

DR.WHOTOM BAKER (+ FILM + post-rec.Ep. 1 & 2)
CHANCELLOR GOTH.....BERNARD HORSFALL (+ FILM + post-rec.Ep.2)
CASTELLAN SPANDRELL.....GEORGE PRAVDA (+ post-rec.Ep.2)
COMMANDER HILRED.....DEREK SEATON (+ post-rec. Ep.2)
CO-ORDINATOR ENGIN.....ERIK CHITTY
THE MASTERPETER PRATT (+ post-rec. Ep.2)
SOLISPETER MAYOCK
FIGHT ARRANGERTERRY WALSH (FILM ONLY) + FIGHT DBLE.EP.4
STUDIO
EXTRAS:
2 GuardsHARRY FIELDER (Ep.4 only)1st Sept
STEVE ISMAY (Ep.4 only)1st Sept.

TECHNICAL REQUIREMENTS:

Nike
4 peds
inlay/CSO
4 monitors
4 booms
telejector
TK.35mm
TK.16mm

"DOCTOR WHO" (4P) EPS.3/4

STUDIO T.C.8

WEDNESDAY, 1ST SEPTEMBER Reh.1100-1830 Record 1930-2200

THURSDAY, 2ND SEPTEMBER Reh. 1030-1800 Record 1930-2200

(DAY 1)

PAGE	SCENE/SET	LIGHT	CAST	CAMS/DOOMS	SHOTS
40A	EP.1 (POST/RECORD) 29A. INT. ADYTUM	Day	MASTER GOTH	3A A1 2A	
26	EP.2 (POST/RECORD) 12. INT. ADYTUM	Night	MASTER GOTH	3A A1 2A	
11	EP.2 (POST/RECORD) 8. INT. DETENTION CELL	Day	DOCTOR HILRED SPANDRELL	5X/A 2B B1 1A	
3	EP.3 1. INT. RECORDS	Night	DOCTOR ENGIN SPANDRELL	1B 2C C1	
10	EP.3 2. INT. RECORDS	Night	ENGIN SPANDRELL DOCTOR	1B C1 5B	
35	EP.3 6. INT. RECORDS	Night	SOLIS SPANDRELL ENGIN DOCTOR	1B 2C C1 5B	
38	EP.3 7. INT. RECORDS	Night	SPANDRELL ENGIN SOLIS DOCTOR	1B 2C C1 5B	
5	EP.4 2. INT. RECORDS (Vis.Fx.explussions/ smoke)	Night	ENGIN SPANDRELL DOCTOR	2C C1 5B	
7.	EP.4 3. INT. RECORDS	Night	DOCTOR ENGIN SPANDRELL	2C C1	
9.	EP.4 5. INT. RECORDS	Night	SPANDRELL ENGIN DOCTOR	1B 2C C1 5B	
21	EP.4 9. INT. RECORDS	Night	ENGIN DOCTOR	1B C1 5B	

DAY 1 (cont.)

PAGE	SCENE/SET	LIGHT	CAST	CAMS/BOCMS	SHOTS
24	<u>EP.4</u> <u>11.</u> INT. RECORDS	Night	ENGIN DOCTOR TRANSGRAM VOICE (F) SPANDRELL	1B 2C C1 5B	
13	<u>EP.3</u> <u>3.</u> INT. ADYTUM (+ TK.3A on CSO)	Night	MASTER GOTH SOLIS	3A A1 4A TK.on CSO	
27	<u>EP.3</u> <u>5.</u> INT. ADYTUM + TK.5A	Night	MASTER SOLIS GOTH	3A A1 4A TK.5A on CSO	
41	<u>EP.3</u> <u>8.</u> INT. ADYTUM (+TK.9 beg.on CSO)	Night	MASTER GOTH	3A A1 4A	
3	<u>EP.4</u> <u>1.</u> INT. ADYTUM	Night	MASTER GOTH	3A A1 4A	
8	<u>EP.4</u> <u>4.</u> INT. ADYTUM	Night	MASTER GOTH	3A A1	
13	<u>EP.4</u> <u>6.</u> INT. ADYTUM	Night	MASTER GOTH DOCTOR ENGIN SI ANDRELL	3A A1 4A	
20	<u>EP.4</u> <u>8.</u> INT. ADYTUM	Night	2 GUARDS HILRED SPANDRELL(V/O)	3A A1 4A	
6	<u>EP.3</u> (INSERT TO TK.3) CSO (EYES SHOT) + CAPTION		GOTH	1A 3B 2E	5-6
1	<u>EP.1</u> (POST/REC) TELECINE 1 (35mm) 29"			S.O.F.	
1	<u>EP.2</u> (POST/REC) TELECINE 1 (35mm) 29"			S.O.F.	

(c)

DAY 1 (CONT.)

PAGE	SCENE/SET	LIGHT	CAST	CAMS/BOOMS	SHOTS
1	EP.3 <u>TELECINE 1</u> (35mm) 29"			S.O.F.	
1	EP.4 <u>TELECINE 1</u> (35mm) 29"			S.O.F.	
45	EP.3 <u>TELECINE 10:</u> (35mm) 54" Closing titles T/J SLIDES			Sig. tune	
54	EP.4 <u>TELECINE 3:</u> (35mm) 54" Closing titles T/J SLIDES			Sig. tune	
21	EP.3 <u>TELECINE 2</u> (16mm) 1'00-1'35 max. (reprise & cont. end Ep.2) (... cont.)		(NOT NECESSARY TO RECORD HERE - USE VT. EP.2	S.O.F.	
5	EP.3 <u>TELECINE 3</u> (16mm) (8'00-8'13) CU EYE (DR. & SURGEON)			S.O.F.	
14	EP.3 <u>TELECINE 4</u> (16mm) (8'00-8'09") (after pov shot Sc.3) DR. rises with leg injury moves off...			S.O.F.	
25	EP.3 <u>TELECINE 5:</u> (16mm) 1'22" HUNTER/hand grenade			S.O.F.	
29	EP.3 <u>TELECINE 6:</u> (4'53") 16mm DR./POOL - fish			S.O.F.	
37	EP.3 <u>TELECINE 7:</u> (35") DR./arm injury			S.O.F.	
40	EP.3 <u>TELECINE 8:</u> (16mm) 36" Legs/DR. thru' marsh			S.O.F.	
42	<u>TELECINE 9:</u> (16mm) (3'00-3'04") HUNTER/enters swamp			S.O.F.	

(c)

(d)

PAGE	SCENE/SET	LIGHT	CAST	CAMS/BOOMS	SHOTS
1	EP.4 TELECINE 1A(16mm) (after 1'00 reprise) 32" (Fight in mud ends	DAY	DOCTOR GOTH	S.O.F.	
6	EP.4 TELECINE 2: (16mm) 0'21") Optical DOCTOR/ quarry	DAY	DOCTOR	S.O.F.	
	END OF 1ST DAY				
16	(DAY 2) EP.4 7. INT. CHANCELLERY	Night	SPANDRELL DORUSA ENGIN DOCTOR	1B 2C C1	
23	EP.4 10. INT. CHANCELLERY	Night	HILRED SPANDRELL	1B C1 5B	
27	EP.4 12. INT. VAULT	Night	PRESIDENT(dead) GOTH (dead) MASTER HILRED	3A A1 2A	
29	EP.4 14. INT. VAULT	Night	MASTER DOCTOR ENGIN SPANDRELL HILRED(dummy) 2 bodies a/b	3A 4B A2 2A	
37	EP.4 16. INT. VAULT	Night	ENGIN DOCTOR SPANDRELL bodies a/b	3A 4B A2 2A	
40	EP.4 18. INT. VAULT	Night	ENGIN SPANDRELL DOCTOR(V/O)	A2 2A	
43	EP.4 21. INT. VAULT	Night	ENGIN SPANDRELL	3B A2 2A	
48	EP.4 19. INT. CHIMNEY	Night	DOCTOR	2D F/Rod 1E	
44	EP.4 22. INT. CHIMNEY	Night	DOCTOR	2D F/Rod 1E	

(d)

(e)

PAGE	SCENE/SET	LIGHT	CAST	CAMS/BOOMS	SHOTS
28	<u>EP.4</u> <u>13.</u> INT. PANOPTICON	Night	SPANDRELL ENGIN DOCTOR	1C B2	
35	<u>EP.4</u> <u>15.</u> INT. PANOPTICON	Night	MASTER	1D B3	
39	<u>EP.4</u> <u>17.</u> INT. PANOPTICON	Night	MASTER	4C B3 1D	
42	<u>EP.4</u> <u>20.</u> INT. PANOPTICON	Night	MASTER	4C B3 1D	
45	<u>EP.4</u> <u>23.</u> INT. PANOPTICON	Night	MASTER DOCTOR (double)	4C 1D B2 3D	
51	<u>EP.4</u> <u>25.</u> INT. MUSEUM (CSO TARDIS/COLUMN)	Day	DOCTOR ENGIN SPANDRELL	4X B4 1F	
49	<u>EP.4</u> <u>24.</u> INT. CHANCELLERY	Day	BORUSA ENGIN DOCTOR SPANDRELL	1B C1 5B	
40	<u>EP.1</u> (POST/REC)-RESHOOT <u>29.</u> INT. MUSEUM	Day	DOCTOR Clothes on display	4X B4 1F 5A	

(e)

"The Deadly Assassin"

by

Robert Holmes

PAGE	SCENE/SET	LIGHT	CAST	CAMS/DOOMS	SHOTS
1	<u>TELECINE 1:</u> (35mm) Stock opening titles				
2	<u>TELECINE 2:</u> (16mm) Ext. Flain (reprise end Ep.2)	DAY	DOCTOR EXECUTIONER ST. MORTIMER		
3	1. INT. RECORDS	NIGHT	DOCTOR ENGIN ST. MORTIMER		1-4
5	<u>TELECINE 3:</u> Ext. Flain - biplane - gully - rocks	DAY	DOCTOR GOTI as Surgeon & VC PILOT		
10	2. INT. RECORDS	NIGHT	ENGIN ST. MORTIMER DOCTOR (on scanner)		7-10
13	3. INT. ADYTUM (TK. on OSO)	NIGHT	MASTER GOTI SOLIS		11-13
14	<u>TELECINE 4:</u> Ext. Jungle - clearing - scrub covered hillside - cave - waterhole	DAY	DOCTOR GOTI as Hunter		
	NOI SCENE 4	NIGHT			
25	<u>TELECINE 5:</u> Ext. Jungle	DAY	GOTI as Hunter DOCTOR		

(b)

PAGE	SCENE/SET	LIGHT	CAST	C MS/DOOMS	SHOTS
27	5. INT. ADYTUM	NIGHT	MASTER SOLIS		14-15
29	<u>TELECINE 6:</u> Ext. Jungle - water hole	DAY	DOCTOR HUNTER (Goth)		
35	6. INT. RECORDS	NIGHT	SOLIS SPANDRELL ENGIN		16-18
37	<u>TELECINE 7:</u> Ext. Jungle (mangrove swamp - mud pool)	DAY	DOCTOR HUNTER (GOTH)		
38	7. INT. RECORDS	NIGHT	SPANDRELL ENGIN SOLIS		19-25
40	<u>TELECINE 8:</u> Ext. Jungle - marshland - mangrove swamp - mud pool	DAY	DOCTOR HUNTER		
41	8. INT. ADYTUM (CSO of TK.9)	NIGHT	MASTER HUNTER		26-27
42	<u>TELECINE 9:</u> Ext. Jungle - mid-swamp	DAY	HUNTER DOCTOR		
43	<u>TELECINE 10: (35mm)</u> Closing titles				
40	<u>POST-RECORDINGS:</u> EP.1 Scene 29. INT. MUSEUM	Day	DOCTOR	4X B4 1F	28-29
40A	EP.1 Scene 29A INT. ADYTUM	Day	MASTER/GOTH	3A A1 2A	30-31
26	EP.2 Scene 12 INT. ADYTUM	Night	MASTER/GOTH		32-33
11	EP.2 Scene 8 INT. DETENTION CELL. DAY	DAY	DR./HILRED/SPANDRELL		34-54

(b)

'DOCTOR WHO'

Serial 4P

by

ROBERT HOLMES

'The Deadly Assassin'

Episode Three

(RECORD 1ST) - after Ep.1 & 2 opening titles

TELECINE 1: (35mm) (29")

STOCK OPENING TITLES

SUPOSE CAM:

Opening: 1. DR. WHO

Titles: 2. THE DEADLY ASSASSIN

3. by ROBERT HOLMES

4. Part Three

END TELECINE 1:

Cut to:

(On to Ep.4 TK.1 (35mm) Opening titles

S.O.F.
SIGNATURE TUNE 29"

TELECINE 3: (7'45 - 8.13")

Ext. Plain. DAY

CU THE DOCTOR'S EYE. He opens it. The camera pulls back to reveal he is masked. He stares up. We see a bright light and then the figure of A SURGEON, gowned and masked, standing over him.

THE SURGEON is holding up a large hypodermic, checking the level.

He looks down at the DOCTOR, the hypodermic poised above him:

SURGEON: You were a fool, Doctor, to venture into my domain...

The hypodermic presses down towards the DOCTOR'S nose. The DOCTOR pushes it aside and rolls off the operating table, ~~pulling off his mask~~. As he hits the ground and finds himself lying on rocky ground he hears shell whistles around him.

The DOCTOR picks himself up and starts to run.

He runs in from left to see smoke and shell fire. A 1ST WORLD WAR SOLDIER and horse both with gas masks approach him. He stops running and stares. He retreats running to find himself suddenly on a railway track.

He looks down and sees his foot free on the track. Then he looks up and sees a masked GUARD on an engine. He looks again to see another masked GUARD at an engine. He sees a third MASKED GUARD. The lever moves across and he is in pain as he finds his foot trapped in the line, the points having changed. THE DOCTOR hears an express train approaching and struggles to release his foot. The train appears through clouds of smoke and THE DOCTOR flings himself backwards to the ground - his foot still trapped. — *cont. new film here*
The train passes close and vanishes. THE DOCTOR looks down at his foot and finds it is not trapped after all.

THE DOCTOR: It's all an illusion...

TELECINE 3 (CONT.)

THE DOCTOR moves away amongst rocky terrain and suddenly there is a splintering crack and a thin animal cry of pain. THE DOCTOR stares down in disgust. He withdraws his foot from the shattered case of a gigantic green egg. Glutinous yellowy green liquid drips from his boot.

He hears a distant snigger of laughter.

The DOCTOR concentrates his mental power.

THE DOCTOR: I deny this reality ...
The reality is a computation matrix...

His POV: the landscape shimmers, splits into horizontal lines and then reassembles into a vista of condensers and geometric solid-state circuitry. He collapses. The DOCTOR is lying at the bottom of a quarry.

A WHIRLURE hovers overhead. The sun flares. Doggedly THE DOCTOR struggles up ... He clammers down rocks to gain. He is thirsty. He hears the sound of trickling water. He scrapes away some sand to reveal a CLOWN'S FACE in a mirror. The CLOWN laughs and THE DOCTOR hurriedly covers it up.

THE DOCTOR looks around - he is alone in the empty quarry.

VOICE: I am the creator here, Doctor. This is my world. There is no escape for you.

* STUDIO INSERT(CAPTION)/CSO

5. 1 _____
 On caption
6. 3 B(I)+2 E (A)
 on CSO SCREEN

TK.3 (cont.) eyes appear & go
The DOCTOR runs down valley.

TELECINE 3 (CONT.)

ing

A drone in the sky. He keeps walking. The droning comes nearer. He glances up.

His POV: an aeroplane, an elderly biplane, circling high above him. The 'plane banks steeply and then dives straight towards him.

The DOCTOR stands for a moment but the intention is clearly hostile. The DOCTOR turns and sprints towards a gully among the rocks. The engine note rises to a scream and suddenly there is the staccato chatter of a machine gun.

Bullets cut up the earth, furrowing towards the DOCTOR as he dives headlong into the gully. The 'plane blasts overhead as the DOCTOR rolls in a cloud of dust.

TELECINE (cont.)

The aeroplane climbs back into the sky. The helmeted, begoggled PILOT looks back over his shoulder, laughing triumphantly...

THE DOCTOR lies still. As the 'Plane's engine fades away into the distance, he drags himself into a sitting position. His left leg is dangling awkwardly. Blood is soaking darkly through the cloth, of his trousers.

He lifts up his trouser to see blood running down his leg. He stares at it and concentrates.

THE DOCTOR: I deny it. . (SHOUTS) I deny it! (ECHO)

The blood and the swelling fade. The leg returns to normal. THE DOCTOR looks up sniffing pleased with his success.

A voice from nowhere speaks to him.

GOTH: You are trapped in my creation. *And*
My reality rules, ~~Doctor.~~

The leg is bleeding again.

TELECINE 3 (CONT.)

He starts to pull out his shirt
and tear a strip to bind
his leg.

THE DOCTOR: All right. I'll fight
you in your reality.

He does not address the words
to anywhere in particular as he
prepares to bandage his leg.

VOICE: Then it will be a pleasure
to destroy you. Be on your guard.

A mocking laugh fading to
silence. THE DOCTOR
sets to work on his knee.

END TELECINE 3

(ON TO TK.4 NEXT) - omitting TK.3A studio pov sequence

7. 1 B 2. INT. RECORDS. NIGHT

~~High CS GAUGE~~
OCU DOCTOR (AS BEFORE. ENGIN
on bed sweating LOOKS AT THE MONITOR
1 NEL)

8. 5 2 ~~S. SPANDRELL~~ His ^{respiration rate} pulse has increased/

Low frontal
2-s SPANDRELL/
ENGIN

ENGIN: That's an adrenalin response,
and there is a massive blood sugar demand.
That would suggest he's preparing either
to run for his life or fight for his
life.

~~S. SPANDRELL~~ But he can't ~~be~~ ... can he?

(ENGIN SHRUGS)

Who or what is he fighting?

Track in to
CS SPANDRELL

ENGIN: Presumably another mind.

SPANDRELL: You mean there's another
living mind in the matrix?

ENGIN: I'm only speculating, Castellan.

(SPANDRELL LOOKS AT
HIM THOUGHTFULLY.)

9. 5 B ~~SPANDRELL~~: Yes..✓

CS GAUGE &
PAN DOWN side
of machine

(WE PAN DOWN THE SIDE OF
THE MACHINE, DOWN - AS
THOUGH IN A LIFT - THROUGH
A SERVICE DUCT TO THE
FLOOR AND A HONEYCOMB OF
SERVICE DUCTS, FINALLY
REACHING)

SOUND
Drains
&
gurgling

10. 3 A ~~SPANDRELL~~

CS GAUGE
panning down
thru' innards

S/PY TK.

3. INT. ADYTUL. NIGHT.

11. 3. 3. INT. ADYTUL. NIGHT.

Close pan from top of set down to machine Widen to low 2-s MASTER/GOth

(AN A.P.C. MACHINE, SMALLER AND SIMPLER THAN THE ONE ABOVE BUT RECOGNISABLY THE SAME.

THE MASTER'S CHAMPION LIES ON A COUCH, PLUGGED INTO THE MACHINE IN THE SAME WAY AS THE DOCTOR. BUT HIS FACE IS COVERED BY A PLASTIC DISC.

THE MASTER STANDS ABOVE HIM CHECKING THE DIALS. BEHIND THEM, IN THE MASTER'S CHAIR, THE MOTIONLESS FIGURE OF SOLIS, A CHANCELLERY GUARD. HE IS IN A HEAVY TRANCE.

As MASTER X's to GOth go L. to 3-s GOth/SOLIS bg/MASTER

12. 4. A High CS GOth with:

TELECINE 3. (33") max.

EXT. JUNGLE

L.O.V. THE HUNTER

THE MASTER FLICKS A SWITCH. A TELECINE INSERT APPEARS ON THE DISC OVER THE FACE OF THE SUPINE FIGURE. IT AFFORDS THE MASTER A VICARIOUS VISION OF WHAT HIS CHAMPION IS SEEING ... AT THE MOMENT NOTHING BUT HEAVY JUNGLE AS THE CAMERA PUSHES SLOWLY THROUGH IT) /

END TELECINE 3.

13. 3

CS ...
locating it

MASTER: We have him now ... but be wary. The Doctor is never more dangerous than when the odds are against him ...

(ON TO SCENE 5 PAGE 27)

TELECINE 4:(53")

Ext. Jungle. Day.

On THE DOCTOR, tired and limp, sitting where we left him with his injured knee now bandaged.

slides down hill
THE DOCTOR ~~gets up~~ stiffly. His injured leg is painful and troubling him.

His shirt hangs in ribbons. He ~~moves off~~ quietly into the jungle. Within a few seconds he is lost to sight.

We ~~PAN round the clearing~~ again; the HUNTER stands on ~~its~~ edge. He moves carefully forward, surveying the ground. He is a lean, sinister figure, his face invisible beneath a jungle hat and camouflage net.

THE HUNTER carries a telescopic-sighted rifle and all the lethal accoutrements of the combat specialist.

TELECINE 4 (cont.)

Cut to see THE DOCTOR
stiffly climbing rocks.

Cut to see THE HUNTER
taking aim close by.
He fires.

Cut to THE DOCTOR ducking
as explosive bullets fire
all around him.
He runs out R. through
bushes and trees in a valley
keeping low as the bullets
are firing.

We see THE HUNTER watching
through his binoculars.

THE DOCTOR runs on and climbs
a hill. *Cut to*

if E.O. of hand, Cut to see Dr. climbing up
THE HUNTER ~~fires again.~~
As Dr. reaches top we see Hunter take aim & fire

THE DOCTOR slips down slope
and searches for a hiding *cut to Hunter moving down*
place frantically * ~~As the Dr.~~
scrambles on rocks he finds
a shallow cave with a bush
to hide in. He runs into it
and pulls the branches across
him.

As he sits there we see from
behind a giant spider on a web
close beside him.

Cut to see THE HUNTER on a
ridge crawling forward.

Cut back to THE DOCTOR in
hiding watching for THE HUNTER.

The SPIDER moves away.
We see THE HUNTER approaching
closely. * ~~As~~ he seems about
to see THE DOCTOR he turns
and takes out his water bottle.
He drinks. And then he takes
out a map and peruses it.

Water
HUNTER : ^ He's going to need water...

starts to
He puts down his surplus gear
behind a rock and taking his
rifle goes off quickly, and
stealthily.

THE DOCTOR seeing him go crawls
out of his hiding place
towards the HUNTER's haversack
and water bottle. He is very
thirsty. (CONT.)

TELECINE 4 (CONT.)

The DOCTOR picks up the water[^] bottle, desperately thirsty. He attempts to drink and finds it is empty. He flings it down with disgust.

He pulls the equipment out of the haversack, going through everything. Sees spare magazines, night-sights, a hand grenade, plastic explosive, detonators, K-rations ...

THE DOCTOR: ~~Ma~~, no anti-tank gun?

He weighs the grenade thoughtfully in his hand, looking round. He takes a coil of fine wire from the haversack and goes to a tree just nearby. He fastens the wire to the grenade, then wedges it into a fork of the branch. Delicately, he draws the pin from the grenade, steadies it. The strike lever remains held in position against the fork. Unwinding the wire, the DOCTOR moves back down to the equipment hiding place.

The DOCTOR replaces the haversack leaving it as before. After a last glance round at his booby-trap he limps away.

THE HUNTER arrives at the water hole; a small pool, limpid and inviting in the heavy jungle atmosphere. He takes the phial from his pocket and empties it into the water. A virulent green stain spreads over the surface and slowly disperses...
~~We PAN BACK UP.~~ The HUNTER goes off L has silently disappeared again.

TELECINE 4 (CONT.)

We pick THE DOCTOR up ^{limping} along a narrow track. He listens alertly, then pushes off the track and takes cover. *Cut to Hunter.*

Cut to THE DOCTOR:

THE DOCTOR: I wonder what he's been up to?

He studies the trail ahead with suspicion before moving on again. He goes into thicket.

END TELECINE 4

ON TO TELECINE 5: (NO SCENE 4)

TELECINE 5. (1'22 - 1'28")

Ext. Jungle. Day.

The HUNTER moves up the hillside. ~~He~~ ~~kneels by~~ the burrow and ~~pulls~~ his haversack ~~out~~. The wire tautens, jerking the grenade from the bush and allowing the strike lever to spring free. The HUNTER is frozen for a ~~second~~ as the grenade rolls down the slope towards him. Then, with a cry, he huris himself ~~sideways~~ ~~and~~ drops flat in a shallow hollow. The grenade explodes in a shattering blast of ~~dust and smoke.~~ ~~which~~

The DOCTOR clings to a tree, head raised, listening to the dying echoes of the distant explosion. He looks around groggily. His POV: a landscape swimming and shimmering in his fatigue. His head sinks despondently.

THE DOCTOR: Didn't get him... If it had ~~this...~~ nightmare would have ended.

TELESCINE 5... (33") (FED CSO)

(Cut-in to scene 5)

FAT. JUMPLE

The N... dressing his wound.

/3A A1 4A(fed TK.5A CSO)

~~TK.5~~

Q/

5. INT. ADYTUM. NIGHT. (1ST ...)

14.

4

A
High CS GOTH's
mask with ~~TK.5A~~
~~CBC~~

(THE MASTER FLICKS
OFF HIS SUBJECTIVE
VIEWER WITH A
SNARL OF ANGER)

15.

3

A
Low 2-s GOTH/
MASTER

MASTER: The fool! That could have
been fatal!

Pan MASTER R. &
L. to 2-s
MASTER/SOLIS.
ZOOM IN to
CS SOLIS

(HE LOOKS AT THE
MONITOR READINGS)

Physical deterioration increasing...
He should have finished the Doctor off
before now!

(HE LIMPS UP AND
DOWN, IMPOTENT TO
INTERVENE BUT
FRUSTRATION
MOUNTING. FINALLY
HE CROSSES TO SOLIS
AND PLACES THE TIP
OF HIS FINGER AGAINST
THE GUARD'S FOREHEAD)

Stand...

(THE GUARD RISES,
FACE IMMOBILE,
EYES GLAZED)

I have a task for you. There may be
difficulties. Others may try to stop
you fulfilling my orders. (cont...)

(On 3 Shot 15)

- 28 -

MASTER: (cont) You will ignore them
and obey only me. You will let nothing
stop you. Do you understand?

SOLIS: Yes, Master. I will obey only
you.

MASTER: ^{ll} ~~Good.~~ Then this is what you
will do...

(ON TO SCENE 8 PAGE 41)

- 28 -

TELECINE 6.

Ext. Jungle. Day.

... to the
CS POOL.

...
Cut to WIDE SHOT OF
THE DOCTOR approaching
the pool and kneeling.

He flings himself
down beside it,
dipping his hands
eagerly into the
water, cupping it
towards his mouth.
The scooping action
causes a little
current. A small
dead fish drifts
on an eddy from
under the bank,
white belly upwards.
The DOCTOR looks at
it, the water almost
to his mouth.

(On to page)

TELECINE 6: (cont)

H^o sees another fish, larger but equally dead, floating further out on the pool.

The DOCTOR kneels back, forcing himself away from the inviting coolness. He looks around. Something catches his eye. The phial. He picks it up, sniffs it, looks at the dregs of green liquid in the bottom.

THE DOCTOR: So that's what he was up to!

He is about to throw the phial away when he thinks better of it and slips it into his pocket. ~~Taking his knife~~, he goes to a clump of bamboo and ~~cuts~~ *breaks off* out a section of cane.

The HUNTER is now heavily bandaged round the chest and side. He pulls his jacket on stiffly and picks up his rifle. He stuffs a spare magazine into his *pocket of his rifle* pocket and sets off, tracking.

The DOCTOR, using a smaller ~~bamboo~~ stick as a boring tool, finishes drilling out the soft pith of the cane. He squints through it. Satisfied, he inserts the bamboo straw he has made into the mud hole he has made beside the pond. Slowly, water seeps into the hole.

The HUNTER pads quietly along the track.

Unable to wait longer,
the DOCTOR dips the cane
into the inch or two of
muddy water at the bottom
of the hole and uses it
like a drinking straw,
sucking the water greedily.
But he knows the HUNTER
must be coming and he can
only take the edge off his
thirst before it is time
to leave the pool and move
on. As it is he barely
reaches the cover of the
jungle before the HUNTER
arrives. He circles the pool,
reading the small indicators
of the DOCTOR'S movements.
He

pauses beside the
newly-dug pit...nods
knowingly. Water still
seeping into the bottom
tells him the DOCTOR has
only just left. His eyes
sweep keenly round the
surrounding jungle.

GOTH: (CALLS) I'm very close to you
Doctor. You'd better start running.

He laughs.

The DOCTOR hears the laughter
behind him. He presses
desperately on and runs
into a tangle of sharp-
spined foliage. ^
The voice comes from the
jungle, and -

GOTH: Do you hear me, Doctor?

The voice sounds nearer.

TELECINE 6 (CONT) cont

The DOCTOR runs into a thorn tree. He stops and looks, observing the thorns with interest.

The DOCTOR toys with a desperate notion. He cuts off several of the longest thorns, pockets them and heads for the nearest climbable tree. He pulls himself up into the branches. ~~Even with the help of the vines, it is a desperately~~ difficult climb with an injured leg but he is finally able to sprawl aside a broad bough overlooking the jungle floor. He takes a thorn from his pocket and

and next takes the phial from his pocket and dips the point of the thorn into the green liquid. He inserts the thorn into the cane. And he waits.

The HUNTER moves through the jungle. The knife wound in his side has affected his mobility. He has a stiff, lop-sided movement. But his every sense is alert and the rifle held ready to bring instantly to his shoulder.

The DOCTOR stiffens. He sees the HUNTER moving cautiously through the undergrowth, coming towards him, passing below. The DOCTOR raises the blowpipe to his lips. A sharp explosion of air.

TK.6 (cont.)

The HUNTER looks down at his thigh and then up. He sees THE DOCTOR in the tree and takes aim and fires.

THE DOCTOR is hit and drops out of the tree and pitches down into the undergrowth.

THE HUNTER takes a step ~~after~~ ^{back} ~~him~~ and then stops, looking down. The thorn is sticking out from his thigh.

THE HUNTER pulls out the thorn quickly, stares at it. The tip is red with blood but the band of virulent green above it is unmistakable. *He drops it away*

THE HUNTER hastily slits open his trouser leg. An angry red blister is already forming on the flesh. THE HUNTER reaches into his pocket and pulls out a phial of antidote and quickly injects the muscle above the wound. *Then knee it down.*

Cut to THE DOCTOR only ² ~~3~~ *yards* away. He ~~struggles~~ ^{is wounded on} to his feet and goes staggering off. His left arm has been injured.

END TELECINE 6

13 2C CI 5B

16. 2 C 6. INT. RECORDS. NIGHT. (1ST Y)

CS SOLIS entering
frame from L.
ZOOM OUT to (SOLIS ENTERS.
low group ENGIN/
SOLIS b/g/
SPANDRELL/ DOCTOR ENGIN LOOKS
ROUND)

As SOLIS comes
fwd. ENGIN: Yes?

SOLIS: Message from the Chancellor,
sir. He'd like the Doctor brought
to him.

SPANDRELL: Solis, isn't it?

SOLIS: Yes, sir.

SPANDRELL: (TO ENGIN) He is One of
the Chancellor's personal guards.

ENGIN: Oh, Very well. You'll have to
wait ... (TURNS BACK) It'll be over
soon - one way or the other

SPANDRELL: He's been in almost four
minutes. How long can a living mind
exist in there?

ENGIN: No data available. But his
body's on the point of collapse now.
(cont ...)

ENGIN to
CS CI ... (HE INDICATES
THE MONITOR
PANEL)

(5 NEXT)

17. 5 B
 Low CS SOLIS ENGINE; (cont) Low blood pressure.
 over machine - Shallow respiration. Carbon dioxide
 ZOOM IN to increasing. He can't last much
 BCU SOLIS longer.

(SOLIS HAS MOVED
 NEARER. HE STANDS
 UNNOTICED, STARING
 AT THE A.P.C. MACHINE.

18. 1 B
 CS WE TAKE HIS POV
 Connection AND ZOOM IN ON THE
 ZOOM IN tighter MAIN PLUG CONNECTING/
 THE DOCTOR TO THE
 MACHINE.

NOW WE HAVE A FAIR
 IDEA WHAT THE MASTER'S
 ORDERS WERE)

(ON TO SCENE 7 PAGE 38)

TELECINE 7: (0'35")

Ext. Jungle. Day.

THE DOCTOR, weak from loss of blood, sags against a tree. His arm has been bleeding from the bullet wound.

...ing the bridge ...
... He looks blearily at the wheeling landscape. He sees a misty swamp ahead.

Must keep going -
THE DOCTOR: I ~~must~~ keep ... going ...

He staggers on.

The HUNTER, in almost a bad a state, is pulling himself together. He collects the spilled ammunition, picks up his rifle and moves off through the jungle. ~~A few paces~~ brings him to the point where the DOCTOR fell. He looks at the ground, stoops and touches bloodstained grass.

GOTH: He can't last long.

He staggers on.

END TELECINE 7:

IN 23 01 57

19. 1 B 7. INT. RECORDS. NIGHT. (1ST DAY)
 Low GROU shot
 SP NDRELL: It's only a mental battle.
 If the Doctor's losing, why can't he
 just pull out?

(SOLIS H.S EDGED
 NEAR TO THE
 MACHINE)/

20. 5 B
 C2-s ENGIN/
 SP. NDRELL

ENGIN: *It's* Not that simple. His
 adversary must have been in the matrix
 many times before -

(HE NOTICES SOLIS
 EXAMINING THE
 MACHINE. SHAPPLY)

21. 2 C
 Don't touch that!/
seeing model SOLIS: Sorry.

(ENGIN TURNS BACK
 TO SP. NDRELL)/

22. 5 B

ENGIN: He's created a mental strong-
 hold ... a dreamscape, if you like.
 The Doctor, ~~has been~~ caught up in it.

SP. NDRELL: So he doesn't stand
 a chance?

ENGIN: A very slight one. His oppon-
 ent is expending energy in maintaining
 the reality projection/ The Doctor can
 employ all his own artron energy for
 defence. (cont ...)

23. 1 F
 W. DOCTOR.
 PAN UP to see
 SOLIS's hand
 at controls

(SOLIS IS STANDING BY THE PLUG. HIS HAND CREEPS TOWARDS IT)

24. 5 : SPANDRELL: Get back!

n/B 2-s
fav. ENGIN/
SPANDRELL

Hold SPANDRELL's
turn in R.f/g

(HIS HAND BLURS
LIKE A HOLLYWOOD
COWBOY'S AS HIS
STASER COMES FROM
ITS HOLSTER/ HE

25. 2 C
L 7 2- SPANDRELL/
DOCTOR/SOLIS

SHOOTS PAST THE
STARTLED ENGIN .

SOLIS, HIS HAND (VIDEO DISC
ON THE PLUG, IS SOUND: Lub Gun
FLUNG BACK BY THE
STASER BLAST.
BUT HE STRAIGHTENS,
ALTHOUGH DYING, AND
LUNCHES FORWARD
AGAIN, STILL
REACHING FOR THE PLUG.

SPANDRELL shoots
him again /
reaction

SPANDRELL SHOOTS
HIM AGAIN.

SOLIS GURGLES AND
SLIDES DOWN THE
SIDE OF THE MACHINE
TO THE GROUND.

ENGIN. AND SPANDRELL
STARE AT EACH OTHER.)

TELECINE 8:Ext. Jungle. Day.

THE DOCTOR blunders forward, pitches headlong into soft marshland. He takes a long time getting back to his feet. He picks up a heavy stick to help him on. As the ground gets softer the going gets harder. He is splashing through the fringe of a mangrove swamp searching for firmer ground. The mud around him bubbles as he disturbs the subsurface. He is leaving a clear trail across the swamp. THE DOCTOR sniffs.

DOCTOR: (SNIFFS) ~~It's~~ marsh gas...

Mustering his last physical resources, he drags himself out of the swamp and falls behind a bush, utterly spent.

END TELECINE 8:

26. 3 A 8. INT. ANYTUM, NIGHT.
Clos profile
GOTH
Pan up to CS
MASTER (THE MASTER IS
WORRIED ABOUT
HIS CHAMPION'S
PHYSICAL CONDITION)

MASTER: Come on..one final effort!
Kill him. Destroy him! I, the
Master, command you...

27. 4 ..
CS GOTH with: / (HE FLICKS /
TELEPHONE (beg.) 15" dia. ON HIS SUBJECTIVE
EXT. JUNGLE/SWAMP VIEWER. WE CLOSE
GOTH entering swamp/mist pov ON THE DISC OVER
END TK.8A THE CHAMPION'S
FACE, SEE THE
PICTURE FORMING
AS HE ADVANCES
DOWN THE BANK INTO
THE SWAMP)

(ON TO EP.4 SCENE 1 PAGE 3)

TELECINE 9: (3'00")

Ext. Jungle. Day.

Still subjective CAMERA
as the HUNTER surveys
the swamp. The bubbles
are still rising. He knows
he is only seconds behind.

GOTH: Where are you, Doctor?

THE HUNTER pushes on into
the swamp, the rifle
ready, eyes searching the
undergrowth ahead...

GOTH: You can't win, Doctor. ^{You} Might
as well give up now.

THE DOCTOR watches
THE HUNTER advancing
renorselessly towards
him.

THE DOCTOR: What do you want of me,

THE HUNTER stands in the
swamp, trying to locate
the voice. ^{He looks every}

GOTH: Only your life, Doctor! Your
life for my Master...

THE DOCTOR: I'll make a bargain with
you -

GOTH: No bargains! Show yourself,
Doctor..Get it over with...Do you hear
me?

TELECINE 9 (CONT)

THE DOCTOR: No. You show yourself first,
your real self.

GOTH: Very well, Doctor.

He wrenches off his veil
and throws it away. THE DOCTOR
stares at his enemy's
tone.

THE DOCTOR: Goth!

The rifle is poised. GOTH
stares around, the marsh
gas still bubbling gently
to the swamp's surface.

THE DOCTOR: ^{Alright} ~~Very well~~, Goth...
You win.

He reaches out with
his stick and shakes the
bush beside him.

GOTH sees the movement
in the foilage and
flings up his rifle. He
fires. There is an instant
blue explosion. The
surface of the swamp
bursts into flame.

GOTH screams. He is
trapped in a ring of fire,
his clothes burning. He
throws down his rifle
and plunges through the
flames.

THE DOCTOR, on his feet, watches.

GOTH flings himself into the stagnant depths of water in the deepest part of the swamp. He disappears under the surface.

THE DOCTOR drags himself through the mangroves, holding the stick, determined to finish off his enemy if he finds him still alive.

He stands waist-deep in the pool, looking around. The stagnant surface is unrippled. It is dark and silent under the mangroves. THE DOCTOR moves forward, probing the bottom.

Suddenly the water explodes behind him. GOTH rises like a shark. THE DOCTOR half turns but GOTH is too fast. They fight and the DOCTOR struggles. GOTH finally manages to force him back. With only one effective arm THE DOCTOR is helpless. GOTH pulls the DOCTOR back and down. THE DOCTOR is forced under the water. He flails desperately. GOTH has him in a grip of iron, a snarl of triumph on his face.

GOTH: Finished. Doctor..You're finished....!

THE DOCTOR is still under the surface, drowning. His thrashing becomes weaker... and finally stops. He goes limp

END TELECINE 9:

FREEZE FRAME - start sig. time (53')

TELECINE 10:(35mm) 54"

GRAMS: SIGNATURE TUNE

SUPOSE CAM

Closing
Titles:

END TELECINE 10:

CLOSING CAPTIONS:

1. Dr. Who
TOM BAKER
2. Chancellor Goth
BERNARD HORSFALL
3. Castellan Spandrell
GEORGE PRAVDA
Co-ordinator Engin
ERIK CHITTY
4. The Master
PETER PRATT
Solis
PETER MAYOCK
5. Fight Arranger
TERRY WALSH
6. Incidental Music by
DUDLEY SIMPSON
Title Music by
RON GRAINER & THE
BBC RADIOPHONIC WORKSHOP
7. Production Assistant
NICHOLAS HOWARD JOHN
Production Unit Manager
CHRISTOPHER D'OYLY-JOHN
8. Film Cameraman
FRED HAMILTON
Film Recordist
GRAHAM BEDWELL
Film Editor
IAN MCKENDRICK
9. Studio Lighting
BRIAN CLEMETT
Studio Sound
CLIVE GIFFORD
10. Visual Effects Designers
PETER DAY/LEN HUTTON
Special Sound
DICK MILLS
11. Costume Designers
JAMES ACHESON/JOAN ELLACOTT
Make-up Artist
JEAN WILLIAMS
12. Designer
ROGER MURRAY-LEACH
13. Producer
PHILIP HINCHCLIFFE
14. Directed by
DAVID MALONEY
BBC COLOUR Cop.'76