

E.709

TV

Project No.  
02340/7065

"DOCTOR WHO" (~~LILL~~) MMM

'The Sea Devils'

by

TX-72

Malcolm Hulke

EPISODE THREE

Producer.....BARRY LETTS  
 Director.....MICHAEL BRIANT  
 Script Editor.....TERRANCE DICKS  
 P.A.....COLIN DUDLEY  
 A.F.M.....JOHN BRADBURN  
 Assistant.....PAULINE SILCOCK  
  
 Designer.....TONY SNOADEN  
 Visual Effects.....PETER DAY  
 Costumes.....MAGGIE FLETCHER  
 Make-up.....SYLVIA JAMES  
  
 T.M.1.....MIKE JEFFERIES  
 T.M.2.....PETER VALENTINE  
 Sound Supervisor.....TONY MILLIER  
 Grams Operator.....BARRY BONNER  
 Crew No.....TEN  
  
 Vision Mixer.....JOHN GORMAN  
 Floor Assistant.....TONY COX  
 Film Editor.....MARTYN DAY

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1130	-	1300	Camera Rehearsal (with T/K 35
1300	-	1400	LUNCH from 1130)
1400	-	1830	Camera Rehearsal
1830	-	1930	DINNER
1930	-	2000	Line up
2000	-	2200	<u>RECORD</u> VTC/6HT/69570

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RECORDING: MONDAY, 29TH NOVEMBER 1971

T.C.8

TRANSMISSION: SATURDAY, 11TH MARCH 1972

BBC-1 COLOUR

"DOCTOR WHO"

SERIAL LLL

'The Sea Devils'

EPISODE THREE

CAST LIST

Master.....ROGER DELGADO  
Doctor Who.....JON PERTWEE  
Trenchard.....CLIVE MORTON  
Jo Grant.....KATY MANNING  
Castle Guard Barclay  
(FILM ONLY).TERRY WALSH  
Captain Hart.....EDWIN RICHFIELD  
Commander Ridgway.....DONALD SUMPTER  
3rd Officer Jane Blythe.JUNE MURPHY  
Castle Guard Drew.....STANLEY McGEAGH  
Lt. Commander Mitchell..DAVID GRIFFIN  
Ldg Seaman Lovell.....CHRISTOPHER WRAY

EXTRAS

Submarine Ratings.....ROY PEARCE  
RON TINGLEY  
DENNIS PLENTY  
Castle Guard.....~~NICK LEWELLYN~~  
PHILLIP WESTON

Technical Requirements

5 PEDS  
4 BOOMS  
2-link VIDECONS  
2 8½ in. monitors  
2 CHARS  
CSO YELLOW  
16 mm Telecine Machine

Doctor Who and Jo Grant go to visit the Master, now living in Napoleonic style in a luxurious prison on a small island, Trenchard, a loyal but not over bright ex-colonial type, is the governor of this one-man prison. In the area, Jo and the Doctor learn that a number of ships have mysteriously vanished.

The Doctor becomes intrigued and insists on visiting a nearby Naval Base where a strangely charred lifeboat, found after one of the wrecks has been taken for Naval investigation.

When Captain Hart, who is in charge of the top secret Naval Research Base, refuses to listen to the Doctor's theories, the Doctor insists on visiting a nearby oil rig which has been the scene of mysterious happenings. On the rig Jo and the Doctor are attacked by a Sea Devil, a strange man-like lizard of enormous size.

(The Doctor explains to Jo that the Sea Devil is a related species to the Silurians. A race of intelligent lizards he once encountered in the Derbyshire Caves. The creatures have been in hibernation until accidentally revived. The Doctor's theory is that the oil-rig has revived a colony of these creatures on the sea bed.

Meanwhile, it is becoming obvious that the Master has established some sort of ascendancy over Trenchard. While Jo and the Doctor are visiting Hart, in an attempt to convince him of the Sea Devils existence, Trenchard smuggles the Master into the Naval Base where he steals top secret electronic equipment.

With this device the Master constructs a calling device. This enables to summon a Sea Devil which almost destroys Jo and the Doctor.

Meanwhile Captain Hart has dispatched a submarine to investigate the sea bed near the oil rig. The submarine vanishes captured by the Sea Devil. The Doctor and Jo, having escaped from the Master's trap, persuade Captain Hart that something is badly wrong at the Master's prison and persuades him to investigate. But they arrive too late. Sea Devils have raided the Chateau killing Trenchard and apparently capturing the Master. With the help of a naval diving vessel the Doctor gains admittance to the Sea Devils base where he finds the Master in a position of power. The Master plans to help the Sea Devils

to conquer the Earth and enslave humanity. The Doctor attempts to persuade the Chief Sea Devil to come to some peaceful settlement with the human race, and appears to be on the verge of success when all his efforts are frustrated by the beginning of an all out Naval attack on the Sea Devils under-sea base. This has been ordered by Walker, a ruthless politician who has been given responsibility for dealing with the Sea Devils.

During the attack the Doctor escapes by recapturing the submarine and releasing its crew.

On their return to the base, Walker is eventually persuaded to allow the Doctor to make one final attempt for peace with the Sea Devils. But before the attempt can be made, Sea Devil's led by the Master, attack and capture the Naval Base.

By using the Doctor's friends as hostages, the Master forces the Doctor to assist him to build an electronic device which will enable the Master to revive Sea Devil's colonies all over the world.

With the help of Jo, Captain Hart and his men recapture the Base. The Master escapes and the Doctor goes in pursuit only to find himself recaptured by the Sea Devils.

In the Sea Devil's undersea base, the Master forces the Doctor to help him install the device which will revive the Sea Devils. Once this is done, the Master's usefulness is at an end and he and the Doctor are imprisoned together.

The Doctor then informs the Master that the device has been sabotaged, when put into use it will blow up the entire base. The Doctor and Master must escape together or die together.

They manage to escape to the surface where they are picked up by a rescue helicopter. Apparently exhausted, the Master collapses, and is taken to an ambulance upon their return to the Naval base. But when the Doctor goes to look at the recumbent form on the stretcher he finds a member of the helicopter's crew. Suddenly the helicopter takes off. (The Master has escaped to fight another day.)

"DOCTOR WHO"

SERIAL LLL

'The Sea Devils'

EPISODE THREE

RUNNING ORDER

Project No. 02340/7065

PAGE	SCENE/SET	CHARACTERS	DAY/ NIGHT	CAMS/ BOOMS	SHOTS
2	<u>1. INT. CHATEAU MASTER'S ROOM</u>	Doctor Master Trenchard Guard	Day	1A, C1, 5A, D1, 3A	1- 16
5	<u>2. INT. CHATEAU TRENCHARD'S OFFICE</u>	Doctor Guard Trenchard	Day	2A, A1, B1, 4A	17- 33
PAUSE FOR TRENCHARD					
9	<u>3. INT. CHATEAU MASTER'S ROOM</u>	Master Trenchard	Day	1A, C1, 5A, D1 3A	34- 40
11	<u>4. INT. NAVAL BASE HART'S OFFICE</u>	Hart Ridgway Jane	Day	4B, B2, A2, 2B	41- 47
12	<u>5. INT. CHATEAU MASTER'S ROOM</u>	Master Trenchard Doctor Drew	Day	1A, C1, 5A, D1, 3A	48- 68
15	<u>6. INT. NAVAL BASE HART'S OFFICE</u>	Ridgway (OOV) Hart Telegraph- ist	Day	A2, 2C Sound Link from Sub.	69
PAUSE FOR CAM. 2					
16	<u>7. INT. NAVAL BASE HART'S OFFICE</u>	Jane Hart	Day	4B, A2, 2B	70- 77

"DOCTOR WHO" (LLL) EPISODE THREE  
RUNNING ORDER

PAGE	SCENE/SET	CHARACTERS	DAY/ NIGHT	CAMS/ BOOMS	SHOTS
17A	<u>8. INT. SUBMARINE</u>	Ridgway Mitchell Sailors	Day	3B,D2,1B C2,5B	79- 82
	BREAK				
18	<u>9. INT. CHATEAU MASTER'S ROOM</u>	Doctor Master Drew	Day	1A,C1,5A, D1,3A	85- 89
21	<u>TELECINE 7 (A1)</u> Ext. Chateau. JO comes round curved wall to Dr's window	JO	Day		
21	<u>11. INT. CHATEAU MASTER'S ROOM</u>	Doctor Jo	Day	1A,C1,5A, D1	97- 103
22	<u>TELECINE 8 (A2)</u> Ext. Chateau Jo runs up to window. She opens it and climbs through. Int. Chateau Jo hides from Guard as he comes down stairs	Jo Guard	Day		
22	<u>12. INT. CHATEAU CORRIDORS</u>	Jo Guard	Day	3BX,D2,4C & Slung	104- 105
22	<u>13. INT. CHATEAU MASTER'S ROOM</u>	Doctor	Day	1A,C1,5A	106- 110

"DOCTOR WHO" (LLL) EPISODE THREE  
RUNNING ORDER

PAGE	SCENE/SET	CHARACTERS	DAY/ NIGHT	CAMS/ BOOMS	SHOTS
23	<u>14. INT. CHATEAU CORRIDORS</u>	Guard Jo Doctor (oov)	Day	3BX, C1	111
23	<u>15. INT. CHATEAU MASTER'S ROOM</u>	Doctor Guard	Day	1A, C1, 5A	112
24	<u>16. INT. CHATEAU CORRIDOR</u>	Jo Doctor (oov) Guard (oov)	Day	3BX, C1, D2	113
24	<u>17. INT. CHATEAU MASTER'S ROOM</u>	Doctor Guard Jo	Day	5A, C1, 1A	114- 120
28	<u>19. INT. SUBMARINE</u>	Mitchell Lovell Ridgway	Day	3B, D2x, 1B 2, 5B	132- 141
30	<u>20. INT. CHATEAU TRENCHARD'S OFFICE</u>	Trenchard Master	Day	2A, A1, B1, 4A	142- 150
32	<u>21. INT. CHATEAU MASTER'S ROOM</u>	Jo Doctor Guard	Day	1A, C1, 5A, D1, 3A	151- 156
35	<u>22. INT. NAVAL BASE HART'S OFFICE</u>	Hart Jane	Day	4B, B2, A2, 2B	157- 158

"DOCTOR WH" (LLL) EPISODE THREE  
RUNNING ORDER

PAGE	SCENE/SET	CHARACTERS	DAY/ NIGHT	CAMS/ BOOMS	SHOTS
34	<u>23. INT. CHATEAU</u> <u>MASTER'S ROOM</u>	Guards Master Trenchard	Day	1A, C1, D1, 3A	160- 163
BREAK FOR CAMERAS					
35	<u>TELECINE 11</u> (A3) Submarine slowly goes down to touch bottom		Day		
35	<u>24. INT. SUBMARINE</u>	Mitchell Ridgway Sailors	Day	D2X, 1B, C2	164
35	<u>TELECINE 12</u> (A4) Submarine touches rock		Day		
35	<u>24A. INT. SUBMARINE</u>	Mitchell Ridgway Sailors	Day	3B, D2	165
35	(combined <u>TELECINE 13</u> with TK 12) Submarine settles on sea bed		Day		
36	<u>25. INT. SUBMARINE</u>	Mitchell Ridgway Sailors	Day	3B, D2X, 1B, C2, 5B	166- 172
36	<u>TELECINE 14</u> LS of Submarine (A5)		Day		

"DOCTOR WHO" (LLL) EPISODE THREE  
RUNNING ORDER

PAGE	SCENE/SET	CHARACTERS	DAY/ NIGHT	CAMS/ BOOMS	SHOTS
37	<u>26. INT. CHATEAU</u> <u>TRENCHARD'S OFFICE</u>	Trenchard	Day	2A, B1	173
37	TELECINE 15 (A6) Doctor and Jo run towards cliff top watched by Guard	Doctor Jo Guard	Day		
37	<u>27. INT. CHATEAU</u> <u>TRENCHARD'S OFFICE</u>	Trenchard Master	Day	2A, A1, B1, 4A	174- 180

"DOCTOR WHO" (LLL) EPISODE THREE  
RUNNING ORDER

PAGE	SCENE/SET	CHARACTERS	DAY/ NIGHT	CAMS/ BOOMS	SHOTS
<u>TO BE RECORDED AT END</u>					
39	<u>TELECINE 1</u> (A12) Opening Titles				
40	<u>TELECINE 2</u> (B1) Ext. Chateau Jo tries to leave chateau but is stopped by Guards. She eludes them and runs off	Jo Guards	Day		
41	<u>TELECINE 3</u> (B2) Ext. Chateau Guards search for Jo. She makes her way towards chateau	Jo Guards	Day		
42	<u>TELECINE 4</u> (B3) Submarine at sea submerging		Day		
43	<u>TELECINE 5</u> (B4) Last moments of submarine submerging		Day		
44	<u>TELECINE 6</u> (B5) Jo has worked her way very close to the chateau	Jo Guards	Day		
45	<u>TELECINE 9</u> (B6) Submarine going along under water		Day		

"DOCTOR WHO" (LIL) EPISODE THREE  
RUNNING ORDER

PAGE	SCENE/SET	CHARACTERS	DAY/ NIGHT	CAMS/ BOOMS	SHOTS
46	<u>TELECINE 10</u> (B7) Submarine underwater is motionless		Day		
47	<u>TELECINE 16</u> Doctor and Jo are (B8) trying to escape but the Guards, Master and Trenchard head them off towards cliff tops. They are forced onto the beach. Then they discover that this is a minefield. Suddenly they notice walking up from the sea - a sea devil.	Doctor Jo Master Trenchard Guards Sea Devil	Day		
48	<u>TELECINE 16 (CONTD.)</u> Closing Titles (A13 or B15)				

"DOCTOR WHO"

SERIAL LLL

by

Malcolm Hulke

'The Sea Devils'

EPISODE THREE

TO BE RECORDED AT END

SOF

TELECINE 1 - Opening Titles

S/I T/J SLIDES:           (a)   The Sea Devils  
                                 (b)   by MALCOLM HULKE  
                                 (c)   Episode Three

REPRISE FROM END OF EPISODE TWO  
ALREADY RECORDED

4 \_\_\_\_\_ INT. CHATEAU. MASTER'S ROOM. DAY  
MS GUN

(M SIER PRODUCES GUN)

3 \_\_\_\_\_ 3  
M2S

HOLD DR.  
to door

DOCTOR WHO: Good afternoon.  
(HE EXITS)

5 \_\_\_\_\_ /  
MCU MASTER

PAN him to door

2 \_\_\_\_\_ /  
MLS MASTER

in door.  
Let him go

(GUN IS KICKED)

(MASTER COMES IN AND  
A SWORD FIGHT ENSUES.

THE DOCTOR BACKS TO  
BEHIND SOME DRAPES.

THE MASTER SLASHES AT  
THEM)

ALREADY PRE-RECORDED

DOCTOR WHO: Stop hacking at that curtain. It's Government property

(THE FIGHT CONTINUES INTO THE MASTER'S ROOM AND THE DOCTOR LEANS ACROSS TABLE)

DOCTOR WHO: I don't know about you - but violent exercise always makes me terribly hungry.

MASTER: Enjoy the meal Doctor - it's going to be your last.

DOCTOR WHO: I'm surprised at you. Why can't you realise that violence never really solves....

MASTER: You're good Doctor but not good enough.

DOCTOR WHO: Ah but, my real speciality is my footwork.

(THE FIGHT CONTINUES)

WE END WITH MASTER & KNIFE)

4

MS MASTER.  
HOLD RISE to MCU  
include knife.  
WHIP PAN L.  
with KNIFE.

END PRE-RECORDING

1. 5 4 1. INT. CHATEAU. MASTER'S ROOM. DAY  
1A,C1,5A,D1,3A  
MS GUN &  
NEWSPAPER

PAUSE

2. 3 A  
MCU DOCTOR

(MASTER TURNS U/S)

TRENCHARD: (OOV) Well, what's  
going on here?

3. 5 A  
MS TRENCHARD

(TRENCHARD OPENS DOOR  
GUARD BEHIND HIM)

4. 3 A  
MCU DOCTOR

5. 1 A  
MS MASTER

PAN him L.  
to M2S  
MASTER/TRENCHARD

(THE MASTER HESITATES,  
TEMPTED TO SHOOT, BUT  
REALISES HE WOULD  
LOSE HIS HOLD OVER  
TRENCHARD)

MASTER: Simply defending myself.  
This man came in here to kill me.

(on 1, shot 5)

(THE MASTER TURNS  
THE KNIFE ROUND AND  
HANDS IT  
FIRST TO TRENCHARD.

TRENCHARD IS ASTONISHED)

- TRENCHARD: Be so good as to explain yourself Doctor!
6. 3 A  
MCU DOCTOR
- DOCTOR WHO: Only a complete fool would listen to such an accusation - though I suppose in your case....
7. 1 A  
M2S TRENCHARD/  
GUARD.  
PAN GUARD L.  
to M.DEEP 3S  
GUARD/MASTER/  
TRENCHARD
- TRENCHARD: Don't you speak to me like that. I'm going to have a full enquiry into this. You can consider yourself under arrest. (TO THE GUARD) Take him to my office immediately.
8. 3 A  
A/B
- DOCTOR WHO: Don't be absurd man.
9. 1 A  
A/B
- TRENCHARD: (TO GUARD) You heard me. Take him away.
10. 5 A  
MLS DOCTOR
- (THE GUARD DRAWS HIS GUN, GESTURES IT AT DOCTOR WHO)
- PAN him R. to  
M2S DOCTOR/  
TRENCHARD
- DOCTOR WHO: Oh very well. If we must go through with this charade. (INDICATING THE MASTER) Take/ <sup>care</sup> not to lose him again.
11. 3 A  
MS MASTER
12. 1 A  
M2S DOCTOR/  
TRENCHARD
- (DOCTOR WHO EXITS WITH THE GUARD)
- Let DOCTOR go
- PAN TRENCHARD  
R.

(3 next)

(on 1, shot 12)

- 4 -

13. 3 A  
MS MASTER TRENCHARD: (SHAKEN) What were you going to do, kill him? / I warn you, I won't stand for that sort of thing.

PAN him R.  
to M2S

TRENCHARD/MASTER

MASTER: I told you. I was defending myself. The question is, what are you going to do?

TRENCHARD: This is all getting out of hand. I just don't know...

14. 1 A  
CU TRENCHARD MASTER: Then let me tell you. Keep him prisoner here. You have no alternative. / Is the girl with him?

TRENCHARD: Yes. She was going to leave, but I had her stopped at the Main Entrance.

15. 3 A  
CU MASTER  
Let him go

MASTER. Then there's nothing to worry about.

16. 1 A  
CU TRENCHARD

TO BE RECORDED AT END

TELECINE 2

(2 next)

- 4 -

(on 1, shot 16)

- 5 -

2A, A1, B1, 4A

17. 2 A 2. INT. CHATEAU. TRENCHARD'S OFFICE. DAY  
MS DOCTOR

(DOCTOR WHO IS WAITING WITH  
A GUARD. HE IS THUMBING  
THROUGH A MAGAZINE, THEN HE  
TURNS TO THE GUARD)

DOCTOR WHO: Have you any idea why  
Col. Trenchard is taking orders from  
the Master?

18. 4 A \_\_\_\_\_ /  
MS GUARD (THE GUARD SAYS NOTHING)

19. 2 A \_\_\_\_\_ I'm speaking to you. \_\_\_\_\_ /  
A/B

(SILENCE.)

PAN him L.  
to M2S GUARD/  
DOCTOR, on 2nd  
half of move  
to C2S

DOCTOR WHO CROSSES  
TO THE GUARD AND SNAPS  
HIS FINGERS IN FRONT  
OF HIS EYES TO SEE IF  
HE IS CONSCIOUS)

(4 next)

- 5 -

(on 2, shot 19)

NO RESPONSE.

PAN DOCTOR R.

DOCTOR WHO TURNS AWAY)

20. 4 A /  
LS DOOR. DOCTOR WHO: (cont) Oh, well.

TRENCHARD in.

HOLD him to desk  
& sit in  
M.Deep 2S  
DOCTOR/TRENCHARD

(TRENCHARD ENTERS,  
HAVING SCREWED UP  
HIS COURAGE TO DEAL  
WITH DOCTOR WHO.

HE QUICKLY GOES  
BEHIND HIS DESK  
TO SHOW HIS AUTHORITY)

TRENCHARD: Now then, Doctor. I'm afraid you're in very serious trouble. I've given the matter thought, and I'm going to hold you here until this whole thing is cleared up.

DOCTOR WHO: Is that what the Master told you to say?

21. 2 A /  
H/A CU TRENCHARD TRENCHARD: (IGNORING THIS) You have attacked a government employee, and attempted to harm a prisoner in my care and protection.

22. 4 A /  
I/A CU DOCTOR DOCTOR WHO: I have done no such thing. The Master knocked out that guard himself, as you very well know.

23. 2 A /  
CS PASS TRENCHARD: (IGNORING THIS) As for this Unit pass of yours, I believe it's a forgery.

24. 4 A /  
M2S DOCTOR/  
TRENCHARD. DOCTOR WHO: Rubbish! Anyone at Unit HQ will vouch for me. If you'll permit me to use your telephone -  
Phone in bottom frame

25. 2 A /  
CS TELEPHONE  
& HANDS TRENCHARD: (CUTTING IN) Prisoners are not allowed to make telephone calls.

26. 4 A /  
A/B

(2 next)

Col.

27. 2 A MCU TRENCHARD ----- DOCTOR WHO: Trenchard, why are you allowing the Master to use you like this?

28. 4 A M2S GUARD/DOCTOR ----- TRENCHARD: (TO GUARD) All right, take him away.

(THE GUARD MAKES A GESTURE FOR DOCTOR WHO TO GO, AND TRENCHARD SUDDENLY OCCUPIES HIMSELF WITH THE 'IMPORTANT' PAPERS ON HIS DESK)

HOLD DOCTOR to desk & MC2S DOCTOR/TRENCHARD

DOCTOR WHO: You're throwing your whole career away. you know.

TIGHTEN as DOCTOR leans in to MCU DOCTOR

TRENCHARD: I've got nothing more to say to you. The interview is over.

DOCTOR WHO: Didn't anyone warn you about the Master? Whatever he's told you, it's lies.

(TRENCHARD LOOKS UP FROM HIS PAPERS)

29. 2 A CU TRENCHARD -----

TRENCHARD: You'll be well treated - as long as you behave yourself.

30. 4 A CU DOCTOR -----

DOCTOR WHO: Do you really think you can hold me here?

31. 2 A CU TRENCHARD -----

TRENCHARD: This is no ordinary prison. If you attempt to escape the guards will shoot to kill. (cont ...)

32. 4 A MC2S DOCTOR/TRENCHARD -----

(DOCTOR WHO EXITS.

HOLD DOCTOR to door

TRENCHARD MOES HIS BROW. THE TELEPHONE RINGS, HE LIFTS)

33. 2 A MS TRENCHARD TRACK INTO CU (COUNT OF 4) -----

TRENCHARD: Trenchard.....  
(REACTING) What! Then find her.  
Now!

(HE SLAMS DOWN THE  
TELEPHONE, BURIES  
HIS HEAD IN HIS HANDS)

TO BE RECORDED AT END

TELECINE 3

34. 1 A  
(THROUGH f/g  
thing on table)  
LS DCOR

(on 1, shot 34)

- 9 -

1A, C1, 5A, D1, 3A

3. INT. CHATEAU: MASTER'S ROOM. DAY

CRANE UP  
with TRENCHARD  
to M2S  
MASTER/TRENCHARD

(THE MASTER IS  
ASSEMBLING A PIECE  
OF APPARATUS FROM  
THE EXPERIMENTAL  
SONAR EQUIPMENT STOLEN  
FROM THE NAVAL BASE  
STOREROOM.

TRENCHARD ENTERS)

TRENCHARD: I've got him under  
lock and key

MASTER: (CUTTING IN) Just a moment.

(THE MASTER CONTINUES  
WITH SOME INTRICATE  
TASK, WHILE TRENCHARD  
WAITS.

THEN THE MASTER LOOKS  
UP)

MASTER: Under lock and key eh?  
/Excellent. And the girl?

(TRENCHARD SHOWS  
SUDDEN AND EXTREME  
INTEREST IN THE  
MASTER'S WORK)

(5 next)

- 9 -

35. 5 A  
 C2S MASTER/  
 TRENCHARD  
 TRENCHARD: What a fascinating contraption.  
 MASTER: I asked <sup>you</sup> about the girl?  
 Let TRENCHARD go  
 TRENCHARD: Little mishap on the way back here. She got away.  
 HOLD MASTER  
 MASTER: And by now is no doubt running straight back to the Naval Base.

36. 1 A  
 MCU TRENCHARD  
 TRENCHARD: No fear of that. She'll never get out of the grounds. <sup>The</sup> Guards will pick her up any moment.

37. 3 A  
 MCU MASTER  
 MASTER: Let us hope so.  
 TRENCHARD: Oh, no doubt about it.

38. 1 A  
 MCU TRENCHARD  
 (BUT THE MASTER GIVES HIM A LOCK, REALISING THERE IS EVERY DOUBT ABOUT IT)

39. 3 A  
 MCU MASTER  
 PAN him R. to C2S MASTER/  
 TRENCHARD  
 MASTER: Nevertheless, we've got to work very fast. From now on I shall need your full cooperation. Where's the Doctor?  
 TRENCHARD: In a security cell.  
 Let MASTER go  
 MASTER: Send him to me, will you? I'd like a word with him.

40. 1 A  
 MCU MASTER f/g  
 TRENCHARD b/g  
 (THE MASTER GOES BACK TO WORK, VIRTUALLY DISMISSING TRENCHARD, WHO LOOKS AT HIM UNEASILY, THEN EXITS)

41. 4 B  
 CS CHART

4B, B2, A2, 2B

4. INT. NAVAL BASE. HART'S OFFICE. DAY

ZOOM to  
DEEP by Fort  
(COUNT 3)

(HART AND A YOUNG  
SUBMARINE COMMANDER,  
RIDGWAY, ARE STUDYING  
A CHART OF THE AREA  
AROUND THE OIL RIG.

JANE IS PRESENT)

42. 2 B  
M2S  
RIDGWAY/HART

HART: I can't give you much to go on. But I believe there's something down there. (INDICATING A DEEP IN THE CHART) Your <sup>submarine</sup> is fitted with a new experimental sonar. Good chance to try it out.

43. 4 B  
M2S HART/  
RIDGWAY

RIDGWAY: Er - what are we looking for Sir?

HOLD HART to  
f/g DEEP 2S  
RIDGWAY/HART

HART: I wish I knew. The man we took off the fort was babbling about Sea Devils...

44. 2 B  
MCU HART

RIDGWAY: You don't think this is all getting out of hand, sir. Not the first time ships have vanished at sea.

45. 4 B  
MS RIDGWAY

HART: I'm well aware of that. To be exact, seventy in the last ten years. But we've lost three all in the same area.

46. 2 B  
MCU HART

RIDGWAY: Well, we'll do our best to find your sea devils, sir.

47. 4 B  
MS RIDGWAY

HART: I want you to signal a full report the moment you re-surface.

(1 next)

(on 4, shot 47)

AL G: Yes, sir.

PAN HIM L.  
to DEEP 3S  
HART/RIDGWAY/  
JANE

HART: All right, sir. Good luck.

(RIDGWAY RISE)

Let RIDGWAY  
go.

JANE: (TO HART) Sir?

HOLD JANE to  
VC2S HART/JANE

HART: Yes?

JANE: I was just wondering about this  
front and the doctor, sir. Shouldn't  
they be back by now?

48. 1 A  
MLS DOOR

1A, C1,5A, D1, 3A

5. INT. C1.5A. TRENCHARD'S ROOM ONLY

TRENCHARD &  
DOCTORIN.  
GUARD b/g

(TRENCHARD IS SPEAKING  
ON THE TELEPHONE, WHICH IS  
ON THE WALL.)

DOOR OPENS AND TRENCHARD ANSWERS.

GUARD b/g (DOCTORIN) IS WITH DOCTOR  
IN THE CL 5, AND A GUARD (BARK)

TRENCHARD: (TO DOCTORIN) All right,  
Doctor. Come along in.

(DOCTORIN GOES IN)

49. 5 A  
MS MASTER

DOCTORIN: Ah, Doctor. Good of you to  
spare me a few moments of your time.

50. 1 A  
DEEP 3S MASTER/  
TRENCHARD/DOCTOR

(5 next)

(on 1, shot 50)

DOCTOR WHO: I hadn't really anything better to do.

51. 5 A  
 MLS MASTER  
 PAN him R. to  
 3S MASTER/  
 DOCTOR/TRENCHARD

MASTER: Yes, time does hang rather heavy when one's a prisoner. Would you like to sit down?

DOCTOR WHO: Thank you.

HOLD DOCTOR'S  
 sit with  
 DOCTOR big f/g  
 & closest 2S  
 MASTER/  
 TRENCHARD

(DOCTOR WHO SITS ON  
 A CHAIR INDICATED BY  
 THE MASTER.

AS SOON AS HE DOES,  
 THE MASTER NODS TO  
 TRENCHARD.

TRENCHARD TURNS TO  
 THE GUARD)

TRENCHARD: Right!

52. 3 A  
 MLS GUARD  
 (in doorway)  
 PAN him L.  
 to 3S

(THE GUARD STEPS  
 FORWARD, PRODUCES A  
 KEY AND/UNLOCKS THE  
 HAND MANACLES)

53. 1 A  
 CS DOCTOR'S  
 HANDS

DOCTOR WHO: How very kind of you -  
 How very unkind of you.

54. 5 A  
 M2S GUARD/  
 DOCTOR  
 PAN GUARD R.  
 HOLDING 2S

(MACHINE-LIKE, THE  
 GUARD PULLS DOCTOR  
 WHO'S HANDS BEHIND  
 THE BACK OF THE CHAIR  
 AND RE-MANACLES THEM,  
 SO THAT DOCTOR WHO  
 IS NOW ATTACHED TO  
 THE CHAIR)

55. 1 A  
 M3S MASTER/  
 DOCTOR/  
 TRENCHARD  
 HOLD TRENCHARD  
 to door

TRENCHARD: (TO MASTER) I'll leave you to have your little chat. (WARNINGLY TO THE MASTER) There'll be a guard outside at all times.

DOCTOR WHO: I'm very relieved to hear it!

(on 1, shot 55)

(TRENCHARD AND THE  
GUARD GO AND THE  
DOOR IS CLOSED)

56. 5 A /  
L/MC2S  
MASTER/DOCTOR      MASTER: No doubt you're wondering why  
I sent for you, Doctor.
- DOCTOR WHO: Your usual childish  
desire to gloat perhaps?
57. 1 A /  
CU DOCTOR      MASTER: How much have you told  
Unit?
- DOCTOR WHO: Everything. I phoned  
through a full report when Miss Grant  
spotted you at the Naval Base.
58. 5 A /  
CU MASTER  
Let him go
59. 3 A /  
M2S MASTER/  
DOCTOR      MASTER: Yet you came back here to  
investigate in person. <sup>interesting</sup> I wonder if  
you're telling the truth.
- DOCTOR WHO: You'll know soon enough.
- MASTER: You realise, Doctor, I could  
kill you here and now.
60. 1 A /  
CU DOCTOR      DOCTOR WHO: And how would you explain  
that to Trenchard? I'm hardly in a  
position to 'attack' you.
61. 3 A /  
CU MASTER      MASTER: Do you really imagine that I  
care what Trenchard thinks?
62. 5 A /  
CU PROFILE DOCTOR      DOCTOR WHO: Whatever you're up to,  
you need Trenchard's co-operation.  
You're still a prisoner here.
63. 1 A /  
CU PROFILE  
MASTER      MASTER: I can walk out of here any  
time I choose.
64. 5 A /  
CU PROFILE DOCTOR      DOCTOR WHO: Then why don't you?

(1 next)

(on 5, shot 64)

65. 1 A  
 MS MASTER Because this place  
 MASTER: / makes a useful base for  
 my operations./ (INDICATING THE  
 APPARATUS) You see, I'm planning to  
 contact our reptilian friends.

PAN him R.  
 to M.Deep 2S  
 MASTER/DOCTOR

DOCTOR WHO: How do you know about  
 them?

MASTER: From the Time Lords' files.

DOCTOR WHO: More stolen information?

66. 5 A  
 (CRABBED L.)  
 CU DOCTOR MASTER: Naturally.

DOCTOR WHO: Why do you want to  
 contact them?

67. 3 A  
 CU MASTER

MASTER: These reptiles, Doctor, were  
 once the rulers of this planet. With  
 my help, they will be again!

68. 1 A  
 CU DOCTOR

69. 2 C  
 CS LOUDSPEAKER

42,20

6. INT. NAVAL BASE. HART'S OFFICE. DAY.

PAN UP L.  
 to M2S  
 RATING/HART

(TELEGRAPHIST  
 IS SEATED AT THE R/T,  
 HART BESIDE HIM)

RIDGWAY: (FILTER) Entering the  
 specified zone now, sir. About to  
 dive.

PAN HART  
 L. to door

HART: (INTO MIKE) Very good.  
 We'll be standing by for your report.  
 Carry on.

TO BE RECORDED AT END

TELECINE 4

4B, 42, 2B

70. 2 B 7. INT. CIV. L. BASE. HART'S OFFICE, D.Y.  
 MS HART in doorway  
 (RESUME.)  
 HART TURNS AWAY FROM THE R/T, AND GLAZES OUT OF THE WINDOW, OBVIOUSLY ANXIOUS.  
 PAN him L.  
 JANE into f/g for DEEP 2S HART/JANE  
 JANE ENTERS)  
 JANE: Excuse me, sir.  
 HART: /yes. What is it?
71. 4 B MCU JANE / telephoned  
 JANE: I hope you don't mind, but I/Colonel Trenchard - about the Unit people. He said they'd both gone back to London.
72. 2 B MS HART /  
 (HART, STILL GLAZING OUT TO SEA, DOES NOT HAVE HIS MIND ON THIS SUBJECT)
73. 4 B L/B /  
 HART: Oh, I see.
74. 2 B MCU HART /  
 JANE: But they didn't bring the Jeep back, sir. Col. Trenchard said they took a taxi to the quay.
75. 4 B MCU JANE /  
 HOLD her to CU  
 HART: You'd better send someone to go and fetch it.  
 JANE: Yes, sir. But why would they take a taxi when they could have used the Jeep? and ...
76. 2 B CU HART / 16

(4 next)

(on 2, shot 76)

(HART TURNS FROM  
THE WINDOW)

77. 4 B HART: Yes. Go on.  
CU JANE Well sir.  
JANE: / Surely they'd have called  
back here before they left the  
island?

78. 2 B  
CU HART.

TO BE RECORDED AT END

TELECINE 5

79. 3 B  
LS SUBM/RINE

(1 next)

(on 3, shot 79)

- 17A -

3B, D2, 1B, C2, 5B

8. INT. SUBMARINE. DAY

MITCHELL L.  
f/g  
RIDGWAY R. b/g

(THE AREA AROUND THE  
PERISCOPE.)

RIDGWAY AND HIS  
NUMBER ONE, MITCHELL)

RIDGWAY: (CALLING AN ORDER) Keep  
50 feet.

PAN MITCHELL  
L. to M3S  
X "Drivers"

(A KLEXO STARTS  
GOING. RATINGS AT  
CONTROLS ARE ACTIVE)

GMM'S  
Klexon

MITCHELL: Aye aye sir. Stand by  
to blow Q. (TWO SECOND PAUSE)  
Blow Q.

80. 1 B  
MIS RIDGWAY /

FILTER: Repeat orders.

(5 next)

- 17A -

RIDGEWAY: Up periscope.

(ALL: I think it's 10  
1000 ft. (G. 1000  
1000 ft. (G. 1000))

All right, Number One. Start by your sonar watch.

81. 5 B  
MS MITCHELL

MITCHELL: Right sir. (1000) What are we looking for?

82. 3 B  
MCU RIDGWAY

RIDGEWAY: Don't know. Maybe we'll know it when we find it.

1 to A  
3 to A  
5 to A

D to A  
C to A

BREAK

1A, C1, 5A, D1, 3A

83. 1 A  
MLS DOCTOR  
X sonic thing

(DOCTOR: I think it's 1000 ft. (G. 1000))

MASTER'S HAND in f/g

DOCTOR: But why do you want to help them? What can you possibly hope?

84. 3 A  
MS MASTER

MASTER: The pleasure of seeing the human race exterminated. The human race of which you are a part will be a reward in itself.

85. 5 A  
M. DEEP 2S  
DREW/DOCTOR  
(DOCTOR MCU)

(DREW: I think it's 1000 ft. (G. 1000))  
DREW: The Governor wants to see you.

86. 1 A  
MS MASTER f/g  
DREW/DOCTOR  
b/g

DREW: (1000) Just a moment.

(on 1, shot 86)

87. 5 A  
 MCU DOCTOR  
 DREW b/g

DAVE: He'd like to see you now.

DAVE: Better hurry, along here camp. If you're still a prisoner, you won't. You'll never get it off the ground.

88. 1 A  
 CS Sonci thing.

CRANE UP with it & ZOOM IN as MASTER crosses to door to MCU DOCTOR.

(MUSIC: ... RATTU ... GULL ... CHOSI ...)

89. 3 A  
 CS DOCTOR'S hands

Let MASTER go

(MUSIC: ... CS ... GT ... NO ...)

TO BE RECORDED AT END  
TELECINE 6

(NO SHOTS 90 - 96)

TELECINE 7 (A1)

(Dur: 19")

Ext. Chateau

JO is working her way along the outside of the building, looking in windows. She looks in a barred window, reacts.

END TELECIINE 7

97. 5 A  
MCU DOCTOR R.  
f/s

1A, C1, 5A, D1

11. INT. CHATEAU. MASTER'S ROOM. DAY

(DOCTOR WHO IS STRUGGLING TO SQUEEZE HIS HANDS THROUGH THE MANACLES.

BEHIND HIM WE SEE JO LOOKING IN THROUGH THE BARRED WINDOW. SHE TAPS ON THE GLASS. TAP

98. 1 A  
MCU DOCTOR

DOCTOR WHO LOOKS UP.

99. 5 A  
MCU JO

SHE INDICATES THE BARS AND MAKES A HOPELESS GESTURE. THEN SHE POINTS AT THE DOOR, THEN AT HIM AND POINTING RABBIT TO HER MOUTH INDICATES

100. 1 A  
MCU DOCTOR

101. 5 A  
A/B

Let her go

THAT THE DOCTOR SHOULD MAKE A NOISE. FINALLY SHE POINTS AT HER WRIST WATCH AND PUTS UP FIVE FINGERS.

102. 1 A  
MCU DOCTOR

THEN SHE GOES AWAY.

U JP

- 22 -

(on 1, shot 102)

DOCTOR WHO LOOKS AT  
CLOCK

103. 5 A  
CS CLOCK

(CLOCK WITH SECOND HAND  
READS 2.13)

TELECINE 8: (A2)

Ext. Chateau. (Dur: 1' 06")

JO comes along the side  
of the building, finds  
an open window and climbs  
in.

Int. Chateau

She hides from Guard  
coming down stairs.

END TELECINE 8

3BX, D2, 4C, & Slung

104. 3 BX 12. INT. CHATEAU. CORRIDORS. D.Y.  
MLS GUARD

(FIRST A SHOT OF THE  
GUARD STANDING OUTSIDE  
THE MASTER'S DOOR.

105. 4 C  
LS JO ~~CUT TO ANOTHER SECTION~~  
OF CORRIDOR, AS JO  
COMES ALONG)

Let her go L.

106. 1 A Q  
CU DOCTOR

1A, C1, 5A

13. INT. CHATEAU. MASTER'S ROOM. D.Y.

107. 5 A  
CS CLOCK FACE (THE DOCTOR WHO IS  
WATCHING THE CLOCK. /  
IT IS ALMOST FIVE  
MINUTES LATER.

108. 1 A  
CU DOCTOR ~~HE WAITS FOR THE~~  
SECOND HAND TO REACH

109. 5 A  
CS CLOCK ~~TWELVE, THEN HE STARTS~~  
TO SHOUT)

110. 1 A Q  
CU DOCTOR DOCTOR WHO: (CALLING) Is there anyone  
out there?

Q

- 22 -

111. 3 BX  
MLS GUARD

(on 3, shot 111)

3BX, C1

14. INT. CHATEAU. CO. I. O. S. DAY

JO into t/g  
as GUARD  
turns

(JOE GOES TO DOOR  
TO STEEL'S DOOR)

ZOOM to  
CU JO

DREW:(VO) Hey guard?

(JOE GOES TO DOOR  
OF STEEL'S DOOR  
COMES ON, WHISPERING)

I said is there anyone out there?

DREW: Please be quiet sir.

112. 1 A  
MS DOCTOR  
Door b/g  
L.

1A, C1, 5A

15. INT. CHATEAU. NIGHT. CO. I. O. S. DAY

C

(DOCTOR COMES ON)

Let DREW  
into M2S

DREW:(cont.) Come in at  
once, I want to talk to you?

(DOCTOR COMES ON)

(LOUWER) I said come in at once.  
I won't talk to you.

(DOCTOR COMES ON  
M2S)

DREW: What's all the noise about?

113. 3 BX  
LS JO

(5 next)

(on 3, shot 113)

3LX, C1, D2

16. INT. OFFICE CORRIDOR DAY

HOLD her to  
MS at door  
& PAN her L.

(JO GRABBS ALONG WITH  
CORRAL ON TOP OF HIS  
OWN DOOR)

JO GRABBS: (VO) How long is it to be  
kept chained up like this? It's  
disgraceful! What about the  
General Convention?

JO GRABBS: (VO) You'll stay there till  
someone tells me different.

(JO GRABBS  
DOOR)

114. 5 A  
M2S fav.  
DREW

5A, C1, 1A

17. INT. OFFICE CORRIDOR DAY

Let JO in  
b/g

(DOOR SLIGHTLY OPEN)

JO GRABBS: Tell what about some food,  
then? Surely they didn't tell your  
stomach to get to death?

JO GRABBS: You'll be fed when the time  
comes.

115. 1 A  
MCU JO

PAN her L.  
behind door

(JO GRABBS JO GRABBS  
DOOR SLIGHTLY OPEN  
MIND AS HE TALKS  
OFF THE DOOR)

(on 1, shot 115)

DREW: I demand to see Colonel Trenchard immediately. He's got absolutely no right to detain me.

116. 5 A  
M2S DREW/  
DOCTOR  
  
As DREW goes  
CRAB L. to  
hold 2S

DREW: Look sir, you're a lot better off in here than in one of the cells. So please be quiet sir.

Let him go  
JO in to b/g

(THE GUARD LEAVES, CLOSING THE DOOR.)

JO GOES TO HOLD 2S, CRAB L. TO HOLD 2S.

117. 3 A  
CS MANACLES  
& JO  
  
Let her go

CRAB L. TO HOLD 2S, CRAB L. TO HOLD 2S. (THE GUARD LEAVES, CLOSING THE DOOR.)

118. 5 A  
MCU DOCTOR  
JO INTO C2S  
Let her go

CRAB L. TO HOLD 2S, CRAB L. TO HOLD 2S.

JO PICKS UP (THE GUARD LEAVES, CLOSING THE DOOR.)

119. 1 A  
X f/g tools.  
HOLD JO to f/g  
then to 2S with  
DOCTOR

120. 3 A  
CS MANACLES  
& JO

121. 2 A  
MS TRENCHARD

2A, A1, B1, 4A

18. INT. ON TRAU. HALL. CRAB L.'S OFFICE

PAN him L.  
to M2S TRENCHARD/  
HART

(CRAB L. VISITING CRAB L. OFFICE)

CRAB L.: There's nothing here I can tell you old chap. I was puzzled as to where Crab L. had taken him off they went.

122. 4 A  
M2S TRENCHARD/  
HART

CRAB L.: I see. Miss Grant told me she'd caught sight of your prisoner at the base.

(on 4, shot 122)

HOLD TRENCHARD  
to MLS &  
CSO SCREEN

TRENCHARD: Absolutely ridiculous.  
I mean, this place is totally secure.  
Just take a look at the alarm system -

(CSO FEED FROM CAM. 5)

5  
CAPTION

(TRENCHARD TRIES TO  
LEAD HART OVER TO  
A CHART ON THE WALL)

123. 2 A  
MCU HART

HART: You see, George, you did  
drop in to see me at exactly the time  
of the robbery.

124. 4 A  
MS TRENCHARD  
PIN him R.  
to MC2S

TRENCHARD: My dear chap, you're  
scarcely suggesting that I stole your  
wretched equipment! Don't understand  
the stuff. /Tried to make a crystal  
set once when I was a lad - never got  
it to work.

OFF CSO

125. 2 A  
CU HART

HART: Would it be possible for me to  
see your prisoner?

126. 4 A  
CU TRENCHARD

TRENCHARD: Strictly against the rules,  
old chap. No-one's to see him without  
a special pass. / Completely incommunicado.

127. 2 A  
MC2S  
TRENCHARD/HART

HART: Couldn't we stretch the rules  
a little, George? It is <sup>very</sup> important.

CRAB L. with  
them to d/s of  
rostrum

(TRENCHARD STUDIES HART  
A MOMENT, REALISING HE  
MEANS BUSINESS)

TRENCHARD: All right, old chap. Since  
it's you. You can see him on here.  
(cont ...)

128. 4 A  
MS CSO monitor  
  
HART & TRENCHARD  
f/g  
(CSO FEED CAM. 3's OUTPUT)

(TRENCHARD  
TURNS ON THE  
MONITOR.)

WE SEE THE BACK OF  
THE MASTER'S HEAD  
AGAINST THE PLAIN  
BRICK WALL OF A  
DINGY CELL. THE  
MASTER IS READING.

3 BX  
MCS MASTER

(on 4, shot 128)

AFTER A MOMENT, THE  
MASTER CLOSES THE  
BOOK AND TURNS TO  
PICK UP ANOTHER)

129. 2 A  
M2S TRENCHARD/  
HART TRENCHARD: (cont) There you are.

HART: Well - I suppose the Doctor  
must have been mistaken.

130. 4 A  
A/B (TRENCHARD TURNS OFF  
THE MONITOR, WELL  
PLEASED)

3 BX  
A/B

OFF CSO

TRENCHARD: Course he was. Seemed a  
pretty cranky fellow to me. Time for  
a quick one?

131. 2 A  
M2S HART/  
TRENCHARD.  
CRAL R. to  
HOLD TRENCHARD  
to b/g

(TRENCHARD MOVES ACROSS  
TO A CUPBOARD)

DEEP 2S  
HART/TRENCHARD HART: No. I'd better' be going.

PAN them L.  
to door TRENCHARD: All right, old chap. I  
know how busy you are. One of the  
guards'll see you out.

Let HART go HART: Thank you George

HOLD TRENCHARD (TRENCHARD, A VERY  
WORRIED MAN, USHERS  
HART OUT)

3 TO B

TO BE RECORDED AT END

TELECINE 9

132. 5 B  
IS SUB. - 27 -

3B, D2x 1B, C2, 5B

132. 1 B  
MCU MITCHELL

Sonar Operator  
& MITCHELL  
R. frame

RIDGWAY into  
3S

(MITCHELL IS STANDING OVER  
LEARNING RATING LOVELL  
THEY GET CONTROL WARNING  
BIG BANGS)

(RIDGWAY HEARS THE STREBY  
PING-PING OF THE SONAR)

(RIDGWAY GETS ALONG)

RIDGWAY: Anything?

MITCHELL: No, sir. Nothing at all.

RIDGWAY: (LIGHT TO OVER ON) Well  
keep tryin' - /

133. 1 B  
MCU MITCHELL

(RIDGWAY IS STANDING  
OVER LOVELL'S CONTROL PANEL)

(LOVELL IS ADJUSTING  
CONTROLS)

MITCHELL: We've got a contact.

134. 5 B  
L/L M2S  
RIDGWAY/  
MITCHELL

(RIDGWAY HEARS A  
PING-PING OF SOUND  
WHICH IS THE LIGHT PING  
OF THE SONAR)

RIDGWAY: What the blazes is that?

135. 1 B  
MCU LOVELL

(LOVELL ADJUSTS CONTROLS,  
RIDGWAY HEARS HIS  
CONTROL PANEL)

(5 next)

ENGINES

GRAMS  
WHO Sonar  
Ping

GRAMS  
Ping &  
echo

GRAMS  
Sonar  
gone  
mad

LOVELL: It's gone crazy, sir.

136. 5 B  
M3S RIDGWAY/  
MITCHELL/  
LOVELL

(SUDDENLY THE CIGAR BELLING  
STOPS, AND THERE IS NO  
SOUND AT ALL FROM THE  
SONAR.)

LOVELL ADJUSTS CONTROLS  
TO NO AVAIL)

Let MITCHELL  
go

RIDGWAY: (TO MITCHELL) Get <sup>on to</sup> the sonar  
maintenance.

137. 3 B  
MCS MITCHELL  
PAN him L.

(MITCHELL GOES TO A  
PROPS, LIFTS THEM  
FILLS THE BUST -  
THE PHONE IS NOT WORKING)

LOVELL: It's packed up.  
MITCHELL: It's gone dead.

138. 5 B  
LS SUB

LIGHTS  
Down.  
Flickering  
then dull  
emergency

(THE LIGHTS IN THE  
COMPARTMENT FLICKER AND  
BECOME DULL-  
ONLY LINES OF EMERGENCY  
SUPPLY)

139. 1 B  
MCU RIDGWAY

(THE SOUND OF THE ENGINES  
STOP)

GRIMS  
Run  
down

V.O. (1) FILMER: Manoeuvring Room  
here sir. Loss of essential power  
supplies. I repeat - we have lost  
all essential power supplies.

V.O. (2) FILMER: Switchboard here  
sir. Loss of essential supplies.  
Loss of essential supplies....

140. 3 B  
CU MITCHELL  
DEFOCUS

(MITCHELL AND RIDGWAY LOOK  
AT EACH OTHER.)

141. 1 B  
CU RIDGWAY  
DEFOCUS

TO BE RECORDED AT END

TELECINE 10

142. 4 A  
(2 next) CU TRENCHARD

(on 4, shot 142)

2A, A1, B1, 4A

20. INT. CHATEAU. TRENCHARD'S OFFICE. DAY.

(TRENCHARD AND THE  
MASTER.

THE MASTER ENTERS FROM  
THE ANTE ROOM, CARRYING  
THE DEVICE UPON WHICH  
HE HAS BEEN WORKING)

(On to page 31)

(2 next)

TRENCHARD: I can't keep this up, you know. The lies I'm sold. How long before that device of yours is ready?

142A. 2 A  
CU MASTER

MASTER: Just a matter of hours.

142B. 4 A  
A/B

(TRENCHARD PEERS AT THE DEVICE)

143. 2 A  
MS MASTER &  
THING

TRENCHARD: What on earth is it?

MASTER: It is a perfect reproduction of the communications device used by the enemy agents. We are going to use it to lure them into a trap.

144. 4 A  
MCU TRENCHARD

TRENCHARD: I only hope this is going to work. If it doesn't I'm in for it.

MASTER: It will work all right.

145. 2 A  
MS MASTER  
  
HOLD RISE &  
PAN him L.  
to M2S  
MASTER/  
TRENCHARD

~~Think of it Trenchard. You can be~~ responsible for exposing some of the most dangerous saboteurs this country has ever known. A grateful government will give you anything you ask for.

TRENCHARD: Well, I don't want any reward, of course. Just doing my duty.

146. 4 A  
(ON  
TURN)  
MCU TRENCH. RD

Yes.  
MASTER: / Of course.

Now I'd better get on with my work back in my quarters.

TRENCHARD: This Doctor fellow, have you finished with him?

147. 2 A  
MCU MASTER

(4 next)

(on 2, shot 147)

PAN him L.  
to MC2S  
MASTER/  
TRENCHARD

Not  
MASTER: For the time being. You  
What about  
that girl? Have they caught  
her yet?

Let MASTER  
go

TRENCHARD: (MUFFING) Grounds are  
very large, you know. Only a matter  
of time, though. She can't get away.

you're right.

148. 4 A  
MS MASTER

MASTER: I hope / . / Perhaps it  
would be more prudent if one of  
your guards were to take me back.

149. 2 A  
MCU TRENCHARD

TRENCHARD: What? Oh, yes. Must  
p up appearances ...what?

150. 4 A  
CS INTERCOM

(TRENCHARD PICKS UP HIS  
INTERCOM PHONE)

151. 3 A  
CS HANDS  
& CUFFS

21. INT. CONTROL: MASTER'S ROOM. NY.

152. 5 A  
M2S JO/DOCTOR

JO to b/g  
decor C. frame

(JO IS JUST COMPLETING  
UNDING DOCTOR WHO'S  
BLINDFOLDS. DOCTOR WHO  
INDICATES TO JO TO  
STEP BACK TO THE  
SHE DOES. HE PUTS  
HIS HANDS UPON THE  
CHAIR AGAIN AS THOUGH  
STILL MANACLED, THEN  
STARTS TO SHOUT)

DOCTOR WHO: (CALLING) Help! Help!  
Help! Help! Help! Help! Help! Help!

(NOTHING HAPPENS)

DOCTOR WHO: (CALLING) Help! Help!  
Help! Help! Help! Help! Help! Help!

(1 next)



1A,C1,D1,3A

23. INT. CHATEAU: MASTER'S ROOM. DAY

(A GUARD IS LIFTING  
THE HEAD OF THE UNCONSCIOUS  
GUARD. STANDING WATCHING  
IS THE MASTER. TRENCHARD  
HURRIES IN)

TRENCHARD: What's happened?

161. 3 A  
H/A M2S  
MASTER/DREW

(TRENCHARD STOPS DEAD  
WHEN HE SEES THE  
UNCONSCIOUS GUARD)

MASTER: It appears that Miss Grant  
has succeeded in releasing the  
Doctor.

162. 1 A  
CU TRENCHARD

TRENCHARD: This is terrible.  
They'll ruin everything.

163. 3 A  
H/A SCU MASTER

Rewrite Ep.3 LLL Submarine Rewrite  
11.11.71

(on 3, shot 163)

-35-

MASTER: Exactly. That's why you've  
got to find them.

BREAK

TELECINE 11: (A3) (Dur: 11")  
Submarine underwater: Model

1	TO	B
3	TO	B
5	TO	B
D	TO	2
C	TO	2

It is slowly going down, to  
touch bottom.  
END TELECINE 11

164. 3 B

(ON CHAR)  
LS MITCHELL DX, 1B, C2  
(SLIGHT TILT) 24. INT. SUBMARINE. DAY  
TILT)

(MITCHELL COMES UP TO RIDGWAY)

CRAB him L. to  
2S RIDGWAY/  
MITCHELL

MITCHELL: It's no good, sir.  
There's absolutely nothing the matter  
with the main engines - we've  
run a complete check on them.

(RIDGWAY LOOKS AT MITCHELL)

BIG CAMERA  
SHAKE &  
MORE TILT

RIDGWAY: We're still going down....

(SUDDENLY THE COMPARTMENT  
SHUDDERS. RIDGWAY, MITCHELL  
AND OTHERS PRESIDENT TO PLACE  
THEIRSELVES)

TELECINE 12: (A4) (Dur: 26")  
Submarine on seabed. Model

The submarine touches Rock

165. 3 B 3L, D2X  
A/B 24. INT. SUBMARINE DAY  
(CAMERA SHAKE) (SHUDDER)

TELECINE 13 (COMBINED WITH T/K 12)  
Submarine comes off  
rock and reaches  
bottom ?35

166. 5 B  
(ON CHAR)  
LS SUB with  
slight cam. shake  
& tilt

25. INT. SUBMARINE. DAY

167. 1 B (THE SUBMARINE HAS SETTLED) /  
 2S MITCHELL /  
 RIDGWAY  
 PAN them R.  
 to MC2S

MITCHELL: (QUIETLY) What do we do now sir?

RIDGWAY: Keep working on the engines.

168. 5 B  
 CU MITCHELL

MITCHELL: There's nothing wrong with them, sir. / There's nothing wrong with any part of this boat. We've checked everything.

169. 3 B  
 CU RIDGWAY

RIDGWAY: Then check again -

170. 1 B  
 MC2S RIDGWAY /  
 MITCHELL

GRAMS  
3 BANGS

MITCHELL: Divers sir?

RIDGWAY: That's impossible.

171. 5 B  
 SCU MITCHELL  
 Let him go

GRAMS  
2 BANGS

MITCHELL: Well, there's something there.

172. 1 B  
 C2S  
 HOLD RIDGWAY  
 to f/g

VO (3) (FILTER): Foward section here sir. We're being attacked.. GRAMS  
Tape  
(RIDGWAY FLICKS A SWITCH)

TRACK IN to CU

RIDGWAY: This is the Captain. What's happening?

VO (3) (FILTER): Someone's coming in sir...through the escape compartments... GRAMS  
Tape

RIDGWAY: Shut off foward and aft escape compartments. (SCREAM) GRAMS  
Scream

(INTO INTERCOM) What's happening man. What's going on.

VO (3) (FILTER): They're coming in sir...they're... GRAMS  
Tape

(THERE'S A SCREAM, SILENCE) GRAMS  
Scream

TELECINE 14 (A5)  
LS of Submarine (Dur: 25")  
END TELECINE 14

173. 2 A  
 (T/K next) MCU TRENCHARD

(on 2, shot 173)

26. INT. CHATEAU. TRENCHARD'S OFFICE. DAY

(TRENCHARD IS ON PHONE)

TRACK INTO  
DCU  
(COUNT 7)

TRENCHARD: (INTO PHONE) Now understand this, they've got to be found. They're both dangerous enemy agents. Use every available man.

TELECINE 15 (A6)

SOF

(Dur: 16")

Chateau rounds

LONG SHOT of DOCTOR W & J running towards cliff tops. PAN ROUND to GUARD with walkie talkie, watching. He lifts the walkie talkie.  
END TELECINE 15

BARCLAY: Guard to control. Subjects entering sector 27.

2A, A1, B1, 4A

174. 2 A 27. INT. CHATEAU: TRENCHARD'S OFFICE. DAY.

MCU TRENCHARD

(TRENCHARD ON THE PHONE, THE MASTER WITH HIM. THE MASTER'S APPARATUS IS ON TRENCHARD'S DESK)

GRAMS  
End of T/K  
Seq. on  
Filter  
Foldback  
for  
Trenchard

175. 4 A  
MC. DEEP 2S  
MASTER/TRENCHARD

TRENCHARD: (INTO PHONE) Yes, all right. (TO MASTER) They're making for the beach / towards the pin field.

MASTER: Trying to re-join their associates at sea.

176. 2 B  
CU TRENCHARD

TRENCHARD: Right, we'll head them off.

177. 4 A  
CU MASTER

MASTER: No. Let them then get to beach.

178. 2 A  
A/B

TRENCHARD: Let we must catch them!

179. 4 A  
A/B

(2 next)



LEADER

TELECINE 1 (All)

OPENING TITLES

SOF

(Dur: 30")

- S/I T/J SLIDES:
- (1) The Sea Devils
  - (2) by MALCOLM HULKE
  - (3) Episode Three

END TELECINE 1

LEADER

TELECINE 2 (B1)

SOF

Ext. Chateau <sup>(Dur: 23")</sup>  
Courtyard

Jo comes out of the  
Chateau main door.  
BARCLAY and another  
Guard are standing  
by a Naval jeep.

JO: Look I've got to get back  
to the Naval Base. It's urgent.

BARCLAY: Sorry, miss. Orders.  
(TO OTHER GUARD) Take her back  
inside.

The Guard grabs JO's  
shoulder, but finds himself  
flying through the air knocking  
over the second guard.

JO runs for cover.

BARCLAY picks himself  
up.

BARCLAY: (TO OTHER GUARD) Well  
don't just sit there. Get  
after her.

They run after JO

END TELECINE 2

BLANKING

TELECINE 3 (B2)

SOF

(Dur: 21")

Ext. Chateau Grounds

There are Guards searching  
for Jo.

As they pass a place of  
concealment, JO emerges  
and makes her way  
towards the chateau.

END TELCINE

BLANKING

TELECINE 4 (B3) (Dur: 26")  
Submarine at Sea.

SOF

The submarine submerges.

END TELECINE 4

BLANKING

TELECINE 5 (B4)  
(Dur: 18")

SOF

Submarine at Sea.

The last moments of the  
submarine submerging -  
wash on the coning tower  
and periscope, etc.

END TELECINE 5

BLANKING

TELECINE 6      (B5)      (Dur: 39")

SCF

Ext. Chateau Grounds.

Jo has now worked her way very close to the chateau.

A car load of Guards goes by looking for her. She runs up to a door but finds it is locked.

END TELECINE 6

BLANKING

TELECINE 9 (B6)

SOF

Submarine Underwater (Dur: 22")

Submarine going along.

END TELECINE 9

BLANKING

TELECINE 10 (B7)

SOF

(Dur: 13")

Submarine under water.

The submarine motionless.  
We can see the  
propellers which are  
not turning.

END TELECINE 10

BLANKING

TELECINE 16 (B8)

SOF

Chateau Grounds. Cliff Top (Dur: 1' 42")

JO and DOCTOR WHO are running pursued by GUARDS who are herding them in one direction - towards the cliff tops - rather than trying to catch them.

JO and the DOCTOR run past a lifebuoy stand and look down over the edge of the cliff.

They see a beach.

The Doctor throws down the rope from the lifebuoy stand over the cliff and they scramble down the cliffs towards the beach.

THE MASTER and TRENCHARD arrive at the cliff top

JO and DOCTOR WHO reach the beach and find that the GUARDS are pursuing them.

They look in the opposite direction along the beach. There is barbed wire and a sign post. We zoom in on the sign post, which reads "DANGER. MINEFIELD".

On the clifftop The MASTER presses a control on his apparatus, and it starts to bleep

On the beach DOCTOR WHO and JO are hemmed in by the minefield on one side, the guards on the other and the cliffs. Suddenly JO notices something and points.

JO: Doctor. Look!

We see a SEA DEVIL walking up from out of the sea. JO and DOCTOR WHO look on horrified.

END TELECINE 16

DUB  
Attack  
Bleep

LEADER

TELECINE 16 (CONTD.)

(B15 or  
A12)

S/I T/J SLIDES:

CLOSING TITLES

(Dur: 54")

GRAMS  
Closing  
Sig. Tune

- (1) Doctor Who  
JON PERTWEE
- (2) Master  
ROGER DELGADO
- (3) Jo Grant  
KATY MANNING
- (4) Captain Hart  
EDWIN RICHFIELD
- (5) Trenchard  
CLIVE MORTON
- (6) Commander Ridgway  
DONALD SUMPTER  
Lt. Commander Mitchell  
DAVID GRIFFIN
- (7) 3rd Officer Jane Blythe  
JUNE MURPHY  
Ldg. Seaman Lovell  
CHRISTOPHER WRAY
- (8) Castle Guard Drew  
STANLEY McGEAGH  
Castle Guard Barclay  
TERRY WALSH
- (9) The B.B.C. wish to  
acknowledge the help  
given to them by the Royal  
Navy in the making of  
this programme
- (10) Title Music by  
RON GRAINER AND  
BBC RADIOPHONIC WORKSHOP
- (11) Incidental Music by  
MALCOLM CLARKE  
BBC RADIOPHONIC WORKSHOP

TELECINE 16 (CONTD.)

CLOSING TITLES (CONTD.)

- (12) Special Sounds by  
BRIAN HODGSON
- (13) Film Cameraman  
PETER SARGENT  
Film Editor  
MARTYN DAY
- (14) Visual Effects  
PETER DAY
- (15) Script Editor  
TERRANCE DICKS
- (16) Designer  
TONY SNCADEN
- (17) Producer  
BARRY LETTS
- (18) Directed by  
MICHAEL BRIANT  
BBC Colour