

SOMEWHERE INBETWEEN

"Beneath The Waves"

by
Lee A. Chrimes

(c) 2005 Monster Zero Productions

TEASER

FADE IN:

1

EXT. LAKE - MORNING.

1

A bright sun shines down on a wide, glittering lake, with snow-capped mountain ranges far in the distance and thick, verdant forests circling the shore.

In the middle of the still waters sits a small fishing boat, with a GRANDPA and his teenage GRANDSON soaking up the tranquility and doing a spot of fishing.

At least, the Grandpa is - the Grandson looks bored out of his mind, his fishing rod propped against the side of the boat as he stares into the water.

GRANDPA

(sighs happily)

Now try and tell me this ain't the life, Billy!

GRANDSON

(weary)

Sure thing, Gramps. This is the life.

GRANDPA

(eyes him)

Do I detect a hint of sarcasm in that unwavering monotone of yours?

GRANDSON

This is boring! Can't we go hunting?

GRANDPA

This is hunting!

GRANDSON

Firing dad's twelve bore at some deer would be 'hunting.' This is just 'sitting.'

GRANDPA

Fishing is all about patience, son. It's not the kind of game a man can go in search of, it's the kind of thing you have to wait to let it come to you.

GRANDSON

Well, I'd still rather be-

He pauses - his fishing rod is starting to shake! He turns to his Grandpa, who grins.

(CONTINUED)

GRANDPA

As I was saying!

The Grandson quickly grabs the rod and starts winding in whatever he's caught.

GRANDPA (cont'd)

Easy, don't rush it or you'll just-

GRANDSON

(surprised)

I got it!

The Grandson leans back, pulling his catch the last few feet in - and pulls a monster catch out of the lake!

The Grandpa's eyes boggle as he looks at the fish writhing frantically on the end of the line, and the Grandson carefully swings it round and into the boat.

GRANDSON (cont'd)

So what do we do now?

GRANDPA

Well... normally, I'd say we congratulate ourselves, throw it back in and I'd sink a beer, but this... this is one of the biggest fish I've ever seen!

GRANDSON

(shrugs)

Natural talent.

GRANDPA

(wry)

Genetics.

GRANDSON

Whatever. Shall we-

He stops - the fish is making an odd CHOKING sound, and the two fishermen look down, confused, as a large, filthy object starts to slide out of the fish's mouth.

GRANDSON (cont'd)

What is that?

GRANDPA

(squints)

I have no idea...

He reaches down and picks up the slimy object, the Grandson keeping his eyes on the fish as it suddenly falls still.

1 CONTINUED: (2)

1

GRANDSON

Whatever it is, I think coughing it
up killed the fish.

The Grandpa turns the object over in his hands, frowning - it looks like a small golden medallion, and as he wipes some of the dirt away it starts to GLITTER in the sun.

GRANDSON (cont'd)

Is that...

GRANDPA

Gold? Could be...
(beat; smiles)
Looks like this was another
brilliant plan of mine after all,
eh?

The Grandson rolls his eyes as we cut to:

2 EXT. LAKE'S DEPTHS - DAY.

2

Following a diver as he swims down into the clear blue waters, the shadow of a salvage vessel far above him.

A stream of air bubbles floats up from the diver as he swims on, heading into the murkier depths of the lake and breaking out a flashlight.

A school of sliver fish flits past, scattering as the diver passes through them before zipping neatly back into formation.

Close on the diver's eyes as he continues to scan the waters around him - before he pauses, bringing his light to bear on something up ahead.

Following his torch beam through the dark waters, a stone column can just be made out.

The diver's beam follows it to find several more - and soon the entire side of what looks like a ruined building is revealed.

Intrigued, the diver swims forward, investigating further and soon coming across the tall, imposing entrance to what looks like some kind of sunken temple!

The diver's eyes go wide as he shines his torch across the structure, which easily dwarfs him. From the moss and lichen staining the tall structure, it's been down here for some time.

The diver starts to swim towards a large, black entrance, framed by pillars covered with strange symbols.

(CONTINUED)

2 CONTINUED:

2

He doesn't notice the large black SHAPE speed past him until it's almost gone - and although he whips round, swinging his torch to follow it, it's already disappeared.

He treads water for a beat before turning back towards the temple, too curious now to stop.

He swims a few feet closer towards the entrance, his torch catching something within the entrance that glitters...

... and then he spins round again - just in time to see a huge MOUTH closing in, filled with massive, ragged teeth!

3 EXT. LAKE - NEXT.

3

The sea-weathered salvage vessel bobs on the waves as two crewmen stand on the rear deck, preparing lifting equipment in lieu of the diver's find.

One of them spots a plume of bubbles rising to the surface and nudges his crew mate to get his attention.

They head to one side of the boat, looking out and waiting for the diver to return - but all that breaks the surface is his oxygen tank.

And it's been bitten almost clean in two.

As the shocked crewmen swap a worried look, we:

BLACK OUT:

END OF TEASER

ACT ONE

FADE IN:

4 INT. VAN - DAY.

4

CHRIS drives, JULIE rides shotgun, and TWIST and DANYAEL sit in the rear. Business as usual for the team.

Julie is leafing through a local newspaper as Chris checks a street sign to the map spread across his lap. Twist is fiddling with her digital camera, while Danyael appears to be asleep, huddled in one corner with his shades on.

CHRIS

Alright... I am now officially upgrading our status to 'lost.'

TWIST

Finally!

JULIE

Here, let me try.

Chris hands her the map, and she drops the paper onto the dashboard as Chris pulls the van to the side of the road.

They're in a moderately-sized town centre, with mountain ranges off in the distance.

CHRIS

If I'd known everywhere in Canada was going to look the bloody same, I'd have invested in a GPS system or something!

JULIE

That wouldn't have done us any good. You know Twist's habit of breaking anything electronic.

TWIST

Hey! Not true, I-

CRASH! She fumbles the camera, and it drops to the floor with a loud bang. She sheepishly scoops it back up.

TWIST (cont'd)

Oops! Heh heh...

Julie smirks and starts studying the map, as an article in the paper catches Chris' eye.

(CONTINUED)

JULIE

Okay, according to this, we need to take the third left and then it's a straight road, goes all the way to the base of the mountains.

TWIST

Trust Chris to drag us all the way out here just to go flower picking.

CHRIS

(wearily)

Twist, they're not 'flowers.'
They're plants with a unique-

TWIST

(over him)

A unique regenerative property, that can be successfully converted into medicine form, and blah blah blah! See, if I can remember that, then you must have said it too many damn times.

CHRIS

And yet, I'm still yet to hear you volunteer to help me fetch them.

TWIST

Forget it! You and flowers, not a good combination. I saw those photos of you from the Seventies.

Twist shudders, and with a scowl Chris turns his attention back to the paper.

JULIE

(off paper)

Oh, you noticed that too?

CHRIS

(reads)

'Shark attack, diver feared dead?'

JULIE

Read further down, the part where there's a photo of what the two people out fishing found.

Chris looks - there's a photo of the golden medallion accompanying the article, and he peers at it as Twist shuffles forward to read the paper over his shoulder.

TWIST

Pretty. Looks like something you'd wear.

(CONTINUED)

CHRIS
It's not jewelry, Twist.

TWIST
Sure looks like it!

CHRIS
It's something...

He turns the paper round, squinting at the markings on the medallion.

CHRIS (cont'd)
I can't make that out, what does-

Without looking up, Julie offers Chris a magnifying glass from her backpack. He uses it to examine the picture more closely.

CHRIS (cont'd)
Ah! I thought so.

TWIST
Let me guess. It's some ancient civilisation's version of a Pokemon card.

CHRIS
A what?

TWIST
Oh, for frick's sake, Chris! Would it kill you to absorb even the tiniest bit about pop culture?

CHRIS
If it means I'd end up anything like you, then the answer is 'no.'

JULIE
Recognise the markings?

CHRIS
They're the same as that temple we found in New Orleans.

TWIST
What, the one with the big scorpion monster thingy?

CHRIS
The Skorpione, yes.

TWIST

Yeah, and I seem to remember you still owe me one giant monster claw that you made me leave behind.

JULIE

Reckon this means there's another temple at the bottom of that lake?

CHRIS

It's a fair guess, although I must say I'm not keen on running into whatever seems to have killed that poor diver.

TWIST

Hmm, flower picking versus killer sharks... and I wonder which he's gonna pick?

CHRIS

These plants I'm after blossom once every eleven years, and I don't plan on missing them this time around.

TWIST

(surprised)

Oh. And here was me thinking you still had a sense of adventure!

JULIE

You want to go check this lake out, then, Twist?

TWIST

And get eaten by sharks?
(mock excitement)
Oo, can we? Can we?

CHRIS

I'm not sure that's a good-

JULIE

Chris, relax. I know enough about diving to find my way down to wherever that medallion came from, and if anything with more teeth than me shows up, you know I've got the weapons to take care of it.

Chris doesn't look convinced, but Twist nudges him and nods.

TWIST

C'mon, chief. Let us girls have a little fun.

(CONTINUED)

CHRIS

(beat)

Alright. But take Danyael with you.

TWIST

Aww! What for?

CHRIS

Because I'll be quicker on my own if I've got to go searching round a mountaintop in the dark, and I'd rather you two have some backup in case anything goes wrong. Besides, chances are I'll be up there till sunrise, which isn't exactly ideal if I have a combustible partner.

JULIE

It's not like you to not want him around, Twist.

TWIST

(covering)

Oh, uh, it's just that, well...

DANYAEL (O.S.)

(waking up)

Did I miss something?

Rubbing his eyes, Danyael leans into frame, and a guilty looking Twist quickly changes the subject.

CHRIS

We're just making our plans. You three are going diving while I'm off plant collecting.

DANYAEL

Oh. Okay.

TWIST

Do you think in Canada they called it 'Jaws, eh?'

A beat.

TWIST (cont'd)

Oh, come on! I can't do one Canadian joke?

CHRIS

I think for all our sakes that had better be your only one...

Chris starts the van's engine again, and as he pulls away, we cut to:

5 EXT. HARBOUR - DAY.

5

The van is parked at the entrance to a long harbour - yachts are at anchor all along the piers, and there's a boat waiting to do a tour of the lake.

Julie, Twist and Danyael are waiting by the van, Julie leaning on the passenger door to speak to Chris.

CHRIS

I'll be gone until the morning, so we'll meet back at that hotel we passed on the way here.

Chris reaches into his jacket and hands Julie a bundle of banknotes. She flips through them, impressed.

JULIE

You know, one day you're gonna have to tell me where you keep getting all this cash from.

CHRIS

I'd rather you didn't know. You might accuse me of being illegal.

They share a grin, and Twist makes a big show of clearing her throat to break it up.

TWIST

Once you two are quite finished flirting, we have a date with a violent, toothy doom to be getting along with.

CHRIS

(to Julie)
I'll see you later.

JULIE

Yeah. Bye.

Chris drives away, and Julie watches the van head back onto the road leading towards the mountains.

TWIST

You know, you could just tell him.

JULIE

Tell him what?

Twist glances sideways at Danyael, who smirks back.

(CONTINUED)

JULIE (cont'd)

Oh, does everyone have an opinion on what the state of my love life should be now?

TWIST

Aha! You said the 'l' word. That means you're guilty.

JULIE

(caught)

It- but-

(beat; scowls)

Come on.

She grabs her bag and marches into the harbour, and Twist follows with a mischeivous smirk. She completely misses the heavy-hearted SIGH Danyael gives before following them.

EXT. HARBOUR - PIER - NEXT.

Julie heads up to a pair of men getting ready to set off in their yacht, approaching one on the pier as he unwinds the mooring rope.

JULIE

Excuse me, could one of you two boys help me out?

The first man, JAKE, quickly looks Julie up and down and flashes a warm smile, clearly liking what he sees.

JAKE

I can but try, miss. What can I help you with?

JULIE

Well, my two friends and I were looking to hire a boat and take a trip out on the lake. We heard all about the thing on the news with the shark, and just thought, you know, we'd be noseey. We're studying marine biology, you see, especially predators.

JAKE

Well, good luck. Harbour Police are running regular patrols to make sure no civilian boats are anywhere near that part of the lake, at least until they find whatever killed that diver.

JULIE

Damn. So...

JAKE

So, best I'd suggest you could try is speaking to old Henry Ashmore, last office on the left back down the pier.

JULIE

Henry Ashmore, got it. Any particular reason?

JAKE

Henry's been here longer than the lake, we like to say. If anybody could get you past the patrols, it'd be him. Just as long as you aren't planning on doing any diving.

JULIE

With that shark swimming round? Trust me, that won't be an issue. Any ideas on how a shark managed to get into the lake yet?

JAKE

That's assuming it is a shark.

JULIE

You think it was something else?

JAKE

All I know is, there's no way an actual shark could have gotten into that lake unless somebody put it there. So either we've got an escaped pet on the loose, or it's something worse.

Julie looks out across this inlet of the lake, then back to Jake with a nod.

JULIE

Alright, thanks for the tip.

JAKE

No problem. You just be careful out there, miss.

JULIE

I will. Thanks.

She walks away and heads back over to Twist and Danyael.

TWIST

Well?

JULIE

Apparently there's a guy who can get us out there, but getting hold of diving gear might be kinda tricky.

DANYAEL

Unless we steal it.

Julie raises an eyebrow, and he shrugs.

DANYAEL (cont'd)

Just saying, it'd be the easiest way.

Julie looks around, not coming up with a better plan.

JULIE

Can you get me some scuba gear without getting caught?

Danyael grins, and we cut from that to:

EXT. LAKE - EVENING.

WHUMP! An oxygen tank is dropped into frame, pulling back to reveal Julie, Twist and Danyael on the deck of a beaten up old fishing trawler.

JULIE

Alright, I'm impressed.

Danyael holds out his hand to Twist, who sighs and gives him five dollars.

JULIE (cont'd)

Did I miss something?

TWIST

I bet him five bucks he'd get caught.

DANYAEL

Little did she know they used to call me 'La Rongeur' at college.

JULIE

(thinks)

'The Rodent'?

DANYAEL

(beat)

What's the French for 'fox'?

HENRY (O.S.)

'Reynard,' son.

They look round as HENRY steps out from the cabin. Every inch the grizzled seafarer, he has scrappy grey hair, sun-wrinkled skin and a thick, bushy beard.

DANYAEL

Oh, okay. They called me that, then.

HENRY

(off diving gear)
You folks aren't planning what I think you're planning, are you?

TWIST

What, this? Oh, no. It's full of helium.

HENRY

(raises eyebrow)
Helium?

TWIST

Yeah, it's the latest thing. Kids sail out to the middle of big lakes, and, uh... do helium.

JULIE

(stepping in)
It's okay, we're professionals. We're doing a quick dive to investigate the source of that medallion that turned up the other day.

HENRY

In that case, you won't mind whatever's down there doing an investigation of what yer insides taste like, eh?

TWIST

(grimaces)
I don't have to do it, do I?

Julie crouches and checks the tank, shaking her head.

JULIE

No, it's okay. You two stay up here and help keep watch.
(to Henry)
How long until the next Harbour Police sweep?

HENRY

About an hour.

7 CONTINUED: (2)

7

JULIE

That's plenty of time. Twist, want
to help me get suited up?

Twist looks at the tank, then out across the lake, and looks
a lot less confident about this plan as we cut to:

8 EXT. LAKE - DEPTHS - NEXT.

8

SPLASH! A fully suited Julie drops down from the surface,
taking a moment to check her breathing before starting to
swim downwards.

She flicks on a torch and scans the water around her, bubbles
rising from her breathing apparatus.

Before long, she's in the same area that the diver went
missing - and her torch picks up the same row of crumbling
stone columns as his did.

She follows them towards the front of the sunken temple,
pausing before it and reaching down to her belt to retrieve a
bulky underwater camera.

There's a FLASH of light as she takes a picture - and a large
black SHAPE flits past in the background.

Julie starts to swim slowly forward, shining her torch up and
down the temple and trying to make out some of the markings
carved into it.

She reaches for her camera to take a second photo - but this
time, she sees the dark shape over to her left.

She spins round and FLASHES the camera - and illuminates a
huge set of jaws as they scream towards her!

The creature jerks away from her, distracted by the camera
flash, and a wide-eyed Julie fumbles at her belt again.

The shape arcs round and begins to race towards her, picking
up speed as it closes in.

Julie finally grabs what she's after - and raises what looks
like a flare gun!

The creature is almost upon her when she FIRES, and there's a
bright BLAZE of orange light as her projectile connects with
the creature.

It swoops past her, the turbulence sending her careening
backwards, but whatever she did, it put the creature off for
now.

She watches in amazement at the huge beast as it disappears
back into the murky depths.

(CONTINUED)

8 CONTINUED:

8

Julie turns to look at the temple, then quickly starts to swim back towards the surface, deciding enough is enough for today.

9 EXT. LAKE - SURFACE - NEXT.

9

Twist is sitting with her legs hanging over the edge of the rear deck, skimming stones across the surface of the water.

Danyaël joins her, casually smoking a cigarette. He offers one to her, and after a hesitant beat she takes it and waits as he lights it.

TWIST

Chris'd kill me if he caught me doing this. I told him I quit.

DANYAEL

Something tells me you tell him a lot of things that aren't true.

Twist smirks - then sees a cloud of bubbles breaking the water's surface.

She quickly swings her legs back onto the deck and reaches for the spotlight mounted nearby, aiming it at the bubbles.

A few moments later, Julie pops back up to the surface, removing her mask and gasping with exertion.

DANYAEL (cont'd)

Hey, Jules? You okay?

She swims up to the boat, using a ladder mounted on its side to pull herself out of the water. Twist and Danyaël help her onto the boat and remove the oxygen tank.

TWIST

Okay, either you hurried back because you missed us, or...

DANYAEL

Or you saw something.

Julie, still gulping in deep lungfuls of air, nods as Henry wanders into frame.

JULIE

We're gonna need a bigger boat.

Twist and Danyaël swap a worried look as we:

BLACK OUT:**END OF ACT ONE**

ACT TWO

FADE IN:

10 INT. HOTEL ROOM - NIGHT.

10

Twist is surfing through TV channels, munching from a huge bag of potato chips and dropping the odd handful down to Danyael, who sits on the floor by the bed.

They look up as the door opens and Chris steps in, a bulging backpack slung over one shoulder.

TWIST

And lo! Heidi has returned.

Chris lays the bag down on the bed and carefully opens it - and as Twist leans over to look she sees it's full of soil!

TWIST (cont'd)

Wow, nice work, Chris, you brought back... dirt.

CHRIS

Look closer.

She eyes him, then leans in further - and sure enough, there are several tiny, dark brown plants poking up through the soil.

TWIST

That's it? That's what you brought us all the way out here for and went halfway up a mountain to find?

CHRIS

Three-quarters up, actually.

DANYAEL

Doesn't look like much.

CHRIS

Doesn't need to. You obviously can't see the roots from here, but that's where I'll find the extracts I'm after.

(looks round)

Where's Julie?

Twist jerks a thumb back towards the closed bathroom door.

TWIST

Recovering from her near-fillet encounter this evening.

(CONTINUED)

CHRIS
(alarmed)
What?

He heads over to the door and raps his knuckles against it, hearing the shower inside turn off.

JULIE (O.S.)
(through door)
Yeah?

CHRIS
Julie? It's me. What happened?

JULIE
Oh, nothing, it's cool.

She unlocks and opens the door, a towel wrapped round herself and her hair still wet.

JULIE (cont'd)
The reports were right, though -
there is something down there.

CHRIS
Did you get a good look at it?

JULIE
I got a look at its teeth, and that
kinda put me off sticking around to
see the rest of it.

CHRIS
(darkly)
I wouldn't have agreed to this if
I'd known you were going to almost
end up as something's dinner.

JULIE
'Almost' is the operative word
here, Chris. Look. See?
(raises arms)
All in one piece.

Chris looks her up and down - and hears Twist COUGH from off screen.

He glances over to see her smirking impishly at him, and Julie blushes, pushing the door halfway closed again.

JULIE (cont'd)
(suddenly awkward)
So, uh... can I get, you know...

CHRIS
Oh, oh, yes. Sorry. Of course.

He steps back as she shuts the door, heading back to his bag as Twist nudges Danyael.

TWIST
(mischevious)
So, uh, she look okay?

CHRIS
(not biting)
So it would seem.

TWIST
You sure? I mean, you could always
pop back in there and, you know,
give her a more personal
examination...

Chris' fierce stare stops her dead, and she decides against pushing her luck, snatching up the remote.

TWIST (cont'd)
(quickly)
Oh, look! It's uh...

She squints at the TV - and sees it's another news report. She turns the volume up.

TV
... and so tomorrow afternoon, no
less than three teams of shark
hunters will be hitting the lake,
in a bold move to try to find
whatever is believed to be lurking
beneath the surface. For more news,
we go live to-

She flicks the TV to 'mute' and turns to Chris.

TWIST
All that attention's going to make
it kinda hard to sneak back down
there for another look.

CHRIS
You're right. We'd better make sure
we've been and gone by the time
those hunting boats show up!

DANYAEL
(groans)
That means an early start, doesn't
it...

CHRIS
Not exactly.

10 CONTINUED: (3)

10

Chris turns to look through the windows, and the two vampires catch up to his point.

TWIST

We're going back out now, aren't we...

CHRIS

Given that I can't take you two out when the sun goes up, yes, I'm afraid that's exactly what we're doing.

Twist grimaces, and as she sulkily stuffs a handful of chips into her mouth, we cut to:

11 EXT. LAKE - NIGHT.

11

The team are sitting in a small motorboat, gliding across the still lake waters as the moon shines down from high in the evening sky.

JULIE

Isn't going out at this time of night a little, well...

TWIST

Dark?

CHRIS

All you'll need to worry about is getting into the temple. I'll be taking care of whatever's down there.

JULIE

How?

TWIST

Vampire night vision. Perk of the job.

JULIE

What, even underwater?

Chris turns to her and grins, reaching for the wet-suit by his feet and tossing a second over to Julie.

CHRIS

Even underwater.

Julie starts to pull on the suit as Chris unsheathes his katana, swinging it experimentally in the moonlight before we cut to:

12 EXT. LAKE - DEPTHS - NEXT. 12

Two SPLASHES signal Chris and Julie's entrance to the lake depths, and as they click their torches on and start to swim down towards the temple far below, we cut back up to:

13 EXT. LAKE - SURFACE - NEXT. 13

Twist peers into the water, just about making out the distant torch lights below before they fade from view. She leans back in the boat with a SIGH.

TWIST

Have to say, this isn't how I was planning on spending my evening.

DANYAEL

What did you have in mind?

TWIST

Oh, nothing special. A 'South Park' marathon was on later, and I saw this great looking ice cream parlour on the way over.

DANYAEL

(chuckles)

Well, when we get back to dry land, I'll get you an ice cream.

She looks across at him and smiles, but it takes him a beat to finally look back.

DANYAEL (cont'd)

What?

TWIST

Dan, can I... can I ask you something?

DANYAEL

Uh-oh. You called me 'Dan,' that only happens when it's something serious.

TWIST

It's nothing like... well, okay, maybe a little.

She shuffles a little closer to him.

TWIST (cont'd)

We've been, like, working together for a long time now, haven't we?

(CONTINUED)

DANYAEL

About a year, I think.

TWIST

Yea, right. And all that time we've never... I mean, we've never had chance to go and do...

DANYAEL

(raises eyebrow)

Am I going to like how this sentence is gonna end?

TWIST

Fun.

DANYAEL

(beat)

'Fun'? Hate to sound negative, but last time we had a conversation like this, you'd been possessed by some guy who wanted to make you into his personal love bitch.

TWIST

No, I'm being me now. When have we ever just run off and cut loose for a few days?

DANYAEL

Uh...

TWIST

Exactly. Chris and Julie can take care of themselves, that's obvious, even if they're starting to piss me off with their whole 'pretending not to like each other' schtick by now.

DANYAEL

(awkward)

Yeah, that must be... annoying.

TWIST

So I don't thin Chris'd mind us two shooting off for a day or so to relax. God knows we've earned it.

DANYAEL

What did you have in mind?

TWIST

Honestly? I don't know yet. I'm open to suggestions, but... I think we have a few things to talk about.

Danyaël leans back, thinking this over.

DANYAEL
A day off, right?

TWIST
Pretty much.

DANYAEL
Hmm...
(grins)
Okay, I'm in.

TWIST
Excelsior! Now all we need is to-

She pauses, sitting up and looking startled all of a sudden. Danyaël catches this and sits up as well.

DANYAEL
What?

TWIST
You hear that?

DANYAEL
Always best to assume that no, I
can't.

TWIST
Sounds like a...

She looks out across the lake - and then the sound she heard fades up. It's an engine - another boat is approaching! Twist bites her lip and looks down into the water as we cut to:

Julie is treading water as she waits for Chris to join her, shining her torch across the entrance of the temple. She points to say she's heading in, and Chris nods.

She starts to swim forwards - and Chris spots the dark shape speeding towards them.

He pushes away from her and draws his sword, lining himself up in front of the approaching creature.

He raises his katana, ready to slice at whatever's coming his way - and his eyes widen as he starts to realise just how big this thing is!

His sword suddenly feels very inadequate for the job, and as Chris braces himself to meet the beat head-on, its huge JAWS rush out of the gloom...

14 CONTINUED:

14

BANG! A brilliant yellow FLARE goes off in the creature's mouth, and Chris shields himself from the blaze.

The light allows him to see what the thing is at last - and while it resembles a shark, it's clearly something larger, older and meaner, its dark, rough skin looking as lethal as its teeth.

Chris swims after the creature as it thrashes around in front of him, trying to spit the flare out of its mouth, and he lines himself up with its gills.

He SLASHES down with his sword, and as the water around him is filled with a cloud of dark blood, we cut to:

15 INT. SUNKEN TEMPLE - ENTRY CHAMBER - NEXT.

15

The dark interior of the temple is as grandiose as the elaborate frontage would suggest - a wide, circular room with a high ceiling supported by a circle of columns, detailed mosaics in the floor and ceiling and several antechambers leading off through marble archways.

And as Julie pops out of a pool of water leading from the steps up from the entrance, she also finds to her surprise that it's bone dry!

There's a brief CRACKLE of electricity, passing around the whole room, as Julie mounts the steps and stands in the entry chamber itself, removing her goggles and breathing gear.

Confused, she takes a few beats to examine the room, looking round as Chris pulls himself out of the water by the steps.

She sees that his diving suit is torn in several places, and Chris' pale skin is covered with bad gashes and cuts. She rushes to his side as he flops onto his back, tearing off his mask.

JULIE

Chris! Are you alright?

CHRIS

(exhausted)

I just killed... a bloody great big... shark demon...

JULIE

Are you hurt bad? I mean-

CHRIS

I'll be fine, I just... I just need to get my breath back...

She helps him out of his oxygen tank and up to his feet, and Chris leans on her for support.

(CONTINUED)

CHRIS (cont'd)

I take it this is the place, then.

JULIE

Yeah, but I'm not sure why it isn't flooded!

CHRIS

(points to steps)

Magical barrier. Kept the place airtight, felt it as I came up the steps. Common thing in these kinds of temples, kept them safe from natural disasters.

There are several stone benches lining the chamber, and Julie helps Chris onto one of those, examining his wounds.

JULIE

You're torn up pretty bad in a few places here, Chris. Are you sure you're gonna be alright?

CHRIS

As Twist would say, 'you should see the other guy.'

JULIE

Did you get whatever that thing was out there?

CHRIS

It won't be bothering us again. As to what it was, I'm still trying to work that part out.

JULIE

Well, we're here now. May as well do some exploring.

Julie shines her light round the chamber, picking up the three different passageways leading off from it.

JULIE (cont'd)

You want to split up or stay together?

CHRIS

I think we should-

There's a RUMBLE, and the duo stumble as the temple around them SHAKES. A little dust sprays down from the ceiling.

JULIE

Hurry up?

CHRIS

We may have weakened the barrier
keeping this place airtight by
passing through it, there's no
telling how long it's been up.

Julie helps him to his feet and they walk towards the nearest
passageway. She shines her torch down it, seeing that the
tunnel branches off to the left after about twenty feet.

JULIE

Door number one?

CHRIS

Let's go. But be careful.

He follows her, grimacing and trying not to put his weight on
his left leg, as we cut back up to:

Twist and Danyaël are huddled down low in their boat, as the
silhouette of the approaching vessel draws ever closer.

DANYAEL

What are we gonna do? It's not like
there's anything we can hide behind
out here!

TWIST

Always with the hiding! It's not
always the best course of action,
you know.

DANYAEL

Hey! Let the record show this is
the first time I've suggested it in
months.

TWIST

Look, just keep your head down,
maybe it won't-

A SEARCHLIGHT flicks on, sweeping across the lake - and
falling on the motorboat. Twist closes her eyes and curses.

TWIST (cont'd)

Bamugartner!

DANYAEL

So... hiding's not an option now,
is it?

TWIST

Time to stand up and face the
music, Spook.

16 CONTINUED:

16

Twist pokes her head up, shielding her eyes against the searchlight as the boat draws closer, and we cut to:

17 INT. SUNKEN TEMPLE - PASSAGEWAY - NEXT.

17

The walls are covered with carved symbols, diagrams and letters, and Julie leans in to read them by torchlight.

CHRIS

I'm not recognising the dialect,
but...

JULIE

But you are recognising the style.
Me too. We've seen this before -
these markings are just like the
ones we found in the other temple.

CHRIS

So it's very likely this is another
of those dimensional 'weak spots'
the vinnlans who were guarding that
place warned us of.

JULIE

Well, yeah, but I mean this one is
underwater, right? So what harm
could it do?

CHRIS

Depends whether what wants to come
through can swim or not.

Julie throws Chris a troubled look, and he carries on down the passageway.

CHRIS (cont'd)

We'd better find where this leads.
If it's another potential portal
we'd be wise to shut it down before
anyone else stumbles across it.

Julie follows, glancing round at the other diagrams.

JULIE

Yeah, that's us, making sure that
nobody knows we're saving the
world...

Chris turns a corner and finds himself in:

18 INT. SUNKEN TEMPLE - SHRINE - NEXT.

18

Chris stands in another circular room, this one much smaller but lined by a series of panels in the walls, each one bearing a strange glyph.

(CONTINUED)

18 CONTINUED:

18

Julie joins him just as another RUMBLE rattles the whole temple, and Chris aims his torch at the ceiling as he hears water start to DRIP down.

CHRIS

Whatever we need to do here, we'd better work it out quickly.

Julie hurries to the nearest panel, as we cut to:

19 EXT. LAKE - SURFACE - NIGHT.

19

Twist and Danyael are standing in the boat as the larger ship pulls up alongside them - several figures stand on the deck, silhouetted behind the powerful spotlight.

TWIST

Uh... we're just doing some late night... fishing, and we wanted to, uh...

VOICE

Well, well, well...

Twist frowns - she knows that voice!

VOICE (cont'd)

Don't you just show up in the darndest places, little girl!

The spotlight is turned down - and Twist GASPS as a muscular man steps to the front of the large boat's deck.

It's VAN LEWIN! He grins, a shotgun in his hands aimed squarely at the two vampires, who slowly raise their hands.

DANYAEL

(cold)

You...

Van Lewin glances to his left - and there's a diving bell mounted on a crane to the side of the boat.

VAN LEWIN

Good news, kids. We're going for a swim - and you're coming with us.

Off Danyael's expression of disbelief, we:

BLACK OUT:

END OF ACT TWO

ACT THREE

FADE IN:

20 INT. SUNKEN TEMPLE - SHRINE - NIGHT.

20

Chris and Julie are on opposite sides of the small chamber, each busy trying to decipher the glyphs and markings on the panels before them.

JULIE

Anything?

CHRIS

Not much. As far as I can tell, this chamber's some kind of ignition key for the activation of the portal, so these panels needs to be engaged in a certain order.

JULIE

And until we know what that is, we can't figure out how to permanently disconnect it, right?

CHRIS

I'm afraid so. Attempting to disable these out of sequence could very well start the whole thing off, and that would be-

VAN LEWIN (O.S.)

Chris Berkeley! You in here?

Chris and Julie swap looks, aiming their torches back towards the passageway they entered through.

JULIE

What was that? Sounded like-

VAN LEWIN (O.S.)

Come on out, Chris, time is very short, especially for your two vampire buddies here!

CHRIS

(narrows eyes)

I know that voice.

(to Julie)

Stay here, I'll go and-

JULIE

'Stay here'? What am I, Fay Wray? If Twist and Danyael are in trouble, I'm coming with you.

(CONTINUED)

To prove her point, Julie fetches her modified handgun from her backpack and loads it with a loud CLICK.

CHRIS

(beat)

Okay then.

They head back down the passageway, into:

21 INT. SUNKEN TEMPLE - ENTRY CHAMBER - NEXT.

21

Chris and Julie emerge into the main chamber, tensing up at the sight waiting for them.

Van Lewin stands with four equally rugged looking PIRATES, all armed and keeping Twist and Danyael at stakepoint. Behind them, the head of their ship's diving bell can be seen at the foot of the pool of water by the stairs.

They're all soaked through - looks like they had to take a little swim to get from the bell into the temple.

There's another FIZZ from the energy bubble protecting the temple as Chris and Julie slowly advance.

VAN LEWIN

(shakes head)

Ah ah ah. Drop the weapons.

Chris pauses, then slowly unhooks his katana and lowers it to the floor. Julie glances at him, then drops her handgun.

VAN LEWIN (cont'd)

Very good.

TWIST

Chris, I'm sorry, they just appeared and we didn't-

CHRIS

It's alright, Twist. You haven't done anything wrong.

TWIST

Well, I know that, I was just trying to explain how we got into this fine mess!

Van Lewin turns his shotgun - and calmly SHOOTs Twist in the leg! She YELLS and crumples to the floor.

DANYAEL

Twist!

VAN LEWIN

Don't seem to remember giving you permission to speak, sweetheart.

CHRIS

(glares at Van Lewin)
You do realise that just guaranteed you losing your other leg, don't you?

Van Lewin smirks as Danyael goes to Twist's side, rapping his knuckles against his half-mechanical left leg.

VAN LEWIN

Best thing that ever happened to me. Gave me a new sense of purpose. Made me realise there were bigger things to do out in the world than waste my time hunting down monsters like you.

JULIE

(raises hand)
Uh, not a monster.

VAN LEWIN

Evil by association. You're as bad as the rest of these bloodsuckers!

Van Lewin looks down at Danyael, who is supporting Twist and glaring up at Van Lewin with fury in his eyes.

VAN LEWIN (cont'd)

Relax, Short Round. She'll heal. Just wanted to make sure you didn't try anything. I already killed one of your girlfriends, doing it twice'd just be...

(smirks)
... mean.

CHRIS

Is there a reason you're here, besides making me remember how much I wanted to kill you?

VAN LEWIN

As a matter of fact, there is. See, there's something in this temple that my employer wants, and they're prepared to pay me a lot of money to fetch it.

Van Lewin reloads his shotgun and points it at Julie.

VAN LEWIN (cont'd)

So unless you want your new sidekick here to get a free acupuncture session, you'll go and fetch it for me.

Chris tenses up again - but Julie lays a hand on his arm.

JULIE

Chris, it's okay. Go. He won't hurt us if you do what he says.

CHRIS

For now, maybe. What guarantee do I have he won't try to kill us all as soon as I get back?

(beat; to Van Lewin)

And you'll notice I said 'try.'

VAN LEWIN

Scout's honour. So what'll it be, hero?

Chris knows he can't trust Van Lewin - but he doesn't have any choice. He slowly nods his head.

VAN LEWIN (cont'd)

Good boy. Now, what we're after is down that central passageway, so run along and bring it back for me and I promise not to have killed all your cronies by the time you get back.

Chris turns and looks down the central passageway, then with a last glance round at the others heads towards it.

VAN LEWIN (cont'd)

Oh, and just so you know...

Chris pauses and turns back round.

VAN LEWIN (cont'd)

I've been doing my homework on this place. There's a fair few traps between you and the prize, and I'll put money on them all still being in working order, too. Might want to watch your step. Hate to have you end up like me!

Van Lewin chuckles, and Chris marches through the archway over the central passageway, turning a corner and disappearing from view.

Over with Twist and Danyael, she grimaces as Danyael tears off a strip of his shirt to tie round her wounded leg.

DANYAEL

Sorry.

TWIST

Hey, it's cool. You're not the one who shot me.

She scowls up at Van Lewin, who slings his gun over his shoulder and grins. The rest of his men seat themselves on the stone benches round the chamber, settling in.

TWIST (cont'd)

Gotta ask, Van Lewin - when I sliced off your leg, did it hurt?

He pauses - but manages to keep his anger down, turning to her with a sinister grin.

TWIST (cont'd)

'Cause, you know, I hope it did. Just so you have something to compare it to when I tear the other one off.

He aims his shotgun at her again, and Danyael jumps protectively in front of her.

VAN LEWIN

Oh, so she is your new girlfriend!

DANYAEL

Doesn't matter what she is, you sick son of a bitch! You're not hurting her again.

TWIST

Hey, we're one-all at the moment anyway, after I taught you how to spell 'pain' last time we met.

DANYAEL

So don't you take one more-

PIRATE #1

Hey, boss? Can we kill that guy now?

VAN LEWIN

Naah. Look at him! He's a goth. That's what he wants.

Van Lewin heads off to join his men, leaving Danyael to seethe. Twist pats his arm to calm him as Julie heads over.

(CONTINUED)

JULIE

Twist, are you alright?

TWIST

(sarcastic)

Oh, yeah, fine. 'Cause, you know, shotgun blasts feel like butterfly kisses! 'Course I'm not fine, damn it! I- ow!

She winces again, and Julie examines her wounded leg.

JULIE

Well, being undead already, I can safely say this won't kill you.

TWIST

(dry)

Huzzah.

JULIE

But it's going to hurt like Hell until I can get these pellets out, which I can't really do until we get out of here.

TWIST

So in other words, we have to wait for Indiana Berkeley to bring back the Holy Grail or we're all deader than 'Wonderfalls.' Great. Can we get some of those big foam fingers to wave around till he gets back?

Julie looks back to the passageway Chris left through, concern all over her face as we cut to:

Chris steps into a long, brickwork tunnel, water dribbling from cracks between the stones as he moves on. His torch offers a little light, but not much.

A WIND blows down the tunnel towards him, and he frowns - where would that be coming from?

Pausing to wait and see if anything comes his way, he takes a chance to crouch down and take his spare dagger from a holster round his ankle.

He stands back up - and hears a strange GRINDING noise coming from somewhere up ahead. Chris squints trying to find what could be making the sound...

And his eyes widen as he sees two huge SAW BLADES speeding towards him!

One is at neck height, the other at waist level - both would be fatal. Chris stands his grounds, waiting for them to get close enough to dodge...

... and with a duck and roll and then a swift bounce into the air, he manages to avoid both blades.

They reach the end of the tunnel and stop, slowing down with a SHUDDER.

Chris catches his breath, then hurries back along the tunnel before anything else can be thrown at him!

Chris is faced with another daunting challenge - a wide room with three narrow stone causeways running over what looks like a pretty deep pit. SPEARS are lining both walls, angled from various points down towards the causeways.

CHRIS

(weary)

This just keeps getting better,
doesn't it...

Chris takes a cautious step onto the central causeway, keeping his eyes on the spear heads jutting out of the walls. Another archway ahead of him leads to the next chamber.

He takes another step forward - and several spears are LAUNCHED from the walls!

He leaps back to safety - and watches in horror as the spears SMASH into the causeways, with chunks of stone crumbling and falling into the pit and making the already narrow path even narrower.

Chris looks down at the central path and tries again, this time getting four steps forward before more SPEARS are launched at him.

He ducks to avoid one, but more damage is caused to the paths, and the ancient stone looks in danger of crumbling beneath his feet.

Chris HUFFS impatiently and clasps his hands together, closing his eyes and concentrating - and a purple GLOW starts to form around his hands.

He opens his eyes - and starts to LEVITATE off the causeway, but he's only about a foot into the air when the glow suddenly vanishes with a POP, and he falls back down.

He almost loses his footing, waving his arms to balance himself out again.

CHRIS (cont'd)
 (mutters)
 Of course, the protection
 barrier... it'd cancel out any
 magics.
 (beat)
 Bollocks!

Chris takes a deep breath - then rolls his eyes.

CHRIS (cont'd)
 Oh, sod it.

He RUNS forward, and as more spears are launched towards him he starts to deftly duck and hop over any that head his way.

The causeways begin to break up, with first the left and then the right hand paths finally disintegrating and falling into the pit below.

Chris' path is the last to crumble, and as the stone beneath his feet finally starts to give way, Chris LAUNCHES himself into the air, reaching out and grabbing the solid ground before the archway - just.

He starts to pull himself up - and a final spear SLAMS into the ground before him, missing him by a fraction.

He pauses, appreciating the close shave, then hurries into the next chamber as we cut back to:

Julie sits with Twist and Danyael as Van Lewin paces round the chamber, examining the carvings on the walls.

TWIST
 (quietly)
 What are we waiting for, Jules? We
 could take these guys.

JULIE
 (shakes head)
 Too risky. Did you fail to notice
 the stake-loaded shotguns they're
 all packing? I don't think we'd get
 them all before they got a few
 shots off, and a few might be all
 they'd need.

TWIST
 Well, we can't just sit here!

DANYAEL
 Chris'll be back soon.

TWIST

Oh, stop having such a boner for him! You think Chris got this far by having me sit and wait for him to come back and save the day?

DANYAEL

(beat)
Guess not.

TWIST

Exactly. So we need a plan, people. One that involves me getting to turn Baldilocks over there into chicken food. And not the good stuff, either.

JULIE

Just hang tight a little while longer, okay? If we're going to pull anything like that, I'd rather wait till Chris gets back. Then at least we've got an extra pair of hands to fight.

DANYAEL

Assuming he comes back.

The girls both turn to glare at him.

DANYAEL (cont'd)

Hey, I hope he does too, but we don't know what's in there, do we? Could be all kinds of deathtraps and things waiting for him.

JULIE

(firm)
He'll be back. And whatever's in there. Chris can handle it.

We cut from Julie's serious look to:

Chris is at the far end of a small room - which is getting smaller by the second!

GRINDING stone accompanies the walls as they push in towards him, and Chris only has seconds before they slam together.

He's frantically working at a stone lock in a doorway before him, sliding round four markers on a spiral of rings to line up to other markings on the door itself, an ancient version of a decoder ring.

25 CONTINUED:

25

The walls are getting closer, and as more dust and drops of water start to rain down on Chris from the ceiling, he doubles his efforts, spinning the markers round as fast as he can.

He finally gets to the correct sequence and the door opens with a loud CLICK, allowing Chris to dive forward:

26 INT. SUNKEN TEMPLE - SMALL CHAMBER - CONTINUOUS.

26

But his shirt sleeve is caught on something!

It's snagged on the door, and his right arm is moments away from being flattened. Chris tugs at the sleeve as hard as he can - until with a RIP, it tears and he falls back, and the walls SLAM together behind him.

He pauses for breath, swinging his torch round to see where he's ended up.

It's a small room, bare except for a stone plinth in its centre, on which rests a large stone tablet.

Chris heads over to examine it - the tablet is covered with bizarre symbols and markings, not something Chris can easily translate.

He lifts the tablet - and a hidden doorway in the wall behind it swings open.

He checks round for any more traps, but this appears to be genuine. He heads forward, passing through the secret door as we cut back to:

27 INT. SUNKEN TEMPLE - ENTRY CHAMBER - NEXT.

27

Twist is sizing up the four pirates, working out a plan of attack.

TWIST

Okay, here's what we do. Spook, you go left and take out that first dude, Julie, you back him up. I'm gonna take on Van Lewin. Use the bad guys as human shields to keep your pink and squishy parts safe.

JULIE

Bad idea. We're cut off in here, Twist, we don't have any room to move!

TWIST

Not a problem! I can just-

(CONTINUED)

She starts to stand, but collapses back down with a GRUNT as she finds her leg still hurts like a beyatch.

DANYAEL

You're not going anywhere.

TWIST

Don't tell me what to do!

DANYAEL

I will if it could get us all killed!

TWIST

What are you, my boyfriend?!?

A beat. Danyael looks away, and Twist silently curses, realising that was probably a pretty lousy thing to say.

JULIE

(changing subject)

I think I've got something. See that stone pillar over there? It looks pretty weak, so maybe we could-

CHRIS (O.S.)

(echoes)

I'm coming out.

Van Lewin and the pirates stand to attention as Chris emerges from the central passageway, the large tablet under one arm.

VAN LEWIN

Hey, look at that! You made it back. I'm impressed.

CHRIS

(off tablet)

This is what was so important?

VAN LEWIN

(shrugs)

Beats me. All I know is it got somebody hot andbothered enough to pay me four times my annual salary to come out here and find it.

Van Lewin aims his shotgun at Chris and beckons with his other hand.

VAN LEWIN (cont'd)

So slide it on over here.

Chris glances to Julie, who nods - they're all okay. Chris crouches and slides the tablet across the chamber floor.

(CONTINUED)

Van Lewin stoops to pick it up, passing it to one of the pirates who has a steel suitcase ready, placing it carefully inside.

CHRIS

Alright, I did what you asked. Now we get to walk.

VAN LEWIN

Sounds remarkably like you're giving me an order there!

CHRIS

Don't play games with me, Van Lewin.

VAN LEWIN

That's all this is, Chris, don't you get it? One big game.

He LOADS his shotgun - and on cue, his men do the same, aiming their guns at Twist and the others.

VAN LEWIN (cont'd)

See, this is Round Two. I got paid to do two things today - fetch that tablet... and kill you.

Van Lewin grins, and as his finger starts to squeeze the trigger, we:

BLACK OUT:

END OF ACT THREE

ACT FOUR

FADE IN:

28

INT. SUNKEN TEMPLE - ENTRY CHAMBER - NIGHT.

28

Chris stares down Van Lewin, bracing himself to dive out of the way of the incoming stake...

... and a new, more violent SHUDDER shakes the foundations of the whole temple, throwing everyone off their feet.

Part of the ceiling GIVES WAY, falling to the ground with a CRASH and narrowly missing Chris.

He looks up - the protective barrier overhead is starting to fail, blue streaks of energy lancing all round the room as the magics finally fade away.

Chris is already racing over to Julie and the others as Van Lewin struggles to his feet.

VAN LEWIN

(to pirates)

Get them!

The whole temple is still SHAKING, more chunks of stone and water falling from the ceiling as Chris scoops Twist up in his arms and races towards the right-hand passageway.

Weapons fire RICOCHETS off the walls around them - and Julie suddenly breaks away, heading over to the nearest pirate.

CHRIS

Julie! What are you doing?

She surprises the pirate with a quick PUNCH, grabbing her bulky handgun from his belt - and snatching the steel suitcase from his hands.

He aims his gun at her as she turns to leave - but is stunned as part of the stone column next to him crumbles away, knocking him to the ground.

Julie grabs Danyael's hand and drags him towards the passageway as Chris follows with Twist.

JULIE

(off suitcase)

Couldn't leave this behind!

Chris glances back over his shoulder as Van Lewin leads the three remaining pirates in hot pursuit, and we head into:

29 INT. SUNKEN TEMPLE - PASSAGEWAY - NEXT.

29

Julie leads the way, her torch beam bouncing around in the darkness.

CHRIS

Be careful! There could be traps
down this tunnel as well!

JULIE

Well, there weren't any down that
first one we tried, so maybe-

A gust of wind HOWLS down the tunnel towards them, and a wide-eyed Julie sees the glint of the approaching sawblades.

CHRIS

Get down!

Chris SHOVES her and Danyael to the floor as the sawblade passes overhead.

He looks up to see a second heading straight for them, and drags the team to their feet, pressing themselves against the opposite wall as the blade WHIPS past.

A distant YELL from further back down the corridor tells us one of Van Lewin's men wasn't so lucky, and the team hurry on, into:

30 INT. SUNKEN TEMPLE - SMALL CHAMBER - NEXT.

30

Another circular temple with glyph-bearing panels mounted into the walls. Julie scans the room for an exit as Chris lays Twist carefully down on the ground.

TWIST

You haven't got to carry me, you
know.

CHRIS

Can you run on that leg?

A beat. Twist shakes her head.

CHRIS (cont'd)

Well then. Stop complaining.

Chris glances down the tunnel and sees the approaching torchbeams of Van Lewin's men, stepping back and looking up to the large archway over the entrance.

CHRIS (cont'd)

Alright, everyone, stand back.

(CONTINUED)

JULIE

Chris, wait!

Chris raises his hands and presses them against either side of the archway, straining with effort.

JULIE (cont'd)

What are you-

CRASH! The archway gives way and caves in, sealing off the entrance behind a mound of rubble.

Chris turns back round to see Julie glaring at him - she does not look happy.

JULIE (cont'd)

What the hell did you just do?

CHRIS

I had to stop them getting in, so we had time to-

JULIE

Escape? Are you seeing the flaw in that brilliant plan yet?

Julie swings her torch around - there are no other exits from the room.

CHRIS

Ah.

JULIE

I was trying to tell you, before you went all Samson on us and sealed us in here!

DANYAEL

Wait - we can't get back out?

Another SHUDDER rattles the room, and Chris looks ominously towards the ceiling.

CHRIS

I think there's going to be an exit opening up soon...

JULIE

Yeah, along with several thousand gallons of water.

CHRIS

Well, maybe we can still-

He recoils as a small rock BOUNCES off his head.

TWIST

You helmet!

CHRIS

(rubs head)

Look, there's still a possibility here.

TWIST

Like what? You friends with the Sub-Mariner all of a sudden?

CHRIS

The who?

JULIE

Chris! Focus!

Chris heads over to the nearest glyph panel.

CHRIS

Maybe we can use these to get out.

JULIE

I thought you said activating these would be very bad?

CHRIS

That depends entirely on how one chooses to use them.

JULIE

And also that it'd take us a long time to translate them and figure out how they work?

Twist YELPS as a stream of water falls on her from the crumbling ceiling, shuffling out of the way.

DANYAEL

(urgent)

Guys...

CHRIS

Come on, we have to do this! If I'm right, and we can work these out, we'll be able to open a portal to wherever we need to go, and seal it behind us.

JULIE

Yeah, great plan except for starting that whole sentence with the word 'if.'

CHRIS

I'm afraid I don't have a better plan.

Julie looks at the panels, then Chris - and then a thought hits her. She reaches for the steel suitcase and tries to open it.

CHRIS (cont'd)

What is it?

JULIE

Maybe this tablet can tell us how to use the portals?

TWIST

What, like an instruction manual or something?

JULIE

Pretty much.
(struggles with case)
Little help?

Chris passes her the handgun, and she takes a step back - and FIRES at the lock. The case springs open, and she carefully lifts the tablet out.

DANYAEL

Okay, so we have a plan now.
(beat)
Right?

JULIE

(reading)
Just give me a minute...

Chris turns as he hears shouts from the other side of the collapsed archway - and the sounds of shifting rubble.

CHRIS

They're trying to get in...

DANYAEL

Then we'd better be ready.

He steps up to Chris' side, but Chris points him back towards Twist.

CHRIS

Make sure you two get out of here, whatever happens.

DANYAEL

What? But I want to-

CHRIS

(firm)

Danyael! This is important. I want you to promise me that you'll take care of Twist if anything happens to me. Can you do that?

Danyael looks over to Twist - she's using the wall to push herself upright.

DANYAEL

(nods)

I will.

CHRIS

Good. Now take this.

He presses his katana into Danyael's hand.

CHRIS (cont'd)

Assuming we get this portal going, I want you two to be the first to go through it, is that clear?

DANYAEL

What about you and Julie?

CHRIS

All being well, we'll be right behind you.

Another SHAKE of the temple - the whole place is starting to fall apart rapidly now!

DANYAEL

'All being well'?

CHRIS

We don't have time to argue this! Now just sit tight and wait for us to get you a way out.

Danyael nods again and heads over to Twist, as Chris goes to Julie's side.

CHRIS (cont'd)

Any luck?

JULIE

Uh...

Chris ducks as more water starts to drip onto their heads.

CHRIS

Julie...

JULIE

Hey, working under less than ideal circumstances here! I'm trying to cross reference two ancient languages in the dark, in case you hadn't noticed!

CHRIS

I know.

He lays a hand on Julie's arm, and she looks up to him.

CHRIS (cont'd)

You can do this.

She stares back at him, then turns back to the tablet, looking around the room and double checking what she seems to be translating. She aims her torch at one of the glyphs, nodding confidently.

JULIE

That one.

CHRIS

You're sure?

JULIE

Eighty per cent.

Chris hesitates, then heads over to the panel, placing his palm against it and PUSHING. After a beat, it starts to GLOW from within with a soft red light.

CHRIS

What did I just do?

JULIE

That's basically the starter. All these other panels set the distance, speed, time and other settings of where the portal's going to take you.

CHRIS

We don't need to go far. Take us as close to the lake's surface as you can, that'll give us all the room we need.

Julie consults the tablet again, almost shaken to the ground by another RUMBLE rattling the chamber.

TWIST

Okay, in my Top Five Sucky Ways To Die list, this is definitely not one of my favourites.

(CONTINUED)

DANYAEL

We're not gonna die here.

TWIST

Oh, so you really think those two
can get us out of here before this
whole place caves in and buries us?

Danyael looks up - Julie is shouting instructions to Chris, who is running back and forth across the chamber. They're arguing - seems like Julie is getting less certain about what to do with every passing moment.

DANYAEL

Beats sitting here thinking they're
gonna screw it up. And anyway, I
promised Chris I'd get you out of
here no matter what, so that's what
I'm going to do.

He turns to see Twist looking at him with an odd smile on her face.

DANYAEL (cont'd)

What?

TWIST

Nothing, just... I keep forgetting
how far you've come.

DANYAEL

Meaning?

TWIST

Meaning you were about one notch
above 'dead weight' when we took
you in, and now look at you!

She looks Danyael up and down admiringly - clenching the katana tightly, one arm around Twist's shoulders.

TWIST (cont'd)

When did you turn into a hero?

Danyael grins - but the moment is broken as he spots a section of the wall crumbling away above them, and THROWS himself and Twist out of the way.

DANYAEL

Chris! Really wanting to not be
here any more!

CHRIS

We're working on it!
(to Julie)
Now what?

(CONTINUED)

JULIE
 (points)
 That one!

Chris looks at the glyph - and it has a circular slider around the panel, like the lock he opened earlier.

JULIE (cont'd)
 That's the one that sets how far
 'up' we go. I think.

Chris makes an estimate of how far it is to the surface and adjusts the slider, then PUSHES the glyph, lighting it up.

He stands back - four of the glyphs are glowing now - but still no portal.

CHRIS
 Did we miss something?

He looks round - Julie is consulting the tablet, trying to find the last step.

CHRIS (cont'd)
 Julie!

JULIE
 I'm looking! Maybe we-

There's a loud BOOM, and with a sudden BLAZE of white light, a PORTAL opens up in the centre of the room.

A crackling maelstrom of white and blue energy, the vortex in its centre spins like a whirlwind.

JULIE (cont'd)
 That's it! Go!

CHRIS
 Danyael?

Danyael helps Twist over to the portal and stands before it, the energy given off by it whipping round the room like a gale force wind.

DANYAEL
 (to Chris)
 Are you sure about this?

CHRIS
 Do we have a choice?

DANYAEL
 I guess not.

TWIST

Don't worry, Chris. I'll look after him for ya.

With a smirk, she grabs Danyael's hand and JUMPS into the portal, dragging him behind her. Once they're through, Chris turns to Julie.

CHRIS

You next.

JULIE

No, we go together!

A large chunk of the chamber wall implodes, and a torrent of lake water starts to pour into the room.

CHRIS

Julie, don't argue with me! Go!

JULIE

Damn it, Chris! Can't you see I'm not going anywhere without you?

A beat. The water spraying into the room is already at their ankles as Chris relents, waiting for Julie to stuff the tablet back into the suitcase.

CHRIS

Julie, whatever happens after we go through this, I-

JULIE

It's okay. I know.

With a smile, she takes a run up and LEAPS into the portal, and as the ceiling finally CAVES IN, thousands of gallons of water cascading down after it, Chris dives into the portal:

And with a FLASH of white light, Chris and Julie fall out of a portal about six feet above the surface of the water.

They SPLASH down as the portal shrinks and vanishes with a final CRACK like thunder, leaving the team treading water. The suitcase bobs in the water next to Julie.

CHRIS

Is everyone alright?

TWIST

Apart from the fact that I've been shot, and we're in the middle of the fricken lake with no boat, yeah, we're all peachy!

Julie manages a laugh, and as a torrent of BUBBLES rising below them signals the final demise of the temple, Chris manages to smile too.

DANYAEL

Think Van Lewin and his goons made it out of there?

TWIST

Who cares?

DANYAEL

(beat)
Good point.

CHRIS

Come on. We need to head for shore, there's no chance we're going to-

A small spotlight falls on the team, and they look round to:

HENRY (O.S.)

You folks need a hand?

Henry's fishing boat drifts into view, the man himself leaning over the railings.

JULIE

Mr. Ashmore? What are you doing out here?

HENRY

Well, all this talk of gold and treasure made me curious, so I figured I'd come see what all the fuss was about.

(eyes group)

Although I guess I missed all the fun, eh?

Julie smiles with relief as Henry's boat drifts closer, and as Danyael helps Twist up to grab the ladder, we DISSOLVE TO:

Wrapped up in towels and the bedsheets, Julie SHIVERS as she attends to Twist's leg, cleaning and dressing the wound.

JULIE

So you guys aren't cold at all?

TWIST

Hey, we're not warm blooded like you are, Jules.

DANYAEL
 (sneezes)
 Speak for yourself!

Twist grins and looks over to Chris, who is poring over the stone tablet.

TWIST
 So what do we reckon? Are we
 keeping it or seeing what it'll
 fetch on eBay?

Chris doesn't look up - then takes a sudden step back, grabbing his katana and SLASHING down onto the tablet, which shatters into fragments!

JULIE
 Hey! What are you-

CHRIS
 I'm making sure nobody else can use
 that temple.

JULIE
 But...

CHRIS
 This is the only way, Julie. We
 can't let something like that fall
 into the wrong hands.

Julie looks disappointed as Chris gathers up the chunks of tablet in the bedsheet.

JULIE
 (wistful)
 Another successful mission...

CHRIS
 I need to go and dispose of this.
 There's no telling what else could
 have tried to use that portal.

He picks up the bundle of sheets and leaves the room, and as he shuts the door, we cut to:

A pile of rubble is all that's left of the temple - but from somewhere within the heaps of stone, something starts to GLOW...

BLACK OUT:

END OF SHOW