCKET
TEDDY LYING ON THE
GROUND BETWEEN
SARRIS'S FEET.

CAREFULLY, SHE
REACHES OUT, AND
RETRIEVES THE
TEDDY)

17. INT. ICE PASSAGE 1C.

(THE CREATURE
MOVES AGITATEDLY)

THE DOCTOR: Want to be leaving?

(HE BREAKS OFF
AS HE HEARS SOMETHING.)

ANOTHER ANGLE:
AT THE FAR END OF
THE PASSAGE, HIDDEN
FROM THE VIEW OF
THE DOCTOR AND THE
CREATURE, EISENSTEIN
AND BAZIN APPEAR.

BAZIN IS STUDYING
THE TRACKING DEVICE
ANXIOUSLY.

THE TRACKER SUDDENLY
BEGINS TO BLEEP.

BAZIN IS SUDDENLY
NERVOUS EISENSTEIN
IS CONCENTRATING)

BAZIN: Got it!

EISENSTEIN: Direction?

(BAZIN SWINGS
ROUND TO FIND
THE SIGNAL)

BAZIN: Straight ahead ... No - little
to the left ... (OR 'RIGHT')

(THEY EDGE CAREFULLY
FORWARD, TENSE)

EISENSTEIN: Distance?

BAZIN: Five metres ... Four ...
Further to the left ...

(AS AN UNTHINKING
REFLEX, EISENSTEIN
CHECKS THE
MECHANISM OF HER
GUN.

THEY CONTINUE
TO EDGE FORWARD)

(A WHISPER NOW) Three ...

(SUDDENLY, THE
CREATURE REARS OUT
FROM BEHIND THE
ICE FORMATIONS, AND
TWO BEAMS OF FIRE
STREAK TOWARDS
EISENSTEIN AND
BAZIN.

EISENSTEIN INSTINCTIVELY
TAKES COVER.

BAZIN, IN CONFUSION,
FIRES OFF A SERIES
OF SHOTS IN ALL
DIRECTIONS.

EISENSTEIN RETURNS
FIRE, AND BAZIN ALSO
TAKES COVER.

EISENSTEIN'S FIRE
FORCES THE DOCTOR
AND THE CREATURE
APART, AND THEY
ESCAPE BY DIFFERENT
ROUTES.

EISENSTEIN HOLDS
FIRE)

EISENSTEIN: Where is it?

(IN SOME CONFUSION,
BAZIN CONSULTS
THE TRACKER)

BAZIN: Heading away ...

EISENSTEIN: Come on. Don't let the
trail go cold.

(EISENSTEIN MOVES
ON, WITH BAZIN
FOLLOWING ANXIOUSLY)

18. INT. RESTRICTED ZONE.

(HESS'S CABINET
STANDS OPEN.

HESS APPROACHES.

HE LIES IN THE
CABINET, HIS
EYES CLOSED.

SLOWLY, THE LID OF
THE CABINET CLOSES
BY ITSELF.

ONCE IT IS CLOSED,
THE SEALS HISS
SHUT AUTOMATICALLY.

HESS LIES IN HIS
CABINET WITH HIS
ARMS FOLDED ACROSS
HIS CHEST, HE SEEMS
ALMOST TO BE LYING IN
STATE)

19. INT. REFRESHMENT BAR.

(SILENCE. NO
MUSAK. NO CHEERY
BING-BONG
ANNOUNCEMENTS.
NOTHING.

EXCEPT A SORT
OF GURGLING SOUND,
INDEFINABLE,
DISCONCERTING.

FINALLY, WE SEE
THE CHILD, SITTING
AT THE BAR, HER
LEGS DANGLING FROM
THE BAR STOOL,
AND SLURPING ON
THE STRAW OF A
MILKSHAKE.

SHE SEEMS QUITE
CONTENTED.

SHE FINISHES THE
MILK SHAKE, AND
SLIPS DOWN FROM
THE STOOL.

THEN TROTS OFF
ACROSS THE BAR,
AND LEAVES)

20. INT. UPPER DOCKING BAY.

(PANIC-STRICKEN
CUSTOMERS ARE
FLEEING, WITH THE
MERCENARIES STUMBLING
RELENTLESSLY AFTER.
THERE IS FURTHER
PANIC AS THE
CUSTOMERS DISCOVER
THAT THE AIR-LOCKS
TO THE SPACECRAFT
BERTHED HERE ARE
SEALED.

ONE OF THE CUSTOMERS
SHOUTS TO TRY THE
LOWER DOCKING BAY
INSTEAD)

21. INT. ALIEN CHAMBER.

(MEL AND ACE ARE
STILL SITTING
GLUMLY.)

THE DOCTOR
APPEARS.
MEL SEES HIM.)

MEL: (DELIGHTED) Doctor!

ACE: (PUZZLED) That doesn't begin
with 'M' ...

THE DOCTOR: Where's Glitz?

(ACE SEES THE
DOCTOR)

ACE: Professor ...!

MEL: He's gone back to his
spacecraft.

THE DOCTOR: Come on - hurry ...
Time is only skin deep - and we
may still be able to stop Hess
and save the creature ...

(MEL AND ACE LEAP
UP AND HURRY
AFTER THE DOCTOR)

22. INT. ICE PASSAGE 3A.

(EISENSTEIN AND
BAZIN EMERGE
FROM A SIDE
PASSAGE, AND
MAKE THEIR WAY
ALONG THE
GANTRY)

EISENSTEIN: We're too close to the
Upper Levels.

(BAZIN'S
DETECTOR BEGINS
TO BLEEP AGAIN)

BAZIN: It's here!

(EISENSTEIN PEERS
DOWN THE EMPTY
PASSAGE)

EISENSTEIN: Where ...?

(BAZIN SCANS ALL
AROUND.

THERE'S NO CHANGE
IN THE SIGNAL)

BAZIN: I don't know ... It's
everywhere ... (cont ...)

(EISENSTEIN LOOKS.

THE PASSAGE IS
EMPTY.

THE BLEEPING
BEGINS TO GET
MORE RAPID)

BAZIN: (cont) It's coming towards
us!

(EISENSTEIN LOOKS
ROUND, ANXIOUSLY
NOW)

EISENSTEIN: There's nothing there ...

(THE BLEEPING IS
GETTING FASTER)

BAZIN: Still approaching ... It's
all round us!

EISENSTEIN: There's nothing there!

(EISENSTEIN SWINGS
ROUND WILDLY)

Where is it?!

BAZIN: It's here! It's here some-
where ...!

EISENSTEIN: Where?

(THEY LOOK ROUND
FRANTICALLY.

THERE IS A
SCRAPING SOUND
FROM BENEATH THE
WALKWAY THEY'RE
STANDING ON.

THEY LOOK DOWN.

ANOTHER ANGLE:
THE CHILD IS
CRAWLING ALONG
BENEATH THEM)

BAZIN: It's down there!

(WITHOUT LOOKING
TO SEE WHAT'S
BENEATH, BAZIN
BEGINS TO FIRE
INDISCRIMINATELY
DOWNWARDS.

THE CHILD
SCREAMS)

EISENSTEIN: Stop! Hold your fire!

(SHE PULLS BAZIN'S
HAND AWAY FROM
HIS GUN.

BAZIN HOLDS HIS
FIRE.

THE CHILD IS
CRYING BENEATH
THE WALKWAY.

EISENSTEIN HAS
THE CHILD COVERED
WITH HER GUN)

Come out!

(THE CHILD CRAWLS
FEARFULLY OUT)

BAZIN: It's a girl ... But how
come the tracker's picking her up?

(ALMOST SIMULTANEOUSLY,
THE CREATURE SUDDENLY
DROPS BEHIND EISENSTEIN
AND BAZIN.

THE CHILD SEES IT, AND
STARES IN HORROR.

EISENSTEIN AND BAZIN
WHEEL ROUND, GUNS
READY.

BUT THE FIRST
BEAM OF FIRE
IS TOO FAST,
AND BAZIN DROPS
HIS GUN IN PAIN.

EISENSTEIN SNATCHES
THE FALLEN GUN, AND
DRAGS BAZIN TO COVER,
ALL IN ONE MOVEMENT.

SHE MAINTAINS A
COVERING FIRE
BEHIND HER.

THE CREATURE SCOOPS
THE CHILD UP, AND
CARRIES HER TO
SAFETY)

23. INT. ICE PASSAGE 2B.

(THE DOCTOR,
MEL AND ACE
ARE SCRAMBLING
OVER THE ICE)

THE DOCTOR: Back to the Tardis.

MEL: What about the creature?
We've got to save it.

THE DOCTOR: The creature's always
going to be in danger from Hess.
But if we can convince Hess that
his star charts are hopelessly
wrong, we might be able to stop all
this.

ACE: This isn't another wind-up,
is it? I mean, I really am going
to see your spacecraft this time,
aren't I?

24. INT. FREEZER CENTRE.

(THE CREATURE
DEPOSITS THE
CHILD, AND
THEN MAKES
OFF AGAIN.

THE CHILD
LOOKS ON
PROUDLY
AFTER HER
NEW FRIEND)

25. INT. ICE PASSAGE 3C.

(USING THE ROPES
LEFT BY ACE AND
MEL IN EPISODE
2, SCENE 15,
THE DOCTOR, MEL
AND ACE ARE
CLAMBERING BACK
UP THE ICE FACE)

26. INT. CRYOGENICS CHAMBER.

(ALL THE TUBES
NOW STAND
EMPTY.

THE ATMOSPHERE
IS EVEN MORE
EERIE AND FULL
OF FOREBODING
THAN BEFORE.

SOMETHING MOVES
IN THE SHADOWS.

THE CHILD
BECOMES VISIBLE
IN THE GLOOM.

SHE IS PICKING
HER WAY WITH
SOME TREPIDATION
THROUGH THE
EQUIPMENT)

MODEL SHOT 2:

Glitz's craft, the
Nosferatu, berthed
at one of the lower
crystalline limbs.

27. INT. LOWER DOCKING BAY.

(THE ONLY AIR-
LOCK WHICH
ISN'T SEALED
IS THAT
LEADING TO THE
NOSFERATU.

THE PANIC-
STRICKEN CUSTOMERS
FLEE ONTO THE
NOSFERATU)

28. INT. RESTRICTED ZONE.

(THE CABINET
STANDS CLOSED.

SOMETHING MOVES
IN THE DARKNESS
BEYOND.

THE CHILD
EMERGES FROM
THE SHADOWS.

SHE STANDS
LOOKING AT THE
CABINET UN-
CERTAINLY.

THERE IS THE
SUDDEN HISS
OF THE SEALS
OPENING.

THE CHILD
STARTS.

SLOWLY, THE
LID OF THE
CABINET SWINGS
OPEN. COLD
GASES WASH OVER
THE SIDES.

THE CHILD LOOKS
ON APPREHENSIVELY.

HESS'S HAND
APPEARS OVER THE
SIDE OF THE
CABINET.

SLOWLY, HESS
EMERGES.

THE CHILD IS
ROOTED TO THE
SPOT.

HESS NOTICES THE
CHILD, AND STARES
AT HER.

NERVOUSLY SHE
HOLDS OUT HER
HAND. SHE IS
OFFERING HER
TEDDY TO HESS.

HESS CONSIDERS
THE CHILD, THEN
TURNS AWAY, AND
LEAVES.

THE CHILD IS
LEFT LOOKING ON
AFTER HIM)

29. INT. LOWER DOCKING BAY.

(A FINAL COUPLE
OF CUSTOMERS
FLEE INTO THE
AIR-LOCK LEADING
TO THE NOSFERATU.

AS THEY DISAPPEAR,
GLITZ APPEARS.

HE SEES THEM
BOARDING HIS
CRAFT)

GLITZ: Here ... What's going on ...?

(HE HURRIES TOWARDS
THE NOSFERATU.

JUST AS HE APPROACHES,
THE AIR-LOCK CLOSES)

What's the big idea ...? Open up ...!
You can't go without me ...

(THE STATUS BOARD
CHANGES FROM
'BERTHED' TO
'UNDOCKING'.

GLITZ HURRIES
TO LOOK OUT OF
THE OBSERVATION
WINDOW)

MODEL SHOT 3:

The Nosferatu berthed
at the Lower Docking
Bay.

The locking arms are
released, and swing
clear of the space-
craft.

Small manoeuvring
rockets thrust the
Nosferatu clear.

30. INT. LOWER DOCKING BAY.

(GLITZ IS LOOKING
ON, HEARTBROKEN.

THROUGH THE
OBSERVATION
WINDOW, THE
NOSFERATU CAN
BE SEEN DRIFTING
SLOWLY AWAY)

GLITZ: No, you can't leave me ...
Not after all these years ... Come
back - I should be coming with you ...

31. INT. HESS'S CONTROL ROOM.

(HESS JABS AT
A BUTTON ON
THE CONTROL
DESK.

THE SHUTTER
THAT COVERS
THE OBSERVATION
WINDOW IN THE
CONTROL ROOM
BEGINS TO SLIDE
AWAY.

HESS GOES TO
LOOK OUT OF
IT)

MODEL SHOT 4:

The Nosferatu drifts
well clear of Iceworld.

32. INT. LOWER DOCKING BAY.

(GLITZ IS BANGING
ON THE OBSERVATION
WINDOW IN
FRUSTRATION)

GLITZ: Oy ...! Take me with you ...!

33. INT. HESS'S CONTROL ROOM.

(HESS PRESSES A
CONTROL BUTTON)

MODEL SHOT 5:

The Nosferatu is
drifting gracefully
away.

Suddenly it explodes.

34. INT. LOWER DOCKING BAY.

(THE FLASH OF
THE EXPLOSION
LIGHTS UP
GLITZ'S FACE.

HE FREEZES.

MODEL SHOT 6:

The debris of the
Nosferatu hurtles
past into space.

35. INT. LOWER DOCKING BAY.

(GLITZ CRUMPLES
AND SLIDES DOWN
THE OBSERVATION
WINDOW.

HE FALLS TO HIS
KNEES IN GRIEF)

36. INT. HESS'S CONTROL ROOM.

(HESS LOOKS OUT
ON THE WRECKAGE.

HIS FACE TWISTS
INTO A SMILE)

37. INT. LOWER DOCKING BAY.

(GLITZ LOOKS UP,
HIS FACE HARD)

GLITZ: Hess ...!

38. INT. FREEZER CENTRE.

(THE DOCTOR
HURRIES IN
WITH MEL AND
ACE IN TOW)

THE DOCTOR: Hello - where is everyone?
Half-day closing ...? Or clearing
out before setting off on a journey?
I don't think we have much time.

ACE: What are we doing here? I thought
we was going to see your spacecraft.

(THE DOCTOR
UNLOCKS THE
TARDIS)

MEL: This is our spacecraft.

(ACE HALTS -
MAYBE THE
FIRST TIME
SHE'S BEEN
TRULY ANNOYED
BY MEL)

ACE: I'm not stupid ...

(THE DOCTOR
DISAPPEARS
INTO THE
TARDIS)

MEL: Trust me ...

39. INT. TARDIS CONTROL ROOM.

(THE DOCTOR
IS BUSY PUNCHING
BUTTONS ON THE
CONSOLE.

MEL ENTERS)

ACE: (O.O.V.) This is stupid ...
Squeeze up, then.,

(ACE ENTERS,
EXPECTING A
TIGHT SQUEEZE.

HER JAW DROPS
WHEN SHE SEES
INSIDE)

Hang about ...

(SHE TURNS TO
POKE HER HEAD
OUTSIDE, THEN
STEPS BACK IN)

(ALMOST AN ACCUSATION) 'Ere - 'ow
d'you do that ...?

MEL: (A SHRUG) It's bigger on the
inside than it is on the outside ...

ACE: Don't come all clever dick with
me. What's going on?

(THE DOCTOR
HAS CALLED
UP A STAR
CHART ONTO
THE VIEWING
SCREEN)

THE DOCTOR: That's it - Proamon ...

ACE: 'Ere - Professor ...

THE DOCTOR: But ... there is no planet
Proamon ...

ACE: Professor ...

THE DOCTOR: (DISTRACTED) Mmm?

ACE: How's it work?

MEL: Shh. Don't disturb him.
He's busy.

ACE: No, come on - how d'you make it
do it?

(THE DOCTOR
LOOKS ROUND)

THE DOCTOR: Make what do what?

ACE: All this. You really mean this
thing'll fly? In space?

MEL: And time.

(ACE TURNS
TO MEL)

It's a time machine as well.

(FOR THE FIRST
TIME IN HER
LIFE, THE BEAT
IN ACE'S HEAD
STOPS DEAD.)

ACE LOOKS
FROM MEL TO
THE DOCTOR,
AND BACK.

THEN, ON
IMPULSE)

ACE: Take me back to when I was small.
Let me have it all again.

THE DOCTOR: It doesn't work like that,
I'm afraid.

(ACE HOLDS HER
PALM UP, SHOWING
THE BRAND)

ACE: Just take me back to this, then.
Please ... Let me do it differently.

THE DOCTOR: You don't understand.
It's not possible. What's done is
done.

(ACE STARES AT
THE DOCTOR
DISBELIEVING
FOR A MOMENT)

I'm sorry. (BEAT) Come on. Time
flits.

(THE DOCTOR
HURRIES OUT)

ACE: (TO MEL) Well, what's the point
of it, then - if you can't use it to
go back and put things right?

40. INT. ICE PASSAGE 2C.

(EISENSTEIN IS
TAKING MOST OF
BAZIN'S WEIGHT
AS THEY ESCAPE
DOWN THE ICE
PASSAGE.)

THE BLEEPING
TRACKER INDICATES
THAT THE CREATURE
CAN'T BE FAR AWAY)

BAZIN: Leave me ... I'll hide - come
back for me ...

EISENSTEIN: Come on - a bit further ...

(SHE DRAGS HIM
TO AN ICE
OUTCROP, AND
THEY TAKE COVER
BEHIND IT.)

SHE SETS BOTH
GUNS UP, POINTING
BACK DOWN THE
PASSAGE.

THEY BOTH TAKE
AIM ALONG THE
PASSAGE.

THE BLEEPING
GROWS FASTER)

41. INT. FREEZER CENTRE.

(GLITZ APPEARS
AND CAUTIOUSLY
LOOKS ROUND)

GLITZ: Sprog ...? Doctor ...?
Mel ...?

CUSTOMER: (O.O.V.) Ah - you there!

(THE CUSTOMER -
THE CHILD'S
MOTHER/AUNT/
GRANDMOTHER
FROM EPISODE
ONE - IS BEARING
DOWN ON A
SURPRISED GLITZ
FROM THE OPPOSITE
DIRECTION)

Where is everyone? What kind of a way
is this to run a business?

(GLITZ IS LOST
FOR WORDS)

Have you seen a small child anywhere?
I appear to have mislaid her.

(THE CUSTOMER
PEERS AT GLITZ,
BUT SHE GETS
NO ANSWER)

Evidently not. Well, if you find her,
would you be so good as to bring her
back here? (cont ...)

(THE CUSTOMER
TURNS TO GO,
BUT THEN
TURNS BACK)

CUSTOMER: (cont) Don't just stand there
gawking, man. Start looking for her.

(THE CUSTOMER
SWEEPS OFF,
LEAVING GLITZ
OPEN-MOUTHED)

42. INT. ICE PASSAGE 3A.

(THE DOCTOR,
ACE, AND MEL
ARE HURRYING.)

ACE SEES
SOMETHING ON
THE WALL)

ACE: 'Ere - this is a short-cut to
my quarters. Look.

(SCRATCHED ON
THE WALL IT
SAYS 'ACE
LOVES WAYNE'.

THE DOCTOR
AND MEL PEER
AT THE LETTERING)

MEL: Wayne ...?

ACE: He's my stuffed dog ...

(SUDDENLY ANGRY
AS SHE REALIZES
WHAT MEL WAS
THINKING)

'Ere - who did you think he was ...?

THE DOCTOR: Come on, you two ...
Why are you always squabbling ...?

ACE: No - wait ... I want to go and
fetch Wayne ...

(ACE IS ALREADY
HALF-WAY UP
A VERTICAL
LADDER)

THE DOCTOR: No, there isn't time ...

ACE: I'll only be a sec ... I'll catch
you up ...

(SHE'S GONE)

MEL: Come on, Doctor. The creature ...

THE DOCTOR: I hope it's found somewhere
to hide. Somewhere safe.

43. INT. ICE PASSAGE 2C.

(EISENSTEIN AND
BAZIN ARE
WAITING WITH
THEIR GUNS.

THE BLEEPS
GROW FASTER.

THEIR FINGERS
TENSE ON THE
TRIGGERS.

THE CREATURE
APPEARS,
STALKING DOWN
THE PASSAGE.

EISENSTEIN AND
BAZIN WATCH
IT UNTIL IT
COMES INTO
RANGE)

EISENSTEIN: (A HARD WHISPER) Now!

(THEIR FINGERS
SQUEEZE THE
TRIGGERS!

TWO RAPID
CLOSE-UPS: THE
BARREL OF EACH
GUN AS THEY FIRE)

44. INT. ACE'S QUARTERS.

(THE DOOR OPENS,
AND ACE ENTERS.

SHE QUICKLY SHUTS
THE DOOR BEHIND
HER.

SHE LOOKS ROUND,
AND IDENTIFIES
A RATHER SHAGGY
STUFFED DOG UNDER
SOME CLOTHES.

SHE GRABS IT.

SHE ALSO PICKS
UP ONE OR TWO
FLASKS TO INSPECT
THE CONTENTS, AND
THEN SHAKES HER
HEAD AND REPLACES
THEM AS UNUSABLE.

BEHIND HER, THE
FRIDGE DOOR
SLOWLY BEGINS
TO SWING OPEN.

IT CREAKS SLIGHTLY
AND ACE HEARS IT.

SHE FREEZES.

SLOWLY, SHE
TURNS ROUND.

WHEN SHE SEES
THAT IT'S ONLY
THE FRIDGE DOOR,
SHE BREATHES
A SIGH OF RELIEF.

SHE CLOSES THE
DOOR.

A BLACK-GLOVED
HAND SUDDENLY
APPEARS FROM
INSIDE THE FRIDGE
AND STOPS THE
DOOR CLOSING.

ACE'S HEART
MISSES A BEAT.

THE DOOR IS
THRUST OPEN.

AND HESS EMERGES
FROM THE FRIDGE.

ACE BACKS OFF)

ACE: I'm not frightened of you ...

(HESS SMILES
SLIGHTLY.

HE BEGINS TO
ADVANCE ON ACE)

You can kill me - I still won't come
back and work for you.

HESS: Possibly not ... Although I
think you overestimate your capacity
to withstand pain. I can cause pain
in ways that you can't even imagine ...

(ACE BACKS AWAY
FROM HESS)

But all this would take time. And I
can't wait for that. My pleasure will
have to be postponed a while ... There
are much faster ways of obtaining the
assistance I require ...

(HESS LUNGES
FOR ACE.

HESS GRABS
ACE.

SHE STRUGGLES.

SHORTLY, HESS
HOLDS ACE IN
SOME KIND OF
ARMLOCK.

THERE IS TERROR
IN ACE'S FACE
AS HESS PULLS
HER THROUGH THE
DOOR.

WAYNE IS LEFT
LYING ON THE
FLOOR)

45. INT. ICE PASSAGE 2C.

(EISENSTEIN AND
BAZIN STAND
OVER THE DEAD
CREATURE.
THEY'RE BOTH
NOW DIRTY AND
WEARY AFTER
THE CONFLICT)

EISENSTEIN: Come on, then. Its head.
Then we're finished.

(SHE KNEELS DOWN,
AND TAKES OUT
A LASER KNIFE.

BAZIN JOINS HER.

THEY BEGIN TO
WRESTLE WITH
THE HEAD.

(Note: Should
we actually see
this? It may
be better kept
out of shot.)

BAZIN: Can't we just leave the head?

EISENSTEIN: Mr Hess wants the head.
And I'm not leaving the job half-
finished - even if I have to cut an
ant's head off. It should come away
now.

BAZIN: No - still attached. Just
twist it. (cont ...)

(EISENSTEIN GIVES
THE HEAD A FINAL
WRENCH.

AS SHE PULLS
IT AWAY, THE
SHEATH FALLS
AWAY, AND IT
SEEMS AS IF A
SEAL HAS BEEN
BROKEN, ALLOWING
ENERGY TO FLOW
OUT.

EISENSTEIN AND
BAZIN LOOK ON
AMAZED, AS THEY
SEE WHAT IS
INSIDE THE HEAD)

BAZIN: (cont.) The Dragon's Treasure ...

(THE CRYSTAL
GLOWS BRIGHTER
AND BRIGHTER.

EISENSTEIN AND
BAZIN HAVE TO
SHIELD THEIR
EYES.

THE CRYSTAL GROWS
BRIGHTER AND
HOTTER.

EISENSTEIN AND
BAZIN TRY TO
ESCAPE.

BUT THE FIRE
FROM THE CRYSTAL
ENGULFS THEM)

46. INT. ACE'S QUARTERS.

(THE DOOR IS
SWINGING OPEN,
BUT THE ROOM
IS EMPTY.

GLITZ STANDS
IN THE DOORWAY.

HE PEERS INTO
THE EMPTY
ROOM)

GLITZ: (CAUTIOUS) Ace ...? Ace ...?

(HE STEPS INSIDE.

GLITZ LOOKS
ROUND THE EMPTY
ROOM.

HE SEES SOMETHING
ON THE DOORKNOB.

HE REACHES OUT.

AND BREAKS AN
ICICLE OFF THE
DOORKNOB.

GLITZ LOOKS UP,
AND SEES:

THE OFFICIAL
PHOTOGRAPH OF
HESS - TO WHICH
ACE HAS ADDED
FANGS - HANGING
LOP-SIDED AND
STARING DOWN
EVILLY)

47. INT. ICE PASSAGE 2C.

(THE BODIES OF
EISENSTEIN,
BAZIN AND THE
CREATURE ARE
LYING DEAD ON
THE GROUND.
THE CRYSTAL IS
GLOWING GENTLY.

THE DOCTOR
AND MEL ARRIVE,
AND SEE THE
BODIES)

MEL: The creature! It's dead ...!
They've killed it ...

THE DOCTOR: But it had a final
surprise for anyone who might interfere
with it - a huge energy surge when the
crystal was disconnected.

MEL: What shall we do with it now?

THE DOCTOR: We'll try to finish its
work for it - and put an end to all
this evil and death.

48. INT. ACE'S QUARTERS.

(GLITZ STARTS
TO COLLECT UP
ALL THE AEROSOL
CANISTERS MARKED
'NITRO' HE
CAN FIND.

ONE AFTER ANOTHER
HE STUFFS THEM
IN HIS BELT, IN
HIS POCKETS,
ANYWHERE.

HE THEN BEGINS
TO COLLECT UP
FUSES, DETONATORS,
WIRES, AND SMALL
ITEMS OF ELECTRICAL
EQUIPMENT.

THERE IS A LOOK
OF GRIM DETERMINATION
ON HIS FACE.

THE ATMOSPHERE
IS THAT OF AN
IMPENDING BATTLE.

AS AN AFTERTHOUGHT
HE ALSO TAKES
WAYNE)

49. INT. ICE PASSAGE 1A.

(THE CHILD IS
MAKING HER
WAY ALONG THE
GANTRY.

THE HEAVY
RINGING FOOTSTEPS
OF THE MERCENARIES
BEGIN TO GROW
LOUDER.

THE CHILD LOOKS
ROUND, UNCERTAIN
WHETHER TO GO
FORWARDS OR
BACKWARDS.

THE FOOTSTEPS
GROW CLOSER.

THE CHILD SEES
A NARROW CRACK
IN THE ICE WALL.

SHE TRIES TO
SQUEEZE HERSELF
INTO IT.

THE MERCENARIES
APPEAR JUST AS
SHE MANAGES TO
HIDE HERSELF.

SHE WATCHES,
FRIGHTENED, AS
THE MERCENARIES
STAGGER RELENTLESSLY
PAST HER)

50. INT. CRYOGENICS CHAMBER.

(GLITZ IS KNEELING
NEAR THE CENTRE OF
THE CHAMBER. HE'S
WIRING UP AN
ELECTRICAL CIRCUIT.
FINE BEAMS OF
LIGHT CRISS-CROSS
ROUND THE EDGE
OF THE CHAMBER
AT KNEE-HEIGHT.

THE DOCTOR AND
MEL ENTER.

MEL SEES GLITZ)

MEL: Glitz!

(SHE MAKES TOWARDS
HIM)

GLITZ: Stop!

(MEL STOPS,
UNCERTAINLY)

MEL: What's the matter ...?

THE DOCTOR: I think it might be
that trip-beam you almost walked
through ...

(MEL LOOKS DOWN.

HER LEG IS RIGHT
UP AGAINST ONE OF
THE BEAMS OF LIGHT)

GLITZ: Carefully, now ...

(MEL IS ABOUT
TO STEP GINGERLY
OVER THE BEAM...)

WHEN THEY ARE
DISTURBED BY
THE APPROACHING
MERCENARIES.

THEY LOOK ROUND
ANXIOUSLY)

Get back! Hide ...! Keep out of
sight ...

(THE DOCTOR AND
MEL TAKE COVER
BY THE DOORS.

THE MERCENARIES
APPEAR LUMBERING
THROUGH THE DOORWAY)

(SHOUTS TO MERCENARIES) Been sent
by Hess, have you? Well, I've got
a message for your proprietor.

(THE MERCENARIES
BEGIN TO STUMBLE
TOWARDS GLITZ.

THE DOCTOR AND
MEL HOLD THEIR
BREATH AS THE
MERCENARIES
STAGGER RIGHT
PAST THEM.

GLITZ STARES AT
THE MERCENARIES
DEFIANTLY)

That's it. Come over here where I
can whisper it in your orifices.
(cont...)

(SARRIS, AT THE
HEAD OF THE
MERCENARIES, NEARS
THE FIRST TRIP
BEAM)

GLITZ: (cont) Come on, you
neanderthal maggot-brains! Let's
see what you're made out of!

(SARRIS BREAKS
THE FIRST TRIP
BEAM.

NOTHING HAPPENS.

GLITZ SEES THIS
IN HORROR.

SARRIS CONTINUES
TO ADVANCE)

No ... Stay back ... Keep away ...

(GLITZ BACKS
AWAY, COWERING)

No ... Just a joke ... (cont...)

(A SECOND MERCENARY
BREAKS A DIFFERENT
TRIP BEAM.

A HUGE EXPLOSION
FELLS THE SECOND
MERCENARY.

BUT SARRIS CONTINUES
TO ADVANCE ON GLITZ.

A SERIES OF
EXPLOSIONS
FOLLOW, AS OTHER
MERCENARIES BREAK
TRIP BEAMS.

SARRIS IS CONTINUING
TO STAGGER TOWARDS
GLITZ.

IN DESPERATION,
GLITZ THROWS THE
ONLY THING AVAILABLE -
WAYNE - AT SARRIS.

WAYNE EXPLODES
ON IMPACT.

GLITZ DOUBLE-
TAKES IN AMAZEMENT.

WHEN THE DUST
SETTLES, AND
EVERYONE LOOKS
UP, ALL THE
MERCENARIES ARE
LYING DEAD ON
THE GROUND.

GLITZ PICKS OUT
THE REMAINS OF
WAYNE)

GLITZ: (cont) I might have known
that anything belonging to the Sprog
was liable to explode on impact ...

(THE DOCTOR AND
MEL EMERGE FROM
THEIR COVER.

THE DOCTOR LOOKS
DOWN AT THE
BODIES)

THE DOCTOR: More death ... I suppose
they were already dead inside - but
it's so senseless.

(MEL LOOKS ROUND)

MEL: Where's Ace ...?

THE DOCTOR: Isn't she here? Glitz
- hasn't Ace got here yet?

(THERE IS THE SOUND
OF THE P.A. BEING
SWITCHED ON.

THE DOCTOR AND
GLITZ LOOK UP)

HESS: (V.O. OVER P.A.) Doctor ...
Glitz ... I know you can hear me ...

(CUT AWAY TO:)

51. INT. HESS'S CONTROL ROOM.

(HESS STANDS IN
FRONT OF A
MICROPHONE.

HE HOLDS A
STRUGGLING
ACE)

HESS: I'd like to propose a
transaction ... My very final
transaction before I leave Svartos ...

(CUT BACK TO:)

52. INT. CRYOGENICS CHAMBER.

(THE DOCTOR,
MEL AND GLITZ
LOOK ROUND
FEARFULLY AS
THEY LISTEN)

HESS: (V.O. OVER P.A.)
The Dragonfire for the girl. Bring
me the Dragonfire, and you can have
the girl. A special Closing Down
Sale, you might call it ...

(CUT AWAY TO:)

53. INT. HESS'S CONTROL ROOM.

HESS: But hurry - while stocks
last ...

(HESS LOOKS AT
ACE WITH A
SMILE.

THEN JABS AT THE
INTERCOM BUTTON.

CUT BACK TO:)

54. INT. CRYOGENICS CHAMBER.

(THE P.A. GOES
DEAD.)

THE DOCTOR, GLITZ
AND MEL LOOK AT
ONE ANOTHER)

GLITZ: He means it, Doctor ...

THE DOCTOR: I've no doubt.

MEL: But we can't give him the
treasure ...

THE DOCTOR: We don't have any
choice ... The creature is already
dead. Ace is still alive ...

MODEL SHOT 7:

A view of Iceworld.
It seems almost serene.

55. INT. HESS'S CONTROL ROOM.

(HESS HOLDS ACE.
HIS EXPRESSION
IS TRIUMPHANT.
HERS IS FRIGHTENED)

HESS: At last ... Three thousand
years ... Bring it here ...

(THE HUGE CRYSTAL
IS STANDING ON A
CONTROL DESK, WITH
THE DOCTOR, MEL
AND GLITZ ALONGSIDE.)

MEL AND GLITZ
ARE LOOKING
DEFEATED)

THE DOCTOR: Three thousand years,
eh ...? That's long enough for an
entire civilization to have come
and gone.

(HESS LOOKS AT
THE DOCTOR)

HESS: Are you some kind of an
idiot ...?

(THE DOCTOR STRIDES
FORWARD, BEAMING
AND EXTENDING A
HAND)

THE DOCTOR: I'm the Doctor - these
two are my friends Mel and Glitz -
and the small one that you're
holding in a menacing fashion is
Ace ...

(HESS'S EXPRESSION
TWISTS ANGRILY,
AND HE TIGHTENS
HIS GRIP ON ACE)

ACE: Doctor ...!

(THE DOCTOR HALTS)

THE DOCTOR: Ah. You know, for someone who's been waiting three thousand years, you seem to be in rather a hurry.

GLITZ: Here - what's all this three thousand years ...?

THE DOCTOR: Three thousand years since you were exiled here from Proamon - along with the creature.

HESS: (SUSPICIOUS) Who are you?

THE DOCTOR: Just a traveller ...

HESS: How do you know about Proamon?

MEL: We all know ... The creature showed us ... On the hologram ...

HESS: The archives ... I should have destroyed them.

THE DOCTOR: Oh, keep them for the souvenir value - along with the Ice Garden ...

GLITZ: But why was the creature doing time here too?

(HESS TURNS ON
GLITZ)

HESS: The biomechanoid was my jailer ... Look around you. The controls lying dead. The power units waiting for an energy source. The Dragonfire is the energy source!

THE DOCTOR: And without it you were powerless.

HESS: They thought they could imprison me on this wretched planet by implanting the power source inside the creature! They shall learn of their folly!

THE DOCTOR: A living creature was created as the key to your prison. Fascinating ...

HESS: They thought for me to die here on Svartos. Many times during the first thousand years, I hoped for death. I considered journeying from the cold, dark side of Svartos, round to the sun-blistered surface on the other side, where I would quickly die. But I was owed my revenge ...! And now, with the Dragonfire, I have the power to return to Proamon and exact my revenge ... The girl - you - bring me the Dragonfire!

(MEL SNATCHES
UP THE CRYSTAL)

MEL: No! I'm not going to lift one finger to help you ...

(ACE PANICS)

ACE: Melanie ...! (TO HESS) Don't listen to her. She doesn't mean it. (TO MEL) Doughnut - give him the treasure. I'm sixteen. I'm too young to be freeze-dried.

GLITZ: Come on, Mel ... This isn't
the time for being fastidious ...

MEL: Doctor ...?

(THE DOCTOR TURNS
TO HESS)

THE DOCTOR: If I could just
explain ...

(HESS SNATCHES
OFF HIS GLOVE,
AND HOLDS IT
TOWARDS ACE)

ACE: (A SHRIEK) Doctor ...!

(THE DOCTOR BREAKS
OFF)

HESS: Stop wasting my time. The
Dragonfire is mine now. You can
either give it to me alive, or I
shall take it from your dead bodies.

(MEL LOOKS TO
THE DOCTOR)

THE DOCTOR: The logic is
inescapable ...

(DEFEATED, MEL
STEPS FORWARD
WITH THE CRYSTAL)

HESS: Now place it in the circuit -
there ... (cont...)

(MEL PLACES
THE CRYSTAL
IN A LARGE
CRYSTALLINE
STRUCTURE.

IT FITS NEATLY
INTO PLACE)

HESS: (cont) Now ... away ...!

(MEL STEPS AWAY.

HESS PRESSES A
SEQUENCE OF
BUTTONS ON THE
CONTROL PANEL.

THE CRYSTAL IS
RAISED MECHANICALLY
TO FIT INTO
ANOTHER PART OF
THE STRUCTURE.

AS SOON AS IT
MAKES CONTACT,
IT SEEMS AS IF
THE FIRE HAS
BEEN RELEASED
FROM INSIDE IT.

THE ENERGY CIRCULATES
RAPIDLY ALL ROUND
THE CONTROL ROOM.

SCREENS AND
MONITORS FLICKER
TO LIFE.

THE WHOLE CONTROL
ROOM COMES TO
LIFE)

Now ...!

(HE PRESSES MORE
BUTTONS.

THE WHOLE ROOM
BEGINS TO SHUDDER)

MEL: Doctor - what's happening ...?

THE DOCTOR: It sounds like a
starflight photon drive ...

GLITZ: Starflight drive ...? It
can't be ...

MODEL SHOT 8:

The crystalline structure
of Iceworld begins to
move.

Slowly, it rises out
of the planet's surface,
revealing a matching
hemisphere hidden beneath.

As it rises, it is seen
to be rather like a
snowflake.

It drifts clear of
the surface, and begins
to drift out of the
planet's shadow.

56. INT. HESS'S CONTROL ROOM.

GLITZ: This is a spacecraft ...!
The whole colony - a spacecraft ...

MODEL SHOT 9:

Once the ice structure reaches the blistering sunlight, the ice begins to melt.

Rapidly, the metallic structure of a spacecraft is revealed beneath the surface layers of ice.

57. INT. HESS'S CONTROL ROOM.

HESS: My hour of vengeance ... I feel it!

THE DOCTOR: Vengeance on whom? You're too late, Hess.

MEL: We've destroyed all your mercenaries.

HESS: A matter of little consequence. I can soon find more.

THE DOCTOR: But where can you find another home planet ...?

HESS: You're talking in riddles, Doctor. Proamon is my home planet - as you already know.

THE DOCTOR: Was your home planet ... Check your navigational equipment - it's all fully operative now.

(HESS FRANTICALLY
SETS CO-ORDINATES
ON THE GUIDANCE
CONSOLE)

HESS: There must be something wrong with it ... After three thousand years inactive ...

THE DOCTOR: Sadly not. Your planet, your race, the entire civilization were destroyed, a thousand years after you were exiled.

HESS: It's not possible ...

THE DOCTOR: Look at the sun of Proamon. When you left, it was a cold Red Giant, surrounded by freezing planets. Now there's nothing there but a Neutron Star. Your sun turned supernova two thousand years ago. All of its planets were engulfed in the explosion. Your people were annihilated. Your planet was obliterated. You're too late for your revenge, Hess ...

HESS: My home ...

THE DOCTOR: You have no home ... Not any longer. Time has flowed by.

HESS: No ... No! It shall not be!

(HESS JABS AT THE
BUTTON CONTROLLING
THE SHUTTER ON THE
OBSERVATION WINDOW)

THE DOCTOR: No, don't do that! Ace,
close your eyes ... Close your eyes!

(ACE SHUTS HER
EYES TIGHT.

AS THE OBSERVATION
WINDOW OPENS,
THE BLINDINGLY BRIGHT
SUNLIGHT STREAMS IN.
IT FALLS ON HESS
AND ACE.

THE OTHERS HAVE
TO SHIELD THEIR
EYES.

HESS LETS OUT A
GHASTLY SHRIEK.

AS THE SUNLIGHT
FALLS ON HIM,
HE BEGINS TO
MELT, RATHER
LIKE MELTING
WAX.

THE DOCTOR REACHES
FOR THE SHUTTER
CONTROL.

AS THE SHUTTER
BEGINS TO CLOSE
AGAIN, HESS'S
CRY IS DYING AWAY.

FINALLY THE
SHUTTER IS CLOSED
ONCE MORE.

CAUTIOUSLY,
EVERYONE LOOKS
ROUND.

HESS LIES DEAD -
A DISFIGURED
MESS -)

MODEL SHOT 10:

The strange spacecraft
floats in orbit around
the planet Svartos.

58. INT. FREEZER CENTRE.

(AN AWKWARD FAREWELL)

THE DOCTOR: Back to your dodgy deals, then, is it, Glitz?

GLITZ: I was thinking of renaming this spacecraft the Nosferatu 2 ... You wouldn't care to crack a bottle of carbonated fruit alcohol over the bows, would you ...?

THE DOCTOR: We really must dash, I'm afraid. How about you, Ace? Need a lift to anywhere?

ACE: Oh, don't worry about me ... I'll be all right ... Get a job somewhere ...

THE DOCTOR: Yes ... There's always jobs for waitresses. I know it's boring and tedious ... But - not everybody can go exploring the Twelve Galaxies and beyond ...

(THE DOCTOR GLANCES AT GLITZ)

MEL: But ... Doctor ...

(MEL LOOKS AT THE DOCTOR IMPLORINGLY.)

HE SEEMS NOT TO NOTICE ANYTHING)

GLITZ: (UNCOMFORTABLE) Well -
better go and get the engines warmed
up ... No doubt our paths will cross
again someday, Doctor ... Mel ...
Ace ...

ACE: Not if I can help it ...!

(NO-ONE LAUGHS)

GLITZ: Well ...

(HE DRAGS HIMSELF
AWAY, AND LEAVES.)

ACE, AFTER GLITZ
HAS GONE, QUIET)

ACE: Bye ...

(ACE IS BITING
HER LIP)

THE DOCTOR: Well, let's be off ...
Look after yourself, Ace.

ACE: You too, Professor ... We had
some laughs, eh, Doughnut ...?

MEL: Doctor ...?

(THE DOCTOR WHISKS
MEL AWAY)

THE DOCTOR: Come on, Mel ...

(HE PROPELS HER
TOWARDS THE
TARDIS)

MEL: She doesn't have anywhere to go, Doctor ...

THE DOCTOR: Who doesn't ...?

MEL: Ace. I just thought - maybe ...

THE DOCTOR: Oh - I don't think we need to worry too much about her ...

(THERE'S A TWINKLE
IN THE DOCTOR'S
EYE.

ACE IS WATCHING
EVERYONE LEAVE,
TRYING NOT TO
BURST INTO TEARS.

GLITZ REAPPEARS)

GLITZ: (GRUMPY) Come on, then, Sprog ... Are you going to stand about all day ...?

(ACE DOESN'T
QUITE NOW
WHETHER OR NOT
TO BELIEVE THIS)

Well ...? Are you coming with me and the Nosferatu, or not ...?

(ACE'S FACE
LIGHTS UP)

ACE: (PUNCHING THE AIR) Ace ...!!

(SHE RUNS AFTER
GLITZ)

GLITZ: But I'm in charge - understand...?

ACE: Anything you say, Toerag ...

(THEY DISAPPEAR.

THE DOCTOR AND
MEL SMILE.

THE DOCTOR OPENS
THE TARDIS DOOR)

THE DOCTOR: After you ...

(MEL HOPS INSIDE
THE TARDIS.

THE DOCTOR FOLLOWS,
AND THE DOOR
CLOSES.

JUST THEN, THE
CHILD ENTERS.

SIMULTANEOUSLY,
THE CUSTOMER
APPEARS FROM
THE OPPOSITE
DIRECTION)

CUSTOMER: Ah - there you are.
I've been looking all over for you.

(THE CUSTOMER
NOTICES THE
SPECIAL OFFERS)

Crab Nebula Pasties, nine-ninety-five
a thousand ...? I expect they're
past their sell-by date ...

(SHE TURNS TO
INSPECT THE
PASTIES.

THE TARDIS BEGINS
TO DEMATERIALIZE.

THE CHILD WATCHES
ON, BUT THE
CUSTOMER IS TOO
OCCUPIED TO NOTICE.

THE CHILD'S
PUZZLEMENT AND
WONDER IS CUT
SHORT BY THE
CRESCENDO OF
THE :)

SUPOSE CAM

Final
Credits:

FADE OUT