

"DOCTOR WHO" (ILL) ~~ILL~~
'The Sea Devils'

MMM
H.A.R. TX'72
263
Hougham

by

Malcolm Hulke

EPISODE FOUR

Producer.....BARRY LETTS
 Director.....MICHAEL BRIANT
 Script Editor.....TERRANCE DICKS
 P.A.....COLIN DUDLEY
 A.T.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

1030 - 1300	Camera Rehearsal (with	T/K 37
		from 1100
		and T/K 41
1300 - 1400	LUNCH	from 1400)
1400 - 1800	Camera Rehearsal	
1800 - 1900	DINNER	
1900 - 1930	Line up	
1930 - 2200	RECORD	VTC/€HT/69571

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TRANSMISSION: SATURDAY, 18TH MARCH 1972 BBC-1 COLOUR

"DOCTOR WHO"

SERIAL LLL

'The Sea Devils'

EPISODE FOUR

CAST LIST

Master.....ROGER DELGADO
Trenchard.....CLIVE BORTON
Doctor Who.....JON PERTWEE
Jo Grant.....KATY LAMMING
Sea Devil.....PAT GORMAN
Captain Hart.....DOMINIC RICHFIELD
Ldg. Telegraphist Bowman....ALEC MALLIS
3rd Officer Jane Blythe.....JUNE BURNBY
Commander Midway.....DONALD SUMPTER
C.O.C. Summers.....COLIN BELL
Commander
Lt./Mitchell.....DAVID GRIFFIN
Castle Guard Brew.....STANLEY McGEACH
Lt. Commander Watts.....BRIAN VAUGHAN

EXTRAS:

Submarine Ratings.....ROY PEARCE
(& Naval Base sailors) RON TINGLEY
 DENNIS PLENTY
 NICK LLEWELLYN

Sea Devils.....BRIAN NOLAN
 STEVEN ISMAY
 JEFF WITHERICK

Castle Guards.....PHILLIP WESTON
(& Naval base sailors) JIM DOWDALL
 BRIAN GIJMAR

Technical Requirements

5 PEDS
4 BOOMS
2-link VIDECONS
2-8½ in. monitors
2 CHARS
C30 YELLOW
2 16 mm Telecine Machines

Doctor Who and Jo Grant go to visit the Master, now living in Napoleonic exile 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.)

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'The Sea Devils'

EPISODE FOUR

RUNNING ORDER

Project No. 02340/7066

PAGE	SCENE/SET	CHARACTERS	DAY/ NIGHT	CAMS/ BOOMS	SHOTS
2	<u>1. INT. NAVAL BASE</u> <u>HART'S OFFICE</u> <u>RADIO AREA</u>	Jane Hart Bowman	Day	4A/B, A1, 2A	1-3
3	<u>2. INT. SUBMARINE</u>	Mitchell Ridgway Summers Sea Devil	Day	5A, C1, 1A, D1, 3A	4- 22
5	<u>3. INT. CHATEAU</u> <u>MASTER'S ROOM</u>	Master Trenchard PAUSETTE (ARTISTS)	Day	A2, 2B, B1, 4C	23- 31
7	<u>4. INT. CHATEAU</u> <u>MASTER'S ROOM</u>	Master Trenchard	Day	A2, 2B, B1, 4C	32- 37
8	<u>5. INT. SUBMARINE</u>	Ridgway Mitchell Sailors Sea Devils	Day	5A, C1, 1A, D1, 3A	40- 45
11	<u>6. INT. NAVAL BASE</u> <u>HART'S OFFICE</u>	Jo Doctor Who Hart Bowman Jane	Night	4D, 1B, B2, 2C	46- 69
14	<u>6A. INT. NAVAL BASE</u> <u>RADIO AREA</u>	Jo Doctor Hart Bowman Jane	Night	2C, A1, 5B (5 over 2's cable)	70- 75
		PAUSE			

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PAGE	SCENE/SET	CHARACTERS	DAY/ NIGHT	CAMS/ BOOMS	SHOTS
15	<u>7. INT. CHATEAU</u> <u>MASTER'S ROOM</u>	Master Trenchard	Night	1BX, D2, 3B, C2, 5C	76- 95
18	<u>8. INT. CHATEAU</u> <u>TRENCHARD'S OFFICE</u>	Trenchard	Night	A3, 4E	96
18	<u>9. INT. CHATEAU</u> <u>CORRIDORS</u>	Guard Sea Devil	Night	3C, B3, 5D & Slung	97- 99
20	<u>10. INT. CHATEAU</u> <u>TRENCHARD'S OFFICE</u>	Trenchard Master (on monitor)	Night	2D, A3, 4E 1BX (CSO)	100- 103
21	<u>11. INT. CHATEAU</u> <u>CORRIDOR</u>	Guard Sea Devil	Night	3C, B3	104
21	<u>12. INT. CHATEAU</u> <u>TRENCHARD'S OFFICE</u>	Trenchard	Night	2D, A3, 4E	105- 108
		BREAK			
22	<u>13. INT. CHATEAU</u> <u>CORRIDORS</u> (PAUSES DURING THIS SCENE)	Drew Sea Devils Trenchard	Night	3C, 5E, B3, 2E, 4F & Slung	109- 130
		PAUSE			
24	<u>14. INT. CHATEAU</u> <u>MASTER'S ROOM</u>	Master Sea Devils Trenchard	Night	1C, C2, 3D	131- 135
		PAUSE			
26	<u>18. INT. CHATEAU</u> <u>CORRIDORS</u>	Hart Doctor Who Guard Trenchard	Day	4F & slung PAUSE 5F, B3, 2F	137- 143

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RUNNING ORDER

PACE	SCENE/SET	CHARACTER	DAY/ NIGHT	CAMS/ BOOMS	SHOTS
29	<u>15. INT. NAVAL BASE</u> <u>HART'S OFFICE</u> <u>RADIO ROOM</u>	Hart Doctor Jo Jane Bowman	Night	B2,4G,A1, 2A	159- 164
	PAUSE				
32	<u>20. INT. NAVAL BASE.</u> <u>HART'S OFFICE</u>	Bowman Jane Hart Doctor Jo	Day	4G,A1,5G, 2A	167- 175
	PAUSE				
33	<u>TELECINE 7 (A7)</u> Doctor, Jo and Hart board Naval Diving Vessel 'Reclaim'	Doctor Jo Hart	Day		
33	<u>21. INT. DIVING VESSEL</u> <u>CONTROL ROOM</u>	Watts Hart Jo Doctor	Day	3E,D3,2G, C3,1D	176- 182
35	<u>TELECINE 8 (A8)</u> Doctor Who enters diving bell, watched by Hart and Jo. The chamber is lowered	Doctor Jo Hart	Day		

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PAGE	SCENE/SET	CHARACTERS	DAY/ NIGHT	CAMS/ BOOMS	SHOTS
35	<u>22. INT. DIVING VESSEL CONTROL ROOM</u>	Hart Watts Jo Sailor Doctor (on monitor)	Day	D3, 2G, C3, 1D Remote Cam. & 2 mons.	183- 187
36	<u>TELECINE 9 (A9)</u> The diving bell is being lowered. We see winch and operator		Day		
36	<u>23. INT. DIVING CHAMBER</u>	Doctor	Day	3F & slung	188
36	<u>24. INT. DIVING VESSEL CONTROL ROOM</u>	Hart Watts Jo Doctor (on monitor)	Day	2G, C3	189
37	<u>25. INT. DIVING CHAMBER</u>	Doctor Sea Devil	Day	3F & Slung	190
37	<u>26. INT. DIVING VESSEL CONTROL ROOM</u>	Hart Doctor (on monitor) Watts Jo Wailor	Day	2G, C3, 1D	191- 193
38	<u>TELECINE 10 (A10)</u> Winch pulls in cable at full speed. The chamber comes on board but when Hart and JO look, it is empty.	Hart Jo	Day		

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PAGE	SCENE/SET	CHARACTERS	DAY/ NIGHT	CAMS/ BOOMS	SHOTS
	<u>TO BE RECORDED AT END</u>				
39	<u>TELECINE 1</u> (B9 or A 11) Opening Titles				
39	<u>TELECINE 1 (CONTD.)</u> (B9) The Master and Trenchard look down on Jo and Doctor in the minefield. Suddenly they see a sea devil walking up from the sea. Doctor leads Jo safely thru the minefield and explodes mines with his sonic screwdriver, to send the sea devil staggering back.	Doctor Jo Master Trenchard Guards Sea Devil	Day		
42	<u>TELECINE 2</u> (B10) Guards in cars and on a horse search for Dr. & Jo who hide in bushes then move cautiously away.	Doctor Jo Guards	Day		
43	<u>TELECINE 3</u> (B11) Submarine goes along under water		Day		
44	<u>TELECINE 4</u> (B12) Submarine continues on its way		Day		
45	<u>TELECINE 5</u> Armed sea devils rise up from the sea (B13)	Sea Devils	Day		
46	<u>TELECINE 6</u> (B14) Hart, Doctor and Jo arrive at Chateau Main Doors in Naval jeeps. They enter. There are no Chateau guards	Doctor Jo Hart Sailors	Day		
47	<u>TELECINE 10 (CONTD.)</u> (B15) Closing Titles or A12)				

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EPISODE FOUR

TO BE RECORDED AT END

TELECINE 1

OPENING TITLES

SCF

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

TO BE RECORDED AT END

TELECINE 1 (CONTD.)

41/B, 41, 21

1. 4 A 1. INT. NAVAL BASE. HART'S OFFICE.
M2S JANE/ RADIO AREA. TAY
BOWMAN
Door b/g /SWINGER OPEN/

HART enters

(JANE IS STANDING BY
THE RADIO APPARATUS,
WHERE TELEGRAPHIST
BOWMAN IS AT THE
CONTROLS.

HART ENTERS)

CRAB L. to
HOLD DEEP 3S
to POS. 4B

(2 next)

HART: Anything from the sub?

BOWMAN: It's no good, sir.
There's nothing.

HART: They had instructions to surface an hour ago.

2. 2 A _____/

MCU JANE

(NOTE CAM. 2 tracked out into position as CAM. 4 CRABS L.)

JANE: Maybe they found something, sir. They might still be investigating.

3. 4 B _____/

CU HART

PAN L. to CU JANE
Let her go

HART: If they haven't surfaced by now there must be something stopping them. Right sub-miss procedure. Alert Submarine Command.

4. 3 A _____/

M2S MITCHELL/
RIDGWAY

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

2. INT. SUBMARINE. DAY

PAN RIDGWAY
L. to LS SUBMARINE
Sonar far f/g

(MITCHELL IS AT THE FORWARD BULKHEAD DOOR, WHICH IS CLOSED AND BOLTED. HE IS LISTENING INTENTLY.

CHIEF PETTY OFFICER SUMMERS COMES UP. MITCHELL AND RIDGWAY HAVE REVOLVERS, SUMMERS AND RATINGS CARRY STERLINGS.)

DISTORT SUMMERS: Submarine indicators bouys still won't release sir. VO

RIDGWAY: The moment you surface radio Captain Hart.

5. 1 A _____/

MLS RIDGWAY

(3 next)

RIDGWAY: (Contd.) Tell him we're immobilised on the sea bed by some unknown force and intruders have broken through the hull.

PAN him L.
to M2S
SUMMERS/RIDGWAY

SUMMERS: Aye aye sir.

RIDGWAY: You've checked your R/T?

Let SUMMERS
go

SUMMERS: Aye, aye.

RIDGWAY: All right, off you go.
Good luck.

(SUMMERS CLIMBS THE
LADDER TO OPEN THE
ESCAPE HATCH)

6. 3 A
MS MITCHELL

MITCHELL: Something's happening to this door, sir. It's getting hot.

7. 1 A
MS RIDGWAY

RIDGWAY: Small arms number one.

8. 5 A
LS MITCHELL
& SUBMARINE

(MITCHELL PRODUCES HIS KEY,
OPENS A CUPBOARD TO REVEAL RIFLES)

PAN him L. to
MS & gun
cupboard

SUMMERS: I can't get out sir.

9. 1 A
M2S RATING/
RIDGWAY

RIDGWAY: Forget it. Summers, Johnson here. Petty Officer here.

PAN L. to
M3S SUMMERS/
MITCHELL/
RIDGWAY

(A PETTY OFFICER COMES
FORWARD. RIDGWAY
HANDS HIM A RIFLE)

MITCHELL: Look, sir!

INSERT SHOT
1 A
CS DOOR
burning area

(RIDGWAY TURNS TO LOOK
AT THE DOOR,
WHICH IS NOW GLOWING
RED HOT OVER THE WHOLE
CENTRE AREA)

RIDGWAY: Take cover!

PAN them R.
to M4S
RIDGWAY f/g

(THE MEN TAKE WHAT COVER THEY CAN AND TRAIN THEIR RIFLES ON THE DOOR)

- 11. 3 A
MCU MITCHELL (WE CUT TO CLOSE UPS OF THEIR REACTIONS.)
- 12. 1 A
(CRABBED R.)
MCU SUMMERS
- 13. 3 A
MCU RIDGWAY
- 14. 1 A
MCU MITCHELL MITCHELL: The whole door's going!
- 15. 3 A
MCU RIDGWAY RIDGWAY: Hold your fire until we see who they are.

(THE DOOR IS IN ITS FINAL PHASES OF DISINTEGRATION.)

PAUSETTE

(AT THE HOLE IS A SEA DEVIL)

INSERT SHOT
5 A
IS door & SEA DEVIL

- 16. 3 A
M35 RIDGWAY/
SUMMERS/MITCHELL (REACTIONS OF MEN TO DOOR IN FINAL STAGE & SEA DEVIL)
- 17. 1 A
MCU SUMMERS
- 18. 3 A
CU MITCHELL
- 19. 1 A
CU RIDGWAY

PAUSE

(INTERCUT FOLLOWING AS DIRECTED)

- 20. 1 A
CS DOOR burning Area

(TO BE INTERCUT WITH CAM. 5's SHOT) (5 next)

VIS EFF. BURNING DOOR
LIGHTING RED SHOT

21. 5 A _____/

LS DOOR &
SEA DEVIL

(TO BE INTERCUT WITH
CAM. 1's SHOT)

22. 1 A _____/

CU SEA DEVIL
as it comes
through door

23. 4 C _____/

MS TRENCHARD
X's f/g machine

A2, 2B, B1, 4C

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

CRANE UP.
and HOLD HIM
to MCU f/g

(THE MASTER IS SITTING
BACK IN AN ARMCHAIR,
AS THOUGH NOTHING H/D
H/F ENED.

TRENCHARD IS PACING
ABOUT IN A STATE OF
SHOCK AND PANIC)

1 TO B

(on 4, shot 23)

DEEP 2S
MASTER/
TRENCHARD

TRENCHARD: I just can't take it in.
It's all too much for me.

23A. 2 B

MASTER: My dear Trenchard, try to
calm yourself. It's all very simple.

(ON TURN)
MCU TRENCHARD.
PAN him L. to
DEEP 2S MASTER/
TRENCHARD

TRENCHARD: Simple?! You've misled
me all along! You said it was spies -
saboteur. You said we'd catch them!

24. 4 C TRENCHARD

MCU MASTER

MASTER: If I'd talked to you about
sea monsters, would you have listened
to me?

25. 2 B

MCU DEEP 2S

MASTER/TRENCHARD

TRENCHARD: I've risked everything to
help you. And you've lied to me!

MASTER: I had to. Do sit down.

PAN TRENCHARD

R.

Let him go to
sit

TRENCHARD: I don't know how you/
can be so calm.

26. 4 C

DEEP 2S MASTER/
TRENCHARD &
chair

(TRENCHARD SITS
DOWN)

Let TRENCHARD
in R.

MASTER: That creature you saw is
one of a race of intelligent reptiles
with a deadly hatred for mankind.
They have established themselves in
the sea. Now they plan to emerge
and conquer the earth.

27. 2 B

MCU TRENCHARD

28. 4 C

MCU MASTER

29. 2 B

MCU TRENCHARD
HOLD rise.

TRENCHARD: I must warn the
authorities at once.

30. 4 C

MS MASTER

MASTER: No! Immediate action would
ruin everything.

HOLD him to
MC2S

TRENCHARD: What else can we do?

31. 2 B

MCU TRENCHARD

MASTER: Wait until this device is
perfected - and then warn
the authorities.

TRENCHARD: But my dear fellow...

PAUSETTE (ARTISTS)

TO BE RECORDED
AT END
TELECINE 2

A2, 2B, B1, 4C

32. 4 C 4. INT. CHATEAU: MASTER'S ROOM. DAY.
MCS DOOR
- TRENCHARD
in
PAN him L.
to M2S
MASTER/
TRENCHARD
- (THE MASTER IS WORKING
ON BUILDING A NEW
AND BIGGER BLEBLER.
TRENCHARD IS THERE
IN SOME AGITATION)
- TRENCHARD: They're not in the beach
sectors. We've completely
lost track of them.
33. 2 B
CU TRENCHARD
- MASTER: Trenchard, if they get to
the Naval Base -
- TRENCHARD: (CUTTING IN) Exactly!
What am I going to
do? They'll tell Hart everything.
34. 4 C
CU MASTER
- MASTER: Well - there's an excellent
chance he won't believe them.
35. 2 B
CU TRENCHARD
- TRENCHARD: (AT HIS WITS END) Suppose
he does? Suppose he turns up here
again!
36. 4 C
M2S MASTER/
TRENCHARD
- MASTER: Refuse to admit him.
- HOLD TRENCHARD
to R. f/g
- TRENCHARD: Don't be ridiculous.
37. 2 B
CU TRENCHARD
- MASTER: You are running a top security
establishment. Your only responsibility
is to the government.
- TRENCHARD: What about the Doctor?
He'll report to Unit. They can go
to the government.
38. 4 C
MCU MASTER
- MASTER: ~~Look Trenchard,~~ Please trust me a little
longer.
39. 2 B
CU TRENCHARD
- I assure you. Soon all
your troubles will be over.

TO BE RECORDED AT END

TELECINE 3

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

40. 1 A 5. INT. SUBMARINE. DAY

MLS RIDGWAY
(with sonar
f/g)
thru display
chart

(THE RATINGS ARE AT
THEIR POSITIONS AT
CONTROLS.

WE CAN HEAR THE ENGINES.

RIDGWAY AND MITCHELL ARE
PRESENT)

PAN him L. to
M3S MITCHELL/
SEA DEVIL/
RIDGWAY

DISTORT: left ends land space dry
of water sir.

(THE SUBMARINE APPEARS TO
BE OPERATING NORMALLY.

THEN WE PULL BACK TO
REVEAL THAT SEA DEVILS ARE
IN STRATEGIC POSITIONS,
COVERING THE HUMANS WITH
THEIR WEAPONS)

(on 1, shot 40)

- 10 -

41. 5 A
 CHART & SEA DEVIL'S HAND
 SEA DEVIL JOINS/40
 ALL ON OR TO C...
 MITCHELL TO RIDGWAY - JUST
 OFF THE ISLAND, AS CLOSE
 AS TO... (NO...)

42. 1 A
 M3S MITCHELL/
 SEA DEVIL/
 RIDGWAY
 MITCHELL: Why there?

RIDGWAY: Try asking mother.

MITCHELL: (LOUDLY AT SEA DEVIL)
 All right, old man. Get you there
 in no time. (TO RIDGWAY) Shall

43. 5 A
 M3S SEA DEVIL/
 RIDGWAY
 we check the pressure gauge sir?

Let RIDGWAY
 go.
 HOLD SEA DEVIL

(MITCHELL CROSSES TO
 A PRESSURE GAUGE,
 CHECKING RIDGWAY
 TO FOLLOW.

45. 3 A
 LS SUB
 & RIDGWAY
 RIDGWAY FOLLOWS.
 WE GO IN CLOSE)

Shouldn't we try and jump them, sir?

HOLD RIDGWAY
 to MC2S
 RIDGWAY/MITCHELL

RIDGWAY: No. Not yet.

MITCHELL: So we're just going to do nothing, sir.

RIDGWAY: Sooner or later these
 things are going to return to
 their base - and I want to know
 where that is! (LOUDER)

TRACK/ZOOM IN to
 CU RIDGWAY

Course three - five - zero.

MITCHELL: Aye, aye sir.

TO BE RECORDED AT END
 TELECINE 4

46. 2 C
 (CRABBED L.)
 MS HART

(on 2, shot 16)

4D, 1B, B2, 2C

6. INT. NAVAL BASE: HART'S OFFICE. NIGHT.

HOLD RISE &
CRAB R. to
M. DEEP 23
HART/DOCTOR

(JO IS HUDDLED IN
A BLANKET, LOOKING
EXHAUSTED, DRINKING
FROM A GREAT MUG OF
COCOA.)

DOCTOR WHO SITS
BACK, WITH HIS
FEET UP AND SHOES
OFF, WIGGLING HIS
TOES.

HART IS AT HIS
DESK.

BOWMAN IS AT THE
R/T AND RADAR CONTROLS
IN THE CORNER.)

HART: I'm sorry if I seem to be
repeating myself Doctor - but I
don't believe a word of it!

DOCTOR WHO: I can assure you, we
didn't walk ten miles across country
just to tell you fairy stories.

HART: Monsters coming out of the
sea ... /

47. 4 D
MCU JO

JO: But it's different this time.
Lot's of people saw it. Even Trenchard
and the guards, ...

48. 2 C
MCU HART

HART: Do you think Tren/
your story? chard will confirm

49. 4 D
M2S JO/DOCTOR

(2 next)

DOCTOR WHO: I doubt it. The Master's got some hold over him.

JO: But the Doctor's seen these creatures before ...

50. 2 C
MCU HART

HART: Yes, I'm sure he has, Miss Grant.

JO: In some caves, in Derbyshire. You see they want to take over Earth, well - re-take it really -

51. 4 D
A/B
M2S

HOLD DOCTOR'S
rise

(ALL THIS DOES NOT
HELP TO CONVINC
HART.

DOCTOR WHO GIVES
JO A LOOK)

DOCTOR WHO: All right, Jo. I'll take care of the explanations.
Captain Hart ...

51a. 2 C
MLS JANE
in R. b/g
(doorway)

(JANE ENTERS WITH
A PLATE OF SANDWICHES)

HOLD her to
2S JANE/JO

JANE: Only cheese, I'm afraid.
All the steward could manage.

JO: That'll be great.

52. 1 B
CS PLATE
sandwiches

PAN UP with
Plate to
MCU DOCTOR

DOCTOR WHO: For heaven's sake Jo -
this is no time for a picnic.
(cont ...)

(DOCTOR WHO TAKES
THE PLATE FROM JO,
BEGINS STRIPING
ABOUT IN HIS
STOCKINGED FEET.

53. 4 D
MCU JO

DURING THE FOLLOWING
SIBBLES HE IS
ABSENTMINDELLY
VOLUPTUOUSLY
UPWARD THAT JO IS
HOPEFULLY FOLLOWING
THE PLATE WITH HER
EYES)

54. 2 C
PAN DOCTOR L.
to M2S HART/
DOCTOR
fav. HART

(on 2, shot 54)

- 13 -

DOCTOR WHO: (cont) All right. Forget the Sea Devils. What about Trenchard trying to keep us prisoners.

55. 4 D
M2S HART/
DOCTOR
fav. DOCTOR
HART: I've only your word for that.
DOCTOR WHO: What about the theft of your electronic stores. I take it you'll admit that happened?
56. 1 B
MCU JO
JO: The Master stole those parts to make his calling device.
57. 2 C
MCU HART
HART: His what?
58. 4 D
M2S A/B
HART/DOCTOR
PAN DOCTOR R.
59. 1 B
MS JANE &
Sandwiches
Let her go
DOCTOR WHO: He's developed some way of communicating with them. Probably an ultra high frequency sonic beam. Would you like one?
JANE: Thank you
(DOCTOR WHO IS ABOUT TO TAKE THE LAST SANDWICH)
60. 4 D
MCU JO
JC: (ANGUISHED) Doctor!
61. 2 C
MCU DOCTOR
DOCTOR WHO: /^{So} Sorry ...
- 61A. 1 D
A/B
(HE HANDS HER PLATE AND LAST SANDWICH TO JO, WHO DIGS IN RAVENOUSLY.
GRAMS
Phone
THE PHONE RINGS.
JANE LIFTS,
62. 1 B
M2S HART/
HANE
JANE: (IN B.G) Captain Hart's office ... I see ... Yes, I'll tell him. (CRADLES PHONE, TO HART) They've had to abandon the search, sir. They'll start at first light.

(4 next)

- 17 13 -

(on 2, shot 71)

BOWMAN: There, sir. Contact bearing zero, nine zero range 20,000 yds. Heading 175.

72. 5 B
M3S HART/
BOWMAN/JO

(JO AND JANE ALSO CROSS TO THE RADAR SCREEN)

JO: The submarine?

HART: Could be.

BOWMAN: I think it must be sir.

73. 2 C
MCU DOCTOR
(HE LEANS
FWD.)

(DOCTOR AND BOWMAN TO THE RADAR SCREEN TO SEE THE SUB, WHICH IS OVER THE CASTLE)

BOWMAN: And you see where that thing's heading for? The beach by the castle.. Perhaps you'll believe me now! Captain!

74. 5 B
CU HART

PAUSETTE

75. 2 C
CS RADAR SCREEN
DOCTOR'S finger in

(REPEAT LAST SPEECH)

BREAK

76. 1 BX
CS REVOLVING
AERIAL on
MASTER'S thing

7. INT. CONTROL ROOM. MASTER'S BOON NIGHT.

(THE MASTER IS OPERATING HIS NEWLY - DEVELOPED CIPHERING DEVICE.)

GRAMS
Regular
Msg.

77. 5 C
CU MASTER

(HE LEANS FWD.)

AS HE OPERATES IT IS GIVING A STRONG, REGULAR BLEEP SOUND, CLEARLY THE HOLDING SIGNAL.

END

78. 3 B
CS CONTROLS
MASTER'S HAND IN

HE OPERATES THE CONTROL AND CURS OUT THE REGULAR BLEEP. THEN OPERATING THROUGH CONTROL HE STARTS TO SEND AN IRREGULAR BLEEP - CLEARLY A MESSAGE THROUGH THE AIR

StarMsg.
from
Mach

79. 5 C
CU MASTER

80. 1 BX
CS REVOLVING
AERIAL

END END

GRAMS
Distort
Reply

(OVER FILTER WE HEAR
AN ANSWERING IRREGULAR
BEEP. /

81. 5 C
CU MASTER

(HE
LEANS
FWD.)

HE LISTENS TO THIS,
PLEASED WITH WHAT
HE HEARS

END

82. 3 F
CS HANDS &
MACHINE

THEN HE STARTS
TO REPLY TO IT.

GRAMS
Message
from
Machine

83. 1 BX
M2S MASTER/
TRENCHARD

TRENCHARD ENTERS, AND
AS THE DOOR OPENS
THE MASTER TURNS OFF
THE AP ARATUS COMPLETELY)

TRENCHARD: That thing working
at last? *

84. 3 B
CS HANDS

END
MSG.

85. 1 BX
M2S MASTER/
TRENCHARD

MASTER: There are still one or
two problems. Minor alterations to
be made.

TRENCHARD: Well I've been giving
some thought to all this.
It's going to be an enormous job,
dealing with these creatures. We
must give the authorities all the
notice we can -

GRAMS
Distort
Reply

(CUTTING IN ON TRENCHARD'S
SPEECH, WE HEAR SEA DEVIL
BEEPS - IRREGULAR AND
MEANINGFUL - COMING OVER
THE FILTER AGAIN.

MASTER SWITCHES OFF
QUICKLY)

88. 3 B
CU TRENCHARD

(5 next)

(on 3, shot 88)

89. 5 C
 CU MASTER
TRENCHARD: (cont) What was that?
MASTER: Just a random feed back.
 Nothing imporant.

90. 1 BX
 CU TRENCHARD
TRENCHARD: It sounded like some
 kind of message.

91. 5 C
 CU MASTER
MASTER: (ANGRY) Trenchard, I am trying
 to carry out an extremely difficult
 and complex task/ I cannot work with
 constant interruption.

92. 1 BX
 BCU TRENCHARD

Let him go
 (TRENCHARD HAS NOW
 REALISED THAT THE
 MASTER IS UP TO NO
 GOOD, BUT TRIES TO
 CONCEAL THIS
 REALISATION)

93. 3 B
 M. DEEP 2S
 TRENCHARD/
 MASTER
TRENCHARD: Look, I'm terribly sorry,
 old chap. I'll leave you to get it.
MASTER: Thank you.

TRENCHARD: Yes..

94. 5 C
 CU MASTER
 (TRENCHARD EXITS.)
 THE MASTER WATCHES
 AFTER HIM FOR A
 MOMENT, WONDERING.

95. 1 BX
 M2S MASTER &
 MACHINE
 THEN CONTINUES WITH
 HIS WORK, AND STARTS
 THE APPARATUS GOING
 ..GAIN)

V. FAST ZOOM
 to CU AERIAL

S/I
 95. 5 C
 CU MASTER

GRAMS
 Sonic
 Reply
 to
 cover
 Scenes
 8-14

96. 4 E
 CS HAND

(5 next)

(on , shot 96)

TO BE RECORDED AT END
TELECINE 5

A3,4E

8. INT. CHATEAU. TRENCHARD'S OFFICE. NIGHT.

PAN UP
and TRACK
INTO BCU
TRENCHARD
(COUNT OF
15)

(TRENCHARD AT HIS
DESK ON THE TELE-
PHONE)

TRENCHARD: (INTO PHONE) I tell you I must speak to the Minister. It's most important. (LISTENS) When do you expect him back, then? (LISTENS; ANGRY) No I can't tell you what it's about. The security of the Nation is at risk. What? Very well, I'll hold on. But please ... hurry!

97. 5 D 50°
VLS GUARD

3C, B3, 5D, & Slung

9. INT. CHATEAU. CORRIDORS. NIGHT.

HOLD him to
MCU

PAN him L.
& thru
arch to MLS

(A GUARD PATROLLING
THE CORRIDOR COMES
UP TO A DOOR, WHICH
IS HALF OPEN.

WE SEE FROM HIS RE-
ACTION THAT THE DOOR
SHOULD BE CLOSED.

HE GOES UP TO THE DOOR
AND THEN SEES THAT THE
LOCK HAS BEEN CUT OUT
COMPLETE BY BURNING.

98. 3 C
VLS SEA DEVIL
HOLD him to
CU then PAN
him R.

99. 5 D
MCU GUARD

(on 5, shot 99)

AS THE GUARD IS
EXAMINING IT, HE
HEARS A SOUND BEHIND
HIM AND SWINGS ROUND.

THERE IS A SEA DEVIL
LOOMING OVER HIM.

HOLD him to
floor

THE SEA DEVIL'S CLAW
GRABS THE GUARD BY
HIS THROAT.

THE GUARD MAKES NO
SOUND, AS HE GOES DOWN)

100. 4 E
MCU TRENCHARD'S
back

2D, 43, 4E, & 1BX (CSO)

10. INT. CHATEAU: TRENCHARD'S OFFICE. NIGHT.

(TRENCHARD IS AT HIS DESK, ON THE PHONE)

He turns.

TRACK IN to CU
(Count 5)

Let him go

TRENCHARD: (INTO PHONE) No, it can't wait until the morning. You'll have to interrupt his meeting - it's a matter of national importance. (LISTENS) Oh very well, as soon as he's free, then. And if there's any unnecessary delay, believe me, you'll answer for it!

101. 2 D
MLS TRENCHARD /

(TRENCHARD SLAMMING DOWN THE PHONE THINKS FOR A MOMENT, THEN GOES TO THE MONITOR & TURNS IT ON. / HE SEES THE MONITOR WITH THE NEW APPARATUS FULLY OPERATIONAL AND SENDING A MESSAGE.

PAN him L. to MCU

102. 4 E
MCS CSO SCREEN & TRENCHARD
(CSO FEED FROM 1)

1 BX
H/A LS
MASTER

TRENCHARD SWITCHES OFF THE MONITOR, PICKS UP HIS INTERNAL PHONE)

103. 2 D
MCU TRENCHARD /

(INTO PHONE) Guard!

(BUT THERE IS NO RESPONSE. HE PUMPS THE RECEIVER REST)

104. 3 C
Floor /

(2 next)

3C, B3

11. INT. CHATEAU: CORRIDORS NIGHT.

Wall (OPEN ON A WALL
 Phone drops PHONE, RIPPED OUT
 in followed FROM THE WALL, ITS
 by GUARD HANDBET HANGING BY
 into MCU ITS FLEX AND STILL
 SWINGING. SPRAWLED
 ON THE FLOOR IS A
 DEAD GUARD.)

SEA DEVIL CUT TO A SEA DEVIL
 X's MOVING AWAY).

PAN UP to
 LS SEA DEVILS

(Note: Over Scenes 11,
12, 13, the Sea-Devils
bleep mounts steadily
to a crescendo.

105. 2 D
 (CRIBBED R.)
 MCU TRENCHARD

2D, 13, 4E

12. INT. CHATEAU: TRENCHARD'S OFFICE. NIGHT.

Let him go (TRENCHARD PUTS DOWN
 THE INTERNAL PHONE,
 THINKS FOR A MOMENT.
 THEN HE TAKES A LITTLE
 106. 4 E KEY FROM HIS POCKET, /
 MCS TRENCHARD OPENS A DESK DRAWER
 AND TAKES OUT
 PAN him R. REVOLVER. HE CHECKS
 to desk THAT IT IS LOADED AND
 107. 2 D PULLS OFF THE SAFETY
 MCU TRENCHARD CATCH, HE EXITS)

108. 4 E
 CS DRAWER

HOLD GUN to MCU
 TRENCHARD. LET HIM GO

2	TO E
4	TO F
5	TO E

BREAK

- 3C, 5E, B3, 2E, 4F & Slung
109. 3 C 13. INT. CHATEAU. CORRIDOR. NIGHT
 (TRACKED OUT)
 LS DREW &
 Other GUARD
 HOLD him to MS
 (A GUARD, DREW, COMES ALONG AND SEES A SEA DEVIL - BACK TURNED AT THE FAR END OF THE CORRIDOR)
110. 2 E
 LS 2 SEA DEVILS by doorway
 THE GUARD QUICKLY GOES TO AN EMERGENCY BELL PUSH AND PRESSES IT.
111. 3 C
 A/B
 HOLD him L. to alarm button
112. 5 E
 CS ALARM button
 ALARM BELL STARTS TO CLANG LOUDLY
 GRAMS Alarm
113. 4 F
 LS GUARDS Let them go L.
 GUARDS HURRY DOWN A CORRIDOR, BELL CLANGING.
114. 3 C
 (PENNED R.)
 LS ARCH & DEVILS Let them go R.
 SEA DEVILS ALERTED BY THE CLANGING BELL ARE ALSO RUNNING ALONG
115. 4 F
 LS TRENCHARD
 TRENCHARD RUND ALONG A CORRIDOR
116. 2 E
 L/A LS ARCH GROUP & GUARDS (KEEP OFF Trenchard's door)
 A GROUP OF GUARDS TURN A CORNER
117. 5 E
 u/s Stairs GROUP SEA DEVILS (KEEP OFF Arch)
 THEY COME INTO CONFRONTATION WITH THE SEA DEVILS. THEY OPEN FIRE.
 FIRE
118. 2 E
 A/B
 2 Guards die

PAUSE TO RELOAD SEA DEVIL GUNS & REPOS.

119. 5 E
 A/B
 SEA DEVILS

(2 next)

PAUSE SEA DEVILS REPOS. D/S

(on 3, shot 121)

TRENCHARD: What's happened in?

DREW: (HYPERICOL) They're all over the place sir - they've killed most of the lads.

TRENCHARD: What's the situation?

123. 5 E
C2S DREW/
TRENCHARD
Let them go

DREW: Great lizards sir. Like that thing we saw on the beach. Come on sir... they were after us.

124. 3 C
C2S DREW/
TRENCHARD

(HYPERICOL NO MORE MENTIONED)

(TRENCHARD THINKS.)

DOCTOR: HOLD to TRENCHARD. Pull yourself together. Have you sent for help?

DREW: It's no good sir

TRENCHARD: There's a direct line to Whitehall in your office. Use that.

125. 5 E
Let them into M2S

(DREW GRABS THE DIRECT LINE)

DREW: Why can't you sir?

Let DREW go & ZOOM FIRST to MCU TRENCHARD

TRENCHARD: I shall attend to the security of my prisoner. Go on.

126. 2 E
MLS GROUP
SEA DEVILS.
ZOOM FIRST to
C2S

(ZOOM FIRST... AT THE...)

127. 3 C
MS TRENCHARD
& GUN

128. 2 E
M.GROUP SHOT
SEA DEVILS
THEY RAISE GUNS

129. 3 C
CS GUN
(5 next)

130. 5 E BCU TRENCHARD FIRES
 THE SEA DEVILS BLEEP
 RISES TO A CRESCENDO) GRAMS
 Bleep
 to
 crescendo

/3 TO D/ PAUSE (TRENCHARD TO FLOOR)

(CAM. 1 LINE UP
ZOOM END)

1C,C2,3D

131. 1 C 14. INT. GENERAL MASTER'S ROOM. NIGHT.
 MS MASTER
 & MACHINE f/g

132. 3 D (THE MASTER TURNS
 OFF HIS APPARATUS,
 CS HAND & AND WAITS. THERE
 SWITCH IS A FINAL BURST
 OF GUNFIRE JUST
 133. 1 C OUTSIDE HIS ROOM.

GRAMS
 END Gun
 Fire
 END sonic
 noise

A/B
 SEA DEVILS in
 to b/g
 Let MASTER go.
 Let SEA DEVILS
 go
 & FAST ZOOM to
 CU TRENCHARD
 beyond door
 134. 3 D THE MASTER IS QUITE
 UNPERTURBED.
 THE DOOR OPENS AND
 SEA DEVILS ENTER.
 WE CAN SEE THE BELL
 TRENCHARD LYING IN
 THE CORRIDOR OUTSIDE.

CU L. SEA
 DEVIL
 PAN R.
 X faces?
 THE MASTER STANDS
 WAITING CALMLY AS
 THE SEA DEVILS ADVANCE
 TOWARD HIM)

PAUSE

TO BE RECORDED AT END
TELECINE 6

137. 4 F 18. INT. 4F & slung
5F, B3, 2F
CH. TELU: CORRIDORS. HALY.

LS CORRIDOR
DEAD GUARD
f/g

(HART,
AND GROUP (DR. WHO, GUY
AND NG ... IT ... Y
... GUN ... CT R ...
... DOWN ...
... BUT ... S
... TO ...
...
...)

HOLD DOCTOR &
HART & GROUP.

Let HART go L.

Let group go

(oov)
HART: Doctor!

PAUSE REPOS. ARTISTS

138. 5 F /
MS HART

PAN him L.
to ground &
TRENCHARD
DOCTOR in to
b/g
& M2S

(HART HURRIES FORWARD
TO WHERE THE BODY OF
TRENCHARD IS LYING.
DOCTOR ...
HART TELLS ...)

I ... can't see why ...

DOCTOR WHO: The Master had no further
use for him.

140. 2 F /
MCU HART

HART: But why did he help the Master
in the first place?

141. 5 F /
CU DOCTOR

(2 next)

(on 5, shot 141)

DOCTOR WHO: What would you say
was Trenchard's strongest
characteristic?

142. 2 F _____/
A/B

HART: I don't know....Patriotism.
I suppose.

143. 5 F _____/
A/B

DOCTOR WHO: Exactly. And the
Master used that patriotism as
a weapon.

BREAK

(NO SHOTS 144 - 158)

B2,4G,A1,2A

159. 4 G 15. INT. NAVAL BASE. HART'S OFFICE
CS RADAR RADIO ROOM. NIGHT.

SCREEN
& hand
tapping
morse key

VIS EFF.
RADAR SCREEN SCANNING
ON DOT

(HART, DOCTOR WHO,
JO AND JANE GATHERED
ROUND BOWMAN AT THE
RADIO/RADAR APPARATUS)

GRIMS
Morse

(on 4, shot 159)

160. 2 A
M4S JO/BOWMAN/
HART/DOCTOR

JANE: (TO HART) It's no
good, sir. Nothing.

JO: Well if that thing was
the submarine, why don't
they answer your signals.

PAN HART to
b/g and JANE
& BOWMAN f/g

DR. HO: Perhaps they can't.

HART: (TO JANE) Tell the
search co-ordinator to check
that area immediately. It'll
be lit soon.

JANE: Yes, sir.

(JANE TO HART) GO.
DOCTOR TO HART.
(HART TO DR. HO) GO.

161. 4 G
CS RADAR SCREEN

DR. HO: Sir, Contact fading, fading/
(fading) it's/ out/ sir.

162. 2 A
M. DEET 2S
BOWMAN/HART

Contact fading, ring zero,
nine, seven.

VIS EFF.
DOT FEDES
ON RADAR
SCREEN

(HART TO DR. HO) CONTACT
ON RADAR SCREEN. THE
CONTACT OF LIGHT BEAM
TO THE RADAR (UT)

163. 4 G
MCU DOCTOR

DR. HO: Captain Hart, we've
got to see what's happening at
that castle.

164. 2 A
M2S JANE/HART
P/N JANE R.

HART: I want an armed party and
two jeeps at the main gate now.
Got that?

PAUSE

4G,41,5C,2A

167. 5 G 20. OPT. N V L CASE: HART'S ON ICL. D. Y
CS P.D
& Pencil

(BOWMAN, MORGAN & HARRISON,
VICTOR, DORIS & JESSIE GR.
JANE CO HAS BEING WITH
HOUR OF COCO?)

168. 2 A
MS BOWMAN

JANE into
b/g and
M2S BOWMAN/JANE

JANE: I've got you some kye.

(DOCTOR, HART, HARRISON,
VICTOR, DORIS, JESSIE GR.
MORGAN & HARRISON. THE
HARRISON, HART'S OPT
HARRISON)

Roger. Search Force over
ICL. / Did you get through to and out.
Up in Hart?

169. 5 G
MCU JANE

JANE: I phoned the castle, but
they'd already left.

170. 2 A
MCU BOWMAN

DOCTOR/JO &
HART into b/g

TRACK OUT
and HOLD 4S

BOWMAN: They're definitely getting
an echo and the object's moving. Q DOOR SLAM

HART: What is it Bowman. Have
they established contact again?

BOWMAN: Sir, message from one
of the search vessels. They're
getting an echo.

171. 4 G
MCU BOWMAN

DOCTOR: The submarine?

BOWMAN: (NO) Going towards
the fort area. ^{Now} Moving at about
15 knots.

(on 4, shot 171)

HART: Depth?

BOWMAN: Steady at one five zero feet sir.

172. 5 G
MC2S HART/
DOCTOR

DOCTOR WHO: (TO HART) I told you, that fort's at the centre of everything. Captain Hart have you got a diving vessel?

173. 2 A
CU HART

HART: Well yes. Reclaim's standing by on the search.

174. 4 G
CU DOCTOR

DOCTOR WHO: I want to inspect the seabed at the base of that fort.

175. 2 A
A/B

PAUSE

TELECINE 7 (A7)

Diving Vessel (Dur: 1' 22")

DOCTOR WHO, HART and JO
board H.M.S. Reclaim and
go below to Control Room.

END TELECINE 7

176. 1 D
MLS Arch
X f/g screen
4S JO/DOCTOR/
HART/WATTS

3E,D3,2G,C3,1D

21. INT. DIVING VESSEL CONTROL ROOM. DAY

(JO AND THE DOCTOR &
HART ENTER TO FIND
LT. COMMANDER WATTS)

GRAMS
Reclaim
Tape

(2 next)

HART: All standing by Watts?
Doctor, you're quite sure you want
to go through with it?

177. 2 G
M2S HART/
WATTS
DOCTOR: Positive.
HART: (TO WATTS) Ready to lower the
observation chamber.
WATTS: Yes sir. And I've got the
crew standing by. We'll send a
man down with him.

178. 1 D
MS DOCTOR
DOCTOR WHO: No. I'll go down by
myself, if you don't mind.

179. 2 G
MS HART
HART: Doctor, I take it you're a
trained diver, in addition to all
your other accomplishments?

180. 1 D
MCU DOCTOR
DOCTOR WHO: Naturally. What's more
important is that I've encountered
these creatures before. I know what
I'm looking for.

181. 2 D
M2S
(HART GIVES THE DOCTOR
A LOOK, THEN TURNS TO
WATTS)

HART: All right Watts. Carry on.

PAN WATTS to
DOCTOR & JO
f/g.
HOLD them
to screen

WATTS: Aye, eye sir.
(WATTS HURRIES OFF.
JO TAKES THE DOCTOR
ASIDE)

182. 3 E
MC2S DOCTOR/JO
JO: Doctor.
DOCTOR WHO: What is it Jo?
JO: Is it really necessary for you
to go down there.

thru wire
screen

DOCTOR WHO: How else am I going to
make contact?

HART: Doctor.

AB.

TELECINE 8.

(A8)

(Dur: 1' 37")

We go through the routine of Naval personnel preparing the chamber for diving. We then see DOCTOR WHO getting ready, and getting into the chamber. The chamber is lowered over the side. HART and JO watching. Then go below.

HART: Good luck Doctor.

END TELECINE 8

D3, 2G, C3, 1D

183. 2 G 22. L. P. DIVING VES BL CONTROL ROOM.
 L/A LS D-Y.
 Hatch

PAN JO & HART (JO AND HART DESCEND)
L. to incl.
monitors

FEED REMOTE CAMERA TO 2 MONITOR

HART: Let me speak to him.

(DOCTOR WHO
COMES ON DOCTOR WHO
IN THE CHAMBER APPEARS
ON THE MONITOR SCREENS)

HART: How's it going, Doctor?

DOCTOR WHO: (FILTER) Splendidly,
thank you. Most interesting trip.

186. 1 D
 MCU HART

HART: You'll reach seabed in a
few minutes. Tell us immediately
if you run into trouble.

187. 2 G
 CS 2 monitors

DOCTOR WHO: Don't worry, old chap.
I'll be all right.

(T/K next)

19.

TELECINE 9 (A9) (Dur: 10")
Shots of the winch turning,
paying out cable.
END TELECINE 9

188. 3 F 3F & Slung /
MS DOCTOR
23. INT. DIVING CHAMBER. D.Y.

ZOOM IN to (DOCTOR WHO IS INTERESTING
CS WINDOW HIMSELF IN THE CONTROLS,
AND THEN LOOKS OUT. THERE
ARE NO FISH TO BE SEEN,
ONLY A GRAY-GREEN SWIRL)

189. 2 G /
3S HART/
MONITORS/
JO 2G,C3

24. INT. DIVING VESSEL CONTROL ROOM.
D.Y.

(HART, WALTER, JO AND THE
CAPTAIN. ON THE MONITOR
SCREEN, DOCTOR WHO LOOKING
OUT FROM HIS SUBMERGED
CHAMBER.)

HART: You've reached seabed.

190. 3 F /
MS
DOCTOR & WINDOW

3F & Slung

25. H.A. DITING

ZOOM TO (DOCTOR WHO LEAVING OUT)
CS WINDOW HART: (DISIORT) Are you all right?

A. WHO: Yes, fine, thank you -
Hang on a minute.

(DOCTOR WHO LEAVING OUT
HART: (DISIORT) Are you all right?
A. WHO: Yes, fine, thank you -
Hang on a minute.)

191. 2 G
A/B
C3S 2G, C3, 1D
HART/
MONITORS/ I . (THE GROUP ARE LEAVED BY
JO DOCTOR WHO'S VOICE OF
VOICES.)

Monitors b/g (THE GROUP ARE LEAVED BY
DOCTOR WHO'S VOICE OF
VOICES.)

HART: Are you all right Doctor? Shall
we bring you up?

DOCTOR WHO: Certainly not.
Here just a minute.

OUT REMOTE CAMERA

(SOUND AND LIGHTS OUT
OFF.)

(DOCTOR WHO LEAVING OUT
HART: (DISIORT) Are you all right?
A. WHO: Yes, fine, thank you -
Hang on a minute.)

192. 1 D
BCU HART

Let him go

HART: Bring him up. Now!
WITTS: Start winches, hoise bell.

PAUSETTE (JO TURNS INTO BCU)

193. 1 D
BCU JO

(T/K next)

TELECINE 10 (A10)

(Dur: 1' 22")

Diving Vessel deck

Come in on the winch going at full speed, almost all the cable now back on the drum. NAVAL RATINGS, plus JO and HART are standing by.

The chamber comes up and is swung inboard. It is lowered onto the deck, and RATINGS open it. HART goes and looks inside. He crosses back frowning. Jo then crosses and looks underneath. We end on CU JO as she looks with horror.

END TELEICINE 10

TO BE RECORDED AT END

TELECINE 10 (CONTD.) CLOSING TITLES

<u>TELECINE 1</u> (All or B9)	<u>OPENING TITLES</u>	<u>SOF</u>
	(Dur: 30")	
S/I T/J SLIDES	(1) The Sea Devils	
	(2) by MALCOLM HULKE	
	(3) Episode Four	

TELECINE 1 (CONTD.) (B9)
(Dur: 2' 50")

DOCTOR WHO and JO
scramble down cliff to
beach.

On top of the cliff
are MASTER and TRENCHARD
looking down. 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.

TELECINE 1 (CONTD.)

On the clifftop TRENCHARD looks astonished at what he sees.

TRENCHARD: What is it?

MASTER: One of the creatures that have been destroying your ships.

TRENCHARD: You said it was enemy agents. Why didn't you tell me the truth?

MASTER: If I had would you have believed me?

The Sea Devil advances up the beach. DOCTOR and JO look in the direction of the Guards.

DOCTOR WHO: There's only one thing for it. We'll have to go through the minefield.

They hurry off towards the minefield.

The Guards open fire. The Sea Devil fires back and kills some guards.

Doctor and JO reach and enter the minefield.

JO: Doctor, we'll be blown up.

The Doctor produces a sonic screwdriver.

JO: What are you doing?

DOCTOR WHO: It's my sonic screwdriver. It converts to rather a good mine detector.

He drags a very nervous JO deeper into the minefield pointing the screwdriver before him. It starts to give a high pitched bleep.

TELECINE 1 (CONTD.)

DOCTOR WHO: There's one. We'll
have to move round it. Just
follow me.

They edge carefully
round it.

The the beach the
Sea Devil is wavering.

On the cliff top
Master and Trenchard
watch.

MASTER: Stupid beast! Why
doesn't it attack them.

He adjusts the mechanism,
and the Sea Devil sets
off after Doctor and Jo.

Jo looks over her
shoulder.

JO: Doctor it's following us.

DOCTOR: Round this side Jo.

The Sea Devil enters
the minefield. Doctor and
Jo look back.
Jo points.

JO: Doctor look!

DOCTOR WHO: Come on Jo, follow me.

He raises sonic screwdriver
and aims it.
s Sea Devil approaches
mines start to go off.
The Sea Devil turns
and runs back down the
beach.

END TELECINE 1

BLANKING

TELECINE 2 (B10) (Dur: 37")

SOF

Chateau Guards in cars
on a horst go by
obviously searching.

After they have gone
away,

DOCTOR WHO and JO
emerge from a place
of hiding which the guards
missed.

DOCTOR WHO: Still, still.

DOCTOR WHO: Come on JO we've
gct to warn Captain Hart.

They move away
cautiously.

END TELECINE 2

BLANKING

TELECINE 3 (B11)

SOF

(Dur: 23")

Submarine Underwater

The submarine is going
along under water.

END TELECINE 3

BLANKING

TELECINE 4 (B12)

SOF

(Dur: 30")

Submarine Underwater

The submarine continues
on its way.

END TELECINE 4

BLANKING

TELECINE 5 (B13)

SOF

(Dur: 1' 11")

Ext. Beach

A SEA DEVIL walks up
from the sea, armed.

Carry over the bleeps from
the Master's apparatus.

In the b/g others rise
up from the water.

END TELECINE 5

BLANKING

TELECINE 6 (B14)

SOF

(Dur: 18")

Ext. Chateau Courtyard

Two Naval Jeeps pull up outside front door of Chateau. One is carrying HART, DOCTOR WHO, JO and a Naval driver. Following behind is second jeep with Ratings.

Hart, Doctor and JO enter the Chateau

END TELECINE 6

LEADER

TELECINE 10 (CONTD.) (B15 or
A12)
CLOSING TITLES
(Dur: 54")

GRAMS
Closing
Sig.
Tune

S/I T/J SLIDES

- (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. Telegraphist Bowman
ALEC WALLIS
- (8) C.P.O. Summers
COLIN BELL
Lt. Commander Watts
BRIAN VAUGHAN
- (9) Castle Guard Drew
STANLEY McGEAGH
Sea Devil
PAT GORMAN
- (10) The B.B.C. wish to
acknowledge the help
given to them by the
Royal Navy in the making
of this programme

TELECINE 10 (CONTD.)

CLOSING TITLES (CONTD.)

- (11) Title Music by
RON GRAINER AND
BBC RADIOPHONIC WORKSHOP
- (12) Incidental Music by
MALCOLM CLARKE
BBC RADIOPHONIC WORKSHOP
- (13) Special Sounds by
BRIAN HODGSON
- (14) Film Cameraman
PETER SARGENT
Film Editor
MARTYN DAY
- (15) Visual Effects
PETER DAY
- (16) Script Editor
TERRANCE DICKS
- (17) Designer
TONY SNOADEN
- (18) Producer
BARRY LETTS
- (19) Directed by
MICHAEL BRIANT
BBC Colour