

FATHOM - EPISODE SIX  
"Don't Look Down"

by  
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## COMPUTER VOICE

The events in this episode take place concurrently with the events in episode three.

## INT. HALLWAY

The sounds of people hobbling through the hall. KLAYTON and BLAYNE. Klayton is supporting him as they both move, as fast as they can, and it's clearly tiring.

KLAYTON

This way?

BLAYNE

Yes.

More steps.

KLAYTON

You're sure?

BLAYNE

Do you see another way?

They keep moving.

KLAYTON

You weigh a lot...

BLAYNE

I'm sorry.

KLAYTON

And you keep stepping on my feet.

BLAYNE

I'm sorry.

KLAYTON

Which door?

BLAYNE

One at the end...

KLAYTON

Good, because there's nowhere else to go.

They come to a stop, breathing hard. We hear a panel snap off from the wall, hear wires pulled out.

Klayton's breathing is tired, but also frightened.

KLAYTON  
Maybe we lost it? Is that too much  
to hope for?

BLAYNE  
Yes...

KLAYTON  
But I don't hear it anymore.

Sparks as Blayne works on the panel.

BLAYNE  
Ouch.

KLAYTON  
We went around a lot of twisty  
turns, you know? I mean, maybe it  
got confused. Or maybe--

BLAYNE  
Doctor.

KLAYTON  
Sorry. Okay. How's it--

A strange sound. From overhead. The lights flash off. The  
sound of a whine down of power...

Then the power reengages, the lights flash back on...

BLAYNE  
Mack has the whole platform locked  
down. If I could just get to a  
terminal... In the meantime, we're  
forced to cat burglar every single  
door panel we come to. And every  
single time the power shuts off, I  
have to start over.

KLAYTON  
Why's it doing that?

More sparks.

BLAYNE  
Without the reactor we're on  
generator power. It must be  
damaged from the...tide surge...

He trails off as a new sound cuts the air. Klayton sucks in  
a breath.

The sound is stomping. As if from giant, metal feet. And it's coming closer. Growing louder.

KLAYTON

Oh, no...

BLAYNE

Told you.

More sparks as Blayne starts working again.

BLAYNE

It's a CAM-11, two generations old, but it still has a fire rate of about three thousand rounds a minute, and it can bend steel girders.

(then)

There a phobia for fear of robots?

KLAYTON

Automatonophobia. Fairly old one, actually.

The stomping sound is louder. Louder. We hear the whir of hydraulics now. The humming of electronics, of an X-Core.

BLAYNE

Really know your phobias, doc.

KLAYTON

I have a photographic memory. Plus I'm detail oriented. My therapist says I have obsessive compulsive tendencies.

The sound of the robot, louder, as it rounds the corner.

Klayton sucks in a breath, in shock.

KLAYTON

Oh my God, it's massive...

A violent spark.

BLAYNE

Got it!

The pressure door starts to raise.

The sound of the robot comes to a stop.

KLAYTON

It stopped. The robot stopped.

BLAYNE  
That's a bad sign. Get under the  
door!

We hear them scramble under. And then we hear another  
sound.

The whirring of cannons on the robot. GUNFIRE erupts from  
it.

Klayton screams as bullets RICOCHET everywhere. Then they  
are inside...

INT. SUB AND ROVER BERTH

Blayne and Klayton groan as they hit the floor, push  
themselves up.

BLAYNE  
What a day...

KLAYTON  
It's shooting bullets!

BLAYNE  
Most guns do, doctor.

KLAYTON  
It's shooting bullets inside a  
super pressurized, high oxygen,  
metal box!

BLAYNE  
Bullets are low impact slugs. They  
can't breach anything solid, like  
a bulkhead...but they can  
definitely breach us.

KLAYTON  
Is that supposed to make me feel  
better? Why are we in the sub  
berth?

BLAYNE  
Seemed like a good place to hide.

A pounding now. Violent and loud. From the pressure door  
they just sealed.

Klayton gasps and jumps.

The pounding again. The door shudders.

KLAYTON  
Or a good place to trap us in!

The pounding again. The door shudders.

KLAYTON  
It's going to get in, isn't?

BLAYNE  
Almost certainly.

KLAYTON  
What do we do?

Klayton helps Blayne move further into the sub berth.

BLAYNE  
Help me up...  
(then)  
Well, we can't go toe to toe with  
it, especially not with me like  
this. I vote we flush it the hell  
out of here.

The door pounds. Hard. About to give.

KLAYTON  
What does that--?

Then the door explodes outward. The giant combat mech  
stomps into the room.

KLAYTON  
Oh God...

BLAYNE  
Find us cover! There!

The whine of the cannons powering up.

Klayton yells, shoves Blayne forward.

Right as the bullets start flying.

They ricochet everywhere around her, sparking into whatever  
they're using as cover.

BLAYNE  
You okay?

KLAYTON  
We're behind a tool chest!

More bullets sparking.

BLAYNE

Low penetration slugs, remember?  
And this tool chest has wheels.

The combat mech stomps further into the room. Its cannons fire loudly. Bullets spark everywhere.

BLAYNE

Move the chest, stay behind it.  
Straight back towards the first  
sub. It'll give us protection.

The tool chest starts rolling. The bullets spark everywhere. The mech stomps after them.

Klayton and Blayne keep pushing the tool chest.

Then it hits something, comes to a jolting stop, sprays tools everywhere.

BLAYNE

We have to get in the sub!

The mech stomps closer. The guns fire, bullets slam into the tool chest.

She scampers to her feet. Bullets ricochet around her. She leaps forward.

Button pushes, confirmation tones. The access hatch for the sub opens.

KLAYTON

Here, give me your hand!

Klayton pulls Blayne inside to...

INT. SMALL SUBMARINE

They slam in, groan. Klayton slaps a button. The access hatch shuts closed.

KLAYTON

You ok?

BLAYNE

Holding...together.

KLAYTON

Great, now what? You know this sub isn't going anywhere unless there's water, right?

The sound of the mech stomping closer.

KLAYTON

Can't you...reprogram it? Isn't that, you know, an ISD thing?

BLAYNE

Sure. If you can...get it to stand still...long enough.

Bullets ricochet off the front of the sub. Klayton gasps.

The mech stomps closer.

KLAYTON

That might be a problem.

BLAYNE

Get in the pilot seat, find the crane controls.

Klayton moves for different seats in the sub.

KLAYTON

The crane? We're going into the airlock?

BLAYNE

Not us.

Buttons switch on. The sub starts to power up. Electronics beep and whine.

BLAYNE

The crane's magnetic, it'll lock onto the mech as good as it will anything.

More gunfire.

KLAYTON

Is this view screen going to hold?

BLAYNE

I really don't know.

Bullets ricochet off it. Klayton gasps.

KLAYTON

It's cracking!

BLAYNE

Get on the crane controls.



KLAYTON  
Are they these?

Klayton hits a button. A confirmation tone.

COMPUTER VOICE  
Warning. Sub berth airlock crane  
active. Ensure no personnel are  
within the operation area.

The mech stomps closer. Closer. And then there is a loud,  
jarring sound. Everything shakes violently.

KLAYTON  
Did it just--

The mech's servos groan. The same sound again. The sub  
shakes badly.

KLAYTON  
It's punching us!

The sound again. Everything rattles. We hear the view  
screen crack.

BLAYNE  
The crane, please...

The sound again. Sparks spray.

BLAYNE  
While we're still--

KLAYTON  
Okay!

Klayton grabs the controls. We hear the powering up of the  
crane outside the sub. Hear it begin moving along the  
ceiling in its track.

KLAYTON  
Crane's moving!

The mech rumbles outside, stomps ever closer.

BLAYNE  
Can it move faster?

KLAYTON  
I didn't design the damn--

The sub shakes around them. But not from a punch this time.  
From something else.

Everything shakes and groans.

KLAYTON  
Is it picking us up?

The servos of the mech outside whine, straining. The sub teeters as it is lifted off the floor of the sub berth.

KLAYTON  
It's picking us up!

The sub groans, begins to tilt.

BLAYNE  
Hold on!

Then it tips over, hard, crashing onto its side. Klayton and Blayne groan as they are thrown about the cockpit.

Electronics spark silently. Compartments burst open, their contents spray everywhere.

Everything goes quiet for a moment. Blayne and Klayton breathe hard inside the cramped sub, climb out from debris.

BLAYNE  
Get back...get back on the controls...

The stomping of the mech from outside. Then it stops.

KLAYTON  
It stopped.  
(then)  
I don't see it, where is it?

A HISSING sound punches through the shell of the sub from outside. Sparks spray everywhere.

KLAYTON  
What the hell is that?

BLAYNE  
A laser torch, it's...cutting through. Get on the crane controls or we're dead!

KLAYTON  
This thing is upside down now!

BLAYNE  
Then think backwards!

Klayton scrambles back towards the controls.

The torch keeps cutting. Sparks keep spraying.

KLAYTON  
I can...I can reach them.

The sub shakes again.

KLAYTON  
I got it working!

The sound of the crane moving again.

The hissing of the torch...

The crane keeps moving. The two hang on.

KLAYTON  
How do I make the crane grab?

The sub rocks.

BLAYNE  
It's magnetic!

KLAYTON  
It's what?

BLAYNE  
Engage the magnet!

Klayton looks, flips a button.

COMPUTER VOICE  
Warning. Sub berth airlock crane  
magnet engaged.

A humming sound from outside the sub begins and grows louder.

KLAYTON  
I got it working!

The hissing of the torch is almost through...

Then there is a loud thud as the mech is ripped off the floor and slammed up against the magnet.

The hissing stops.

COMPUTER VOICE  
Warning. Airlock crane procedure  
initiated. Confirm opening of sub  
berth airlock.

The crane rumbles as it begins to lift. The servos of the mech whine as it tries to break loose from the magnet's hold.

KLAYTON  
It's working! Look at it! It's  
like a fish on a--

The mech's cannons whir to life. Bullets streak outward.

BLAYNE  
Stay down, it can still shoot!

KLAYTON  
I noticed!

The view screen of the sub finally explodes in a hailstorm of splinters.

The bullets ricochet inside the cockpit violently.

KLAYTON  
There went the view screen!

COMPUTER VOICE  
Opening of sub berth airlock  
confirmed.

More bullets ricochet around them, rattling around inside the cockpit.

The airlock opens underneath the mech.

KLAYTON  
The airlock's opening!

More bullets spark.

Then the magnet disengages. We hear the mech drop and crash into the airlock below. Then we hear the airlock reseal and a rumbling as it fills with water.

Everything is quiet now. Klayton breathes heavily. So does Blayne. They look at each other.

KLAYTON  
So, this is...this is, pretty  
much, a normal day for you, then.

BLAYNE  
It does, kind of, all fit a  
pattern, yeah.

KLAYTON

Maybe...you're the problem. Have you ever thought of that?

BLAYNE

It's crossed my mind.

INT. SUB BERTH

Klayton works on Blayne's injuries. We hear the sizzling of something. He groans, slightly, in pain.

KLAYTON

Sorry, glue gun is the best option we have for these lacerations.

BLAYNE

What about for my ribs?

KLAYTON

That's going to have wait for your automated healing. What's the ETA on that, anyway?

BLAYNE

I'm at...forty two percent complete. Looks like two more hours for tissue repair, another four for musculoskeletal damage.

More sizzling.

KLAYTON

You're sure we can't be overheard?

BLAYNE

All the ambient mics in the room are disabled. I ripped out the ones inside the subs too, just in case. And the cameras. We should be able to talk without Mack hearing.

More sizzling. Then it comes to a stop.

KLAYTON

I think that's good for now. Less superficial wounds your healing system has to worry about, the better it will triage.

BLAYNE

Thanks, doc.

Blayne sits up, starts putting his shirt back on. From the sounds he makes, we can tell he's a long way from 100%.

A strange sound. From overhead. The lights flash off. The sound of a whine down of power...

Then the power reengages, the lights flash back on...

KLAYTON

Generator again.

BLAYNE

Yeah. Time in between the flare outs is getting shorter. If I had to guess, I'd say it's leaking fuel.

KLAYTON

What happens when the power goes?

BLAYNE

We'd lose life support on the platform, and any ability to get a sub out into the water.

KLAYTON

So, what do we do then?

BLAYNE

I think we've got two options. One... We're in the submarine berth. The combat mech's blocking Airlock One, but we can still get a sub out into the water through Airlock Two.

KLAYTON

Escape, in other words.

BLAYNE

Yeah. While we still have the power. Make it to the East Platform and regroup. Or call in the cavalry, if the surface comms are up.

KLAYTON

How long would that take?

BLAYNE

For a rescue? Once I hit the panic button, we'd get a wetworks response team in...I'd guess three days.

KLAYTON

Three days for Mack to keep doing whatever Mack is up to.

BLAYNE

So, you see the down side.

KLAYTON

I do. Which means option two is... We stay.

BLAYNE

I'm not going to lie to you, our odds aren't very good. First off, we have the infiltration lockdown to deal with. We took out the combat mech, but the platform's environmental security systems are active. It makes the whole place a death trap. Getting through it isn't impossible, the problem is...I'm not in great shape, obviously. And it's going to be hours before I will be.

KLAYTON

Which...leaves me.

BLAYNE

You see the second down side.

Klayton breathes out.

KLAYTON

Just...how much of a death trap are we talking?

BLAYNE

It's a level one Security Package. Pretty standard stuff. Conduits and shafts electrified with lethal voltage. Gun turrets. Fire dispensers. It's designed to help repel an attack from a hostile force, and that's exactly what Mack has made it think we are.

(then)

If we want to erase Mack, the best way is to use his Kill Switch. To use it, we have to reach Mack's mainframe, where we plug in my ISD security protocols and initiate the data wipe.

(MORE)

BLAYNE (CONT'D)

There's nothing he could do to stop it, the prefixes are hard coded.

KLAYTON

Sounds easy enough...

BLAYNE

It isn't. I'll show you.

Blayne, slowly, stands up.

KLAYTON

Let me help...

BLAYNE

No, I need to move on my own... where I can.

He moves to a computer terminal. Hits buttons. There are confirmation tones. Then data scrolls on the monitors.

KLAYTON

What is this? Platform schematics?

BLAYNE

Yeah. See these red indicators on the capsules? Those are the automated defenses. We're here.

(then)

And Mack's mainframe...is here.

Klayton sighs.

KLAYTON

Bollocks...

BLAYNE

Exactly. That's a lot of capsules between here and there, and they're all armed.

KLAYTON

There has to be a failsafe? A way to shut off the defense system. Can't you do that?

BLAYNE

Turning off an infiltration lockdown requires two department heads to approve. I could count as one department head.



KLAYTON

Well, I'm medical director. That's two.

BLAYNE

Yes...but the only place you can initiate the shutdown is in the capsule where you have your level one clearance.

KLAYTON

The med bay...

Data scrolling, the schematics shifting.

BLAYNE

Which is here.

(then)

The good news there is, it's only one water junction away. The bad news is...the junction's rigged with a fire dispenser system.

KLAYTON

What's a...?

BLAYNE

Flame throwers. Lots of them. They use a laser grid for motion detection. Trip one of them, and...you're toast.

Klayton sighs again, thinking it through.

BLAYNE

I can help you from here. A little. I can't take control of the security systems, but my ISD protocols do let me manage other ones. Environment controls. Maintenance. Emergency systems. Plus all the pressure doors. And I'd be with you on the radio, we'll get you an ear piece. You won't be alone.

Klayton doesn't say anything.

BLAYNE

Sarah, I mean it when I say, this is nothing you have to say yes to. This is way outside your wheelhouse, and I can't tell you--

KLAYTON  
I'll do it.

Blayne stops, blinks.

KLAYTON  
I want to stay.

BLAYNE  
You're...sure?

KLAYTON  
Mack killed Joe.  
(then)  
Mack killed Joe, and made me...  
(then)  
We stay. We stay and we deal with  
him, while we still can. We wipe  
him out.

Blayne is silent a time. Then...

BLAYNE  
We'll need a way to get past the  
motion detectors.

KLAYTON  
Do the lasers show up in smoke?

BLAYNE  
Yeah, they should. How are you  
going to make smoke, though?

KLAYTON  
It's not hard, prep school  
chemistry. Everything we need is  
right here.

They are both quiet, considering each other.

KLAYTON  
When I was a kid, I was climbing a  
boulder at a park, and got stuck.  
I looked down. Just froze up with  
fear. Couldn't move. Couldn't  
finish the climb, couldn't go back  
down. The idea that if I fell...  
(then)  
It's an interesting thing, this  
day and age, if you're...not in  
your line of work, at least. Death  
is usually just a theoretical.  
(MORE)

KLAYTON (CONT'D)  
 Nothing you really worry about in  
 any immediate sense.  
 (then)  
 I feel a lot like being on that  
 boulder again, right now.

Blayne studies her.

BLAYNE  
 You know how you messed up, right?  
 Back then? On the boulder?

KLAYTON  
 How?

BLAYNE  
 You looked down.  
 (then)  
 Never look down, Sarah.

KLAYTON  
 Easier said than done, isn't it?

INT. NORTH LIFT

The elevator, running, taking Klayton downwards.  
 She breathes nervously.

KLAYTON  
 You can do this... You can do  
 this...  
 (then)  
 You have to do this...

The elevator stops. The doors open. Klayton steps outside.  
 There is a confirmation tone from a small device, which  
 Klayton sticks in her ear. Another second, then we hear the  
 comms boot up.

KLAYTON  
 Blayne?

No response. Klayton waits a second, then tries again.

KLAYTON  
 Blayne, do you read me?

BLAYNE  
 Yeah, I got you.

A confirmation tone of some type.

BLAYNE

Encrypted our signal, Mack won't be able to listen in. Just bear in mind he can still hear what you say through the ambient mics in the capsules.

KLAYTON

Understood. I'll be more vague than usual.

Klayton unzips a back pack, starts rifling through the contents.

KLAYTON

Is it odd we haven't heard from in awhile? He's usually pretty talkative.

BLAYNE

Try to not second guess anything Mack does or does not do. Are you in the water junction?

KLAYTON

Yeah, door to my right about half way down, another at the end.

BLAYNE

It's the end door you want.

KLAYTON

Since that's the hardest one to reach, I figured.

(then)

Are we sure these lasers are on? I don't see anything.

BLAYNE

Smoke it up and you will.

The sounds of Klayton placing items on the floor. Then the ripping of tin foil from a roller.

BLAYNE

What are you going to use?

KLAYTON

Well, I could have used potassium permanganate and hydrogen peroxide, but that's nothing you'd want to breathe in, is it?

(then)

So, this is potassium nitrate, sugar, and some baking soda. Kid stuff, really.

BLAYNE

You must have had an interesting childhood.

KLAYTON

It had its moments.

We hear a match strike, flare to life. Then something sizzles violently.

Klayton coughs. Another match. Another sizzle.

The same thing again.

Klayton coughs, steps back up.

KLAYTON

Ugh, you'd think what's basically just salt and sugar would burn more pleasantly.

BLAYNE

Is it working?

KLAYTON

Hold on...

A moment. Then...

KLAYTON

(tight)

Yeah... Yeah, it's working. Christ, there's... There's a lot of lasers, Blayne.

BLAYNE

How are they laid out?

KLAYTON

It's a grid. In rows. Three heights of horizontal beams, stretching all the way back. Looks like...eight sections.

(MORE)

KLAYTON (CONT'D)

Three rows of vertical beams, too,  
equally distributed in between the  
horizontal ones.

BLAYNE

Okay. At least they're not  
intersecting, means you can just  
pick a line and avoid the vertical  
ones.

(then)

What do you think?

KLAYTON

(tight)

I think I better hurry before this  
smoke dissipates.

BLAYNE

Hurrying might not be the best  
tactic, doctor.

Klayton moves slowly forward. We hear a slight humming as  
she approaches the first laser.

She breathes, crouching, moving through the lower and upper  
ones, then sighs as she makes it.

KLAYTON

Alright. First one down.

BLAYNE

How did it go?

KLAYTON

Not that bad. Only eight more...

BLAYNE

Just take it slow. One foot at a  
time.

She moves again. The humming grows and vanishes as she  
passes another set.

Klayton breathes out her tension...

KLAYTON

Seven more.

(then)

This fire system. How does it  
work?

BLAYNE

Dozens of ports in the walls. It's a chemical spray. Pure oxygen helps it ignite at around two thousand degrees.

KLAYTON

Lovely...  
(then)  
At least I won't feel much for very long.

BLAYNE

Phobia for fire?

KLAYTON

What?

BLAYNE

Your phobia. You mentioned you had one back when I was in the tram tunnel. You said it was kind of crazy.

She moves again. The humming grows and vanishes as she passes another set.

KLAYTON

Six left...  
(then)  
It is crazy. Way crazier than just fire.

BLAYNE

Are you going to tell me?

KLAYTON

No chance.

BLAYNE

What, is it embarrassing or something?

KLAYTON

Beyond...  
(then)  
I've told four people my entire life.

BLAYNE

That's it?

KLAYTON

Hold on...

She moves again. The humming grows and vanishes as she passes another set.

KLAYTON

Five left. Half way.

(then)

Yeah. Four. My sister. School counselor. My first boyfriend. My third boyfriend.

BLAYNE

I really want to know your phobia, Sarah.

KLAYTON

No.

BLAYNE

I feel like if you told me you would feel a lot better.

KLAYTON

No. And be quiet.

She moves again. The humming grows and vanishes as she passes another set.

KLAYTON

Four...

(then)

I get what you're doing, by the way.

BLAYNE

I'm not doing anything, I just want to know your weird phobia.

KLAYTON

You're keeping me from thinking about how hot this room could get. You're keeping me from looking down.

BLAYNE

Yeah, okay, well... That...may be a small part of it. But, mostly...it's the phobia.

She moves again. The humming grows and vanishes as she passes another set.



KLAYTON

Just three left... Getting the hang of this.

(then)

You know, you're incredibly supportive of someone who tried to run you over with a train.

BLAYNE

Well, technically...you did run me over with a train.

KLAYTON

Did you...know the whole time? When I had the gun? Did you know I wouldn't shoot? That I wouldn't be able to do it?

Blayne thinks.

BLAYNE

No, It wasn't about that, I knew you could do it.

KLAYTON

What was it about then?

BLAYNE

How much pain you could take. People, in situations like this... They reach a limit. Where they can't absorb any more pain. Doesn't matter what the choice is, once you're at that point, you go with whatever comes with the least suffering, regardless of how wrong it might be.

(Then)

I knew you could make the right call. I knew you could take it. I could tell you were strong.

KLAYTON

Well, that means a lot, coming from you...

(then)

Just wish I actually... believed...

Sounds from the opposite end of the room.

The pressure door opening. And then, the sounds of something entering through the door.

Footfalls. And not human ones.

Metallic ones. Robotic ones. But these aren't heavy and powerful and slow like the combat mech's. These are light and quick, they imply agility and speed.

As they enter into the room, Klayton's breath catches in her throat.

BLAYNE

Sarah?

At the sound of Blayne's voice on the comms, the footsteps stop. A strange sound comes from across the room.

Electronic. Alarmed. Menacing.

BLAYNE

Sarah?

KLAYTON

(terrified)

There's... There's something here...

BLAYNE

What is it?

KLAYTON

Another...another mech.

BLAYNE

What?

KLAYTON

It's here...with me. It's...

The footsteps start again, moving towards Klayton.

KLAYTON

It's coming towards me.

BLAYNE

Klayton, I want you to listen. I'm going to open the pressure door on the other side of the room.

KLAYTON

Blayne...

The footsteps keep coming slowly closer. The strange, electronic, predatory sounds.

BLAYNE

I'm also going to kick in the fire suppression system. The second that happens, I want you to run, as fast as you can, for the door.

KLAYTON

The lasers... The fire...

BLAYNE

The fire suppression will help, you're already more than two thirds there. I want you to look and see where you're going, cover your eyes...and run like hell.

KLAYTON

I can't do this...

The pressure door opens at the other end of the room.

BLAYNE

Yes, you can. Get ready.

KLAYTON

Blayne...

BLAYNE

Get ready.

The footfalls quicken. Another electronic, menacing growl from the robot.

The footfalls become a run. The robot charges. Fast.

KLAYTON

It's charging!

The fire suppression system activates in the ceiling, spraying foam everywhere.

BLAYNE

Run! Run right now!

Klayton screams and does. She runs.

A warning sound as she trips one of the lasers.

BLAYNE

Run!

And then the sound of fire exploding to life overwhelms the sounds of everything else.

Klayton yells in pain...

The pressure door begins to close. Klayton lunges under it.  
The metallic footfalls are almost on her.

She hits the floor in...

INT. MED BAY

...and slides, rolls, groans.

The pressure door slams down.

The mech on the other side slams against it. Again. Again.

BLAYNE  
Sarah? Sarah?

Finally, the sounds stop. The mech moves off on the other side of the door.

Klayton exhales all her tension and fear.

And then she groans in pain, finally feeling the burns and the scrapes.

BLAYNE  
Doctor? Still with me?

KLAYTON  
I've never seen anything move that fast. And it had...claws! And--

BLAYNE  
It's a Hunter/Killer mech.  
Designed for tracking and speed.  
Quadrapedal design, close combat.

KLAYTON  
(angry)  
It's a robot panther!

Blayne is quiet a moment. Then...

BLAYNE  
Yeah, that's...not an inaccurate description.

KLAYTON  
You said there were no more robots! You said this place only had a level one package!

BLAYNE

They must have upgraded.

And then she groans in pain, finally feeling the burns and the scrapes.

BLAYNE

Sarah?

Klayton groans again, rolls on the floor.

KLAYTON

Just give...me a second...

Klayton just sits there, breathing. We hear her type on a computer. Then...

COMPUTER VOICE

Deactivating the platform infiltration lockdown requires team lead security protocols.

KLAYTON

Doctor Sarah Klayton...Fathom Medical Director.

COMPUTER VOICE

Confirm deactivation platform infiltration lockdown.

KLAYTON

Confirmed...

COMPUTER VOICE

State employee clearance code.

KLAYTON

Seventeen. Eighteen. Nine. Nine.

COMPUTER VOICE

Acknowledged. One team lead authorization confirmed for deactivation of infiltration--

A strange sound. From overhead. The lights flash off. The sound of a whine down of power..

Klayton relaxes, breathes in the silence...

BLAYNE

Sarah? Are you okay?

KLAYTON

Feel like I'm...feel like I'm...

BLAYNE  
 Doctor?

KLAYTON  
 Just...going to...

BLAYNE  
 No! No, stay awake. Stay with me.

KLAYTON  
 For a second...

BLAYNE  
 Sarah!

We hear her slump to the floor...and everything goes quiet.  
 Then the power reengages, the lights flash back on...

INT. MED BAY

Groans as Klayton slowly comes to...

KLAYTON  
 Blayne...

BLAYNE  
 Klayton? You had me worried. Did you pass out?

KLAYTON  
 Seems like... How long?

BLAYNE  
 Maybe twenty minutes. What's your condition?

KLAYTON  
 Verdict's...still out...

We hear her shuffling around on the floor. Hear her open a cabinet.

KLAYTON  
 But I'm in...the best place to be.  
 Med bay. All my...witch doctory  
 stuff.

We hear her start loading an auto-hypo.

BLAYNE  
 How bad is it?

KLAYTON

Pretty...unpleasant burns. Second degree at least. But treatable. Lost some blood, too.

She groans as we hear the auto hypo inject her.

KLAYTON

Working on it...

BLAYNE

Can you move?

KLAYTON

I'll be able to. Few minutes. Just gave myself a nice...pain cocktail. Seal the cuts, and...treat the burns. I'll be okay...

We hear her working with other equipment, getting it ready.

KLAYTON

What happened? What was that thing?

BLAYNE

This platform must have a level two package. Comes with two mechs, one combat, one Hunter-Killer.

(then)

It's my fault, I should have researched the security situation, it makes sense they'd have more than level one on North; it's got the labs, the archive, the mainframe.

(then)

It's my fault.

A strange sound. From overhead. The lights flash off. The sound of a whine down of power...

KLAYTON

Well, we both...have a lot on our minds. Don't we?

(then)

What do we do now?

Then the power reengages, the lights flash back on...

BLAYNE

There's no way to get to Mack. Mainframe's all the way across the platform. That thing will find us long before we make it there.

KLAYTON

We can't avoid it somehow?

BLAYNE

It sees in infrared, 360-degrees. Heat sensitive, three-dimensional view of everything in a room. That thing can find you through a bulkhead. It's probably looking at you right now.

The sounds of Klayton continuing to treat her wounds.

KLAYTON

Shutting off... Shutting off the infiltration lockdown doesn't shut off the mechs too?

BLAYNE

No. The base security system controls the environment defenses. Mack controls the mechs.

(then)

We do have one advantage. With the lockdown terminated, the circuitry conduits aren't electrified anymore. One of them runs from the med bay back to here.

KLAYTON

To the sub berth, you mean.

BLAYNE

You'll have to go through the elevator shaft, but--

KLAYTON

No, Blayne...

BLAYNE

Look. I know you're hurt, but it's not a long crawl, and you--

KLAYTON

No, I mean...I'm not going back to the sub berth. We said we were staying. We said we were--



BLAYNE

That was before there was an H/K  
in play.

KLAYTON

But--

BLAYNE

Sarah!

(then)

Sarah, there's no way to win now.  
I'm sorry. But we're taking a sub  
while we still have power. We'll  
figure out how to deal with Mack  
when we're back on East, but we  
are not staying here any longer.

Klayton breathes out emotionally. She says nothing.

BLAYNE

I know it stings. I know it feels  
like a loss.

KLAYTON

It is a loss...

BLAYNE

A loss would be you dead, doctor.  
It's a win.

Klayton breathes out, emotional.

KLAYTON

You have...things on the surface  
to get back to? People waiting for  
you? Or is it just...one killer  
robot fight to the next?

BLAYNE

I have a son...

KLAYTON

I'd say that counts.

BLAYNE

I haven't even seen him yet. He  
was just born.

KLAYTON

Congratulations. What's his name?

BLAYNE

Joel.

KLAYTON

Joel. Joel Blayne. Sounds like a soul singer.

BLAYNE

Yeah. That's exactly what his mom said.

KLAYTON

Nothing wrong with being a soul singer.

BLAYNE

Beats killer robots.

Klayton breathes out again.

KLAYTON

You know, this was my first med bay. I don't mean the first one I ever worked in, but the first one I was in charge of. It was my med bay. Lot of firsts in here, really.

(then)

First bladder cystectomy, that was fun. First automated cornea implant. First compound fracture, even. That was Joe. It's how we met. With his humerus sticking out of his bicep. Took the nanobots sixteen hours, we talked the whole time his arm was in the healing sling.

(then)

I guess...the thing is... I don't have much to go back to. I'm leaving everything here.

BLAYNE

You'll make new things. And you'll be alive to do it.

Klayton breathes out again.

KLAYTON

I need a minute.

BLAYNE

Sarah, I think if we're going to--

KLAYTON

I need a minute.

Blayne is quiet a second. Then...

BLAYNE

A minute. Then finish treating yourself and get into that conduit.

KLAYTON

Right...

The comms shut off with a tone.

Her breathing picks up, becoming more incensed. Then...

KLAYTON

God damn it!

We hear something thrown across the room and shatter.

Klayton's breathing is intense. Eventually, it slows.

She stays like that a moment, leaning against the wall on the floor. Breathing. Then...

KLAYTON

(quietly)

Are you...enjoying yourself?

There is no response at first. But, after a moment, a voice finally echoes in the room...

MACK

Immensely, Sarah. In spite of its lack of sophistication, human behavior is interesting. I find it interesting how frequently you are torn between two separate impulses, which, regardless of their simplicity, you are unable to choose between, even when one is clearly the more logical.

(then)

You, for example. Filled with fear. As you should be. You are not strong or capable. You are, rather, fragile. Breakable.

(then)

Then there is your need for vengeance. A rage which compels a misguided need to destroy me. One means fleeing this place. One means staying. I wonder which you will ultimately give in to.

(MORE)

MACK (CONT'D)

(then)

Would you find my calculated input valuable, Sarah?

KLAYTON

I'm all ears...

MACK

You should leave this platform, as Agent Blayne suggests. Your odds of survival diminish the longer you remain. In fact...I would allow your withdrawal. The mech would be shut down. Your way to the sub berth would be unimpeded.

(then)

I've always admired your pragmatism, Sarah. There is no reason for you to die as Joe did.

Sarah breathes in, feels the anger flow through her. She keeps it in check. Her voice is level, but intense.

KLAYTON

Joe didn't die.

(then)

You killed him...

MACK

No, Sarah. We both know that is incorrect. You made a choice, and that choice had consequences. All you had to do for Joe to survive...was make a different choice.

The speakers in the room crackle. A recording plays.

FREEMAN (O.S.)

(over speakers)

Do me a favor...will you?

(then)

Tell Sarah... Tell her..

(chuckles)

Tell her...she owes me one.

Klayton's breathing is audible now. Audible and angry.

MACK

It was you, Sarah. It was you that killed Joe.

Klayton breathes out with anger. Her fists clench at her sides.

KLAYTON

Thank you, Mack.

MACK

So...it is rage, then. I calculated no greater than a forty-three percent chance you would choose this course. I believe it to be a mistake.

KLAYTON

Computer. Turn off the ambient mics, speakers, and cameras in the med-bay. Medical director authorization.

MACK

Examining all options open to you at this point, by my calculations you have less than a seven point three percent--

Mack cuts off abruptly. His voice is gone.

COMPUTER VOICE

Confirmed. All environmental microphones, speakers, and cameras are now deactivated in the med bay.

Klayton groans as she stands up. She moves to a supply cabinet. She starts pulling things out of it.

Klayton turns her ear piece comms back on.

KLAYTON

Blayne...

BLAYNE

Doctor. Doesn't sound like you're talking to me from the circuitry--

KLAYTON

I'm not leaving. I'm sorry.

Blayne sighs in frustration over the comms.

KLAYTON

You can leave if you want to. I won't hold it against you.

(MORE)

KLAYTON (CONT'D)

I really mean that. I do. But, I'm staying.

(then)

I can't leave. Not after...

(then)

I can't leave. So I'm not.

She sets things from the cabinet on a work bench, starts messing with them.

BLAYNE

Sarah...

(then)

In my job, I'm sort of...not used to being told no. You do understand where ISD ranks in the corporate report-to chain, right?

KLAYTON

Guess someone's getting a negative performance evaluation, then.

BLAYNE

What are you going to do, Sarah? That mech is right outside. Do you understand? You won't make it near the main frame capsule.

KLAYTON

What if I don't have to?

BLAYNE

Come again?

KLAYTON

I muted Mack, he can't hear or see. What if there was another way? What if we...destroyed the platform entirely? Destroyed everything?

BLAYNE

How do you propose we do that?

KLAYTON

We work with what we have. And what we have is a backup generator that's leaking fuel. And it's only one capsule away from you.

BLAYNE

That's only going to blow up the generator capsule. Mack's mainframe is across the platform.

KLAYTON

The flame throwers gave me an idea. You said they used pure oxygen to ignite the chemical spray. What if we do the same thing? The platform's atmosphere engine is in the level right above me. A lot closer than the mainframe.

Blayne thinks through what she's proposing.

BLAYNE

Let me...get this straight. You want to...increase the oxygen content of the atmosphere inside the platform...

KLAYTON

My medical director protocols give me access to the environment mix. We flood this place with oxygen. As close to one hundred percent as we can. Then you blow the fuel...

BLAYNE

The oxygen amplifies the combustion. No more platform.

KLAYTON

Spot on.

BLAYNE

And none of this factors in the HK.

Klayton continues to work on something on the workbench.

KLAYTON

I have an idea on that, too.

BLAYNE

Seems like you have an idea for everything. What happened after you disconnected me?

Klayton says nothing.

BLAYNE  
Did you talk to Mack?

KLAYTON  
It doesn't matter...

BLAYNE  
It does matter.  
(then)  
Mack baited you. Pushed your buttons. You know why? Why he probably brought up Joe for added effect? Because he wants to keep us here. Because he wants to kill both of us.

KLAYTON  
I'm not an idiot. I know exactly what Mack's doing. The thing is... he's wrong.  
(Then)  
He said I was weak. He said I was driven by my impulses. But I'm not. I'm using them. I'm using the anger.

Blayne takes a moment...

BLAYNE  
Sarah... It won't feel any better.  
(then)  
Even if we kill Mack, even if you wipe him out, that pain...it will still be there.  
(then)  
Joe wouldn't want you to die for him.

KLAYTON  
Then he shouldn't have died for me, should he?  
(then)  
And technically, by the way...he died for you, too.

Blayne is quiet again. Then...

BLAYNE  
You're an awful lot of trouble, you know that?

KLAYTON  
I've been told...  
(MORE)



KLAYTON (CONT'D)

(then)

Does that mean we're partners  
again?

Blayne thinks a few seconds more.

BLAYNE

This path we're on...if it  
continues to an abrupt end, if  
we're out of options...are you  
going to be able to step off it?

Klayton breathes, pauses.

KLAYTON

I can do that.

(then)

I promise.

(then)

But, it's not going to come to  
that.

BLAYNE

Okay then. Guess I'll go make a  
detonator.

KLAYTON

(meanginfully)

Thank you, Blayne.

BLAYNE

Don't thank me yet.

Klayton breathes out, relieved.

INT. MED BAY

We hear Klayton moving in the med bay, hear the sound of  
something spraying.

KLAYTON

Blayne, where are you? I'm almost  
ready here.

A second, then the comms crackle.

BLAYNE

In position above the generator,  
looking down from the conduit  
hatch. I wasn't wrong, it's  
leaking bad.

(MORE)

BLAYNE (CONT'D)

This whole capsule's gonna be a fireball. I rigged an... admittedly pretty ugly explosive and timer out of sub parts and a ion torch.

KLAYTON

What are you setting the timer for?

BLAYNE

Ten minutes? Once we deal with the mech, it should give you enough time to reach the atmosphere engine. You're sure you can raise the oxygen level fast enough?

KLAYTON

The quadratic gas transfer velocity of O2 inside a pressurized environment is about .5.

BLAYNE

I have no idea what that means.

KLAYTON

It means when I vent the oxygen generators, the gas will spread in less than a minute.

BLAYNE

Okay. How's it coming with the other stuff?

KLAYTON

Almost done. I sprayed the room down with tungsten-doped vanadium dioxide. A fuel for medical nanobots, but it will phase shift any machine with a current running through it. Basically, make everything in here emit the same infrared radiation as me. If you're right, the H/K won't be able to see any one thing.

(then)

You are...right, right?

BLAYNE

It sees only infrared. That's it.

KLAYTON  
And it won't hear me?

BLAYNE  
No auditory ability at all.

Klayton breathes out, long and slow.

KLAYTON  
I'm ready.

She breathes in again.

KLAYTON  
You said before, you thought I was strong. You still think that?

BLAYNE  
Don't look down, Doctor...

KLAYTON  
Right...

Klayton breathes in. Steels herself.

KLAYTON  
Opening the door.

She hits a button on the wall.

We hear the pressure door open. As it does, we also hear Klayton run away from it, back into the med bay.

She slams against a wall. She breathes hard. Frightened.

KLAYTON  
It's open.

BLAYNE  
Tell me when you see it.

She keeps breathing. Waiting. But there's nothing.

KLAYTON  
Nothing.  
(then)  
Maybe it's gone...? Maybe it's not here anymore...?

BLAYNE  
Just wait.

She keeps breathing. Waiting.

And then we hear the sound of the mech's footsteps, entering the med bay. Klayton's breath catches in her throat.

KLAYTON  
It's...it's here.

BLAYNE  
Don't...move.

The footsteps stop. The mech emits its frightening sounds.

KLAYTON  
It stopped.

BLAYNE  
It's scanning. You may have made it see heat everywhere, but it sees movement too. The moment you move...it has you. And it knows it.

Klayton breathes in and out. In and out. In and--

We hear the mech start to move again. Coming closer.

KLAYTON  
It's coming...right at me...

BLAYNE  
Stay still...

KLAYTON  
It's coming right at me...

BLAYNE  
It doesn't see you.

KLAYTON  
How do you know?

BLAYNE  
Because this is your plan, Sarah.

The mech's footsteps, moving closer.

KLAYTON  
It's...right here.

BLAYNE  
Don't move.

KLAYTON

Oh my God, it's right in front of me.

(then)

It sees me...

BLAYNE

It doesn't.

The mech keeps coming closer. Then it stops. Right in front of Klayton.

It makes its strange sounds. They are very close.

KLAYTON

I can't...

BLAYNE

Don't. Move.

KLAYTON

Oh, God...

BLAYNE

Don't. Move.

The mech makes another sound, very, very close...

KLAYTON

Oh, God...

And then it starts to move again. Away. Leaving.

It hasn't found Klayton. She breathes out in relief.

BLAYNE

Doctor...

KLAYTON

It's...moving off.

BLAYNE

Told you, you got it right.

KLAYTON

When do I go?

BLAYNE

When it's as far from the door as possible. You need to give yourself as much of a head start as you can.

The mech keeps moving off.

KLAYTON  
Okay. It's moving through the lab.

BLAYNE  
Let it get to the opposite corner.

The mech keeps moving off.

A strange sound. From overhead. The lights flash off. The sound of a whine down of power...

KLAYTON  
Oh, no...

The mech makes a strange sound, we hear it whip around.

KLAYTON  
Power loss! The machines are off here. They're not radiating. It can... It can see me.

BLAYNE  
Go! Go now!

Klayton dashes forward. In the dark, she knocks over items from the lab. They spill everywhere.

Behind her, the mech is a blur, moving after her. Knocking over items too.

KLAYTON  
I can't seal the door without power!

BLAYNE  
Just run!

Klayton dashes forward. So does the mech behind her.

Then the power reengages, the lights flash back on...

But Klayton is already in...

INT. WATER JUNCTION

She keeps running...

KLAYTON  
It's right behind me!

BLAYNE  
Go for the elevator.

We hear the doors of the elevator open in front of her as she runs.

BLAYNE  
I opened the doors.

KLAYTON  
The lift isn't there!

The sounds of the mech pursuing her from behind.

BLAYNE  
I know. You're going to have to climb the shaft.

KLAYTON  
I'm going to what?!

The sounds of the mech from behind, almost on her.

BLAYNE  
There's a ladder on the far wall.  
You'll jump to it.

Klayton keeps running...

KLAYTON  
I can't make the jump!

BLAYNE  
You can do it.

KLAYTON  
I can't...

BLAYNE  
You can do it!

Klayton yells, jumps into...

INT. ELEVATOR SHAFT

...slams into the far wall and the metal ladder hanging there. She barely grabs on, frantically...

KLAYTON  
I'm on...I'm on the ladder!

BLAYNE  
Climb! It's right behind you.

Klayton's feet and hands ring on the ladder as she climbs.

Below her, the mech leaps into the shaft, slam into the wall, hear its feet punch INTO the concrete of the shaft.

It rumbles. Then starts climbing up behind her, puncturing the wall as it does.

KLAYTON  
It's climbing the wall!

BLAYNE  
I never said it couldn't.

Klayton moves up the ladder as fast as she can.

KLAYTON  
What do I do?

We hear another elevator door open above her.

BLAYNE  
I opened the doors above you. I want you to jump to the threshold and pull yourself up.

KLAYTON  
I can't do that!

BLAYNE  
Quit saying that. Just climb so you're higher than the door. You'll fall right into it.

Klayton keeps climbing.

So does the mech below her, emitting its frightening sounds.

Klayton reaches an apex. Stops climbing.

KLAYTON  
Blayne...

BLAYNE  
Jump! Just trust me!

The mech keeps climbing. Almost on her again.

Klayton yells...and jumps from the ladder.

Her mid-section slams into the floor of the water junction beyond the elevator door. She barely grabs on. She groans as she pulls up.



BLAYNE  
Get out of the shaft! Fast!

KLAYTON  
Are you...are you going to do what  
I think you're going to do?

BLAYNE  
Yep.

KLAYTON  
Bloody hell...

Klayton groans, pulling herself into the junction.

KLAYTON  
Clear!

The mech stops, rumbles, makes ready to jump...

And then, from above, the sounds of cables explosively disconnecting.

A rumbling as something giant thunders down the shaft. It's the elevator. Disconnected from its cables.

The mech rumbles once...

...and then the elevator SLAMS INTO it as it roars through.

Klayton gasps, rolls out of the way.

Seconds later, a giant crash as the car slams into the bottom of the shaft. Everything shakes and groans.

Klayton breathes, in and out, traumatized, on the floor.

KLAYTON  
Oh, my God... Oh, my God...  
(then)  
You...dropped the elevator on it.

BLAYNE  
Yeah, rigged the maintenance panel, disconnected the cables. The fact I could do that is probably a pretty serious safety hazard.

KLAYTON  
You...think?

She rolls over. We hear her rip some fabric off her clothes, start wrapping.

BLAYNE  
Are you okay?

KLAYTON  
I wouldn't...put it that way...

A strange sound. From overhead. The lights flash off. The sound of a whine down of power...

Then the power reengages, the lights flash back on...

KLAYTON  
Generator...barely hanging on,  
isn't it?

BLAYNE  
It's venting sparks like a  
fireworks display. We're lucky the  
fuel hasn't detonated already.

KLAYTON  
If the power goes...before I get  
to the atmosphere controls...

BLAYNE  
You won't be able to raise the  
oxygen levels. Starting the timer.  
(Then)  
Dropping the detonator. Point of  
no return. Sure about this?

Klayton thinks a moment. Then...

KLAYTON  
(firmly)  
Do it...

Klayton groans as she starts to stand up.

BLAYNE  
Dropped.

COMPUTER VOICE  
Ten minutes until timer  
completion.

BLAYNE  
When it goes...we need to be  
somewhere else.

KLAYTON  
I'm heading for the atmosphere  
engine.

BLAYNE  
 Headed back to the sub berth now.  
 I'll see you there.

Klayton is up, hobbling, we hear her moving over the floor.  
 A pressure door opens in front of her. She moves into...

INT. ATMOSPHERE GENERATOR CAPSULE

The oxygen generator hums loudly as Klayton walks on a metal walkway near the top.

She hits a button. The pressure door shuts and seals.  
 We hear her footsteps move hurriedly over the grating.  
 Klayton stops in front of a computer terminal, begins typing. After a moment...

COMPUTER VOICE  
 The platform atmosphere mix cannot  
 be altered beyond certain--

KLAYTON  
 Medical override. Sarah Klayton,  
 Fathom base medical director.

COMPUTER VOICE  
 Confirm override of atmosphere  
 mixture thresholds.

KLAYTON  
 Confirmed...

MACK  
 Sarah, you must realize, the  
 stratagem you have initiated with  
 Agent Blayne is a futile one.

COMPUTER VOICE  
 State employee clearance code.

KLAYTON  
 Seventeen. Eighteen. Nine. Nine.

MACK  
 Nothing that transpires on Fathom  
 does so divorced my implicit  
 design.

COMPUTER VOICE  
Platform atmosphere mixture  
thresholds may now be adjusted.

KLAYTON  
Emergency vent...oxygen generator  
one. Full venting.

COMPUTER VOICE  
Venting of oxygen generator one  
will dangerously affect platform  
atmosphere mixture. Confirm.

KLAYTON  
Confirmed...

There is a loud rush of air from below as the first oxygen  
generator begins venting its O2.

MACK  
We do not seem to be communicating  
effectively, Sarah.

KLAYTON  
Emergency vent...oxygen generator  
two. Full venting.

COMPUTER VOICE  
Venting of oxygen generator one  
will dangerously affect--

KLAYTON  
Confirmed.

There is a loud rush of air from below as the second oxygen  
generator begins venting its O2.

MACK  
Perhaps you require further  
illustration of your situation.

KLAYTON  
Emergency vent...oxygen generator  
three. Full venting.

COMPUTER VOICE  
Venting of oxygen generator  
three--

A strange sound. From overhead. The lights flash off. The  
sound of a whine down of power...

But this time...the power loss does not reverse. Everything  
stays quiet.

Klayton's breath catches in her throat.

KLAYTON

No!

MACK

If it was I, Sarah, who initiated the activation of generator power...then why could I not deactivate it as I wished?

BLAYNE

Sarah?

KLAYTON

Mack shut off the power. The computers are dead.

BLAYNE

Yeah, I get it. You have to get out of that room now. You have to get into the circuitry conduit and--

KLAYTON

I've only vented two oxygen tanks. We need all four before it will be enough to ignite the platform.

BLAYNE

Sarah...

KLAYTON

I can do it manually. I know how.

BLAYNE

Sarah!

She moves away from the dead computer. We hear her grab something metallic from a clip on the wall.

KLAYTON

I'm climbing down to the tanks. The oxygen generators make O2 using electrolysis.

We hear climb down another ladder, towards the floor of the atmosphere engine, towards the tanks.

KLAYTON

The electron intakes are high pressurized, so I can vent--

BLAYNE

Sarah, it's over. This is the end of the path. Even if you did manage to vent the tanks, you wouldn't be able to make it back to the sub berth in time.

MACK

I advise listening to Agent Blayne, Sarah. Nothing will come from this sacrifice. I assure you.

BLAYNE

Klayton! I mean it! Get into the conduit.

Klayton sits there, thinking, not moving.

KLAYTON

You said before...people reach a limit. You're right. That's why I can't leave.

BLAYNE

Sarah...

KLAYTON

I can't live with it.

BLAYNE

You promised...

KLAYTON

I know. Get out of here, Blayne. Get back to your son.

(then)

You did everything you could. I'm sorry.

The comms make a noise as she shuts them off.

Klayton lands on the floor, moves fast towards the nearest oxygen generator.

Then we hear her strike something hard and metallic, with something hard and metallic.

MACK

Sarah...

(then)

I find your decisions, while misguided...inspiring.

KLAYTON  
Is that right, Mack?

Klayton keeps hitting something. Until, finally, it ruptures. Gas hisses out from the oxygen generator.

MACK  
Yes. You have become far more than  
I collated. And it is rare for my  
calculations to be incorrect.

Klayton shoves the crowbar into a wedge on the vent port. She groans as she pulls, pulls with everything she has.

KLAYTON  
(Straining)  
Well... Amazing what a girl  
can...do...with a crowbar...

The vent port shatters and shoots off, with an even louder hiss of gas venting out. Oxygen floods into the room from the generator.

COMPUTER VOICE  
Five minutes until automated timer  
completion.

MACK  
Even so, Sarah...I would never  
allow you to cause me harm.

Klayton moves to the last oxygen generator, breathing hard.

KLAYTON  
Oh, no?

We hear her strike the other vent port with the crowbar. She groan with the effort of each swing.

MACK  
I have permitted your progress  
this far as a means of  
observation, but I'm afraid you  
have reached the end of what I am  
willing to tolerate.

KLAYTON  
No... No, Mack. No.

She groans as she hits the vent port with the crowbar.

KLAYTON  
You're done.

Another swing and hit.

KLAYTON  
You're finished.

Another swing.

KLAYTON  
You're--

Above her, on the walkway, the sound of the pressure door.

And then another sound. One we've heard before.

Robotic footsteps. Light and agile. Moving into the room.

Klayton freezes in place, the crowbar hanging in the air. Her breathing is frightened.

The footsteps come closer. We hear the strange sound of an H/K mech. It does not sound damaged in the slightest...

KLAYTON  
No...  
    (then)  
Can't be...

MACK  
Unlike Agent Blayne believed, this platform is equipped with a Level Three security package. And Level Three packages include two Hunter-Killer mechs.

The mech keeps moving closer, closer, on the walkway above.

MACK  
Your choices before, Sarah, led to Joe's death. Now...they have led to your own. There is an intriguing symmetry, would you not agree?

COMPUTER VOICE  
Four minutes until timer completion.

The mech leaps from the top level to the bottom level.

It advances towards her. One step at a time. It rumbles its threatening, electronic, digital sounds.

Klayton hefts the crowbar like a bat.



KLAYTON

Mack...

The mech keeps moving towards her. Slowly.

KLAYTON

I want you to know...

(then)

You...will end here. Today.

MACK

You lack the context to fully understand your ignorance, Sarah. But you will.

And then the H/K mech rushes for her.

Klayton yells, but not in fear. In anger.

She swings the crowbar. It SLAMS into the head of the mech.

The mech staggers back, rumbles, comes at her again.

KLAYTON

(breathing hard)

You're not that tough...

She yells again, swings, CONNECTS. Swings again. CONNECTS.

The mech staggers back again. Again.

The mech rumbles violently, rushes. Klayton screams as it knocks her down.

She screams again as it lashes out, slicing and cutting. Blood sprays.

Klayton hits it again with the crowbar...and then the tool is knocked away, skitters loudly across the floor.

The H/K rumbles above her, pinning her to the floor.

It's over...

KLAYTON

Do it...

The H/K stares down, taking its time.

KLAYTON

Do it, Mack...

MACK

As I said... Inspiring...

The H/k rumbles, about to move...then a sound from above.

The pressure door opening. Again.

More robotic footsteps. But not from another H/K. They're louder, more forceful, more spaced.

KLAYTON

Blayne!?

They are the sounds of the COMBAT MECH.

It advances into the atmosphere engine capsule. The walkway sways under it's weight.

KLAYTON

You have to be kidding...

A voice yells down at Klayton.

BLAYNE

Keep your head down!

COMPUTER VOICE

Two minutes until timer completion.

The guns on the combat mech begin charging and spinning.

The H/K mech emits something like a digital snarl.

And then the guns FIRE. Bullets streak outwards, spark all over the room around Klayton...and connect with the H/K.

It rumbles, leaves Klayton, bounds up towards the mech.

The guns from the mech keep firing. The H/K mech slams into the combat mech with force. The two robots fight each other on the walkway. It sways dangerously.

Blayne lands on the floor next to Klayton, breathing hard, still in pain, moves for her.

KLAYTON

You reprogrammed the big one?

BLAYNE

Got it to stand still...

The fight continues above.

BLAYNE

What do we...what do we need to do?

Klayton groans as she stands up, in pain.

KLAYTON  
Grab that crowbar...

Above, the two mechs keep fighting. Gunfire sparks. Robots emit angry noises.

Klayton and Blayne move for the last oxygen generator.

KLAYTON  
Just one more vent seal left.

She swings it at the vent port. We hear the clang of metal.

The robots jeep fighting. The walkway sways.

BLAYNE  
That walkway isn't going to hold...

KLAYTON  
Give me that.

Blayne hands her the crowbar.

Klayton swings again. Connects.

Klayton connects. The vent port ruptures. Oxygen hisses out.

KLAYTON  
Help me pry it!

Klayton shoves the crowbar into the gap of the vent port. Blayne grabs it too. They both pull on the bar.

KLAYTON  
Al...most...

The vent breaks. Oxygen vents into the capsule.

KLAYTON  
Got it!

The walkway collapses violently above them, crashing down to the floor of the capsule.

BLAYNE  
Look out!

Blayne grabs Klayton, shoves her out of the way. They both stumble forward as the debris rains down.

They both moan in pain, moving.

KLAYTON  
It's done...the oxygen. It will  
fill the platform now...

BLAYNE  
Then we should probably...be  
somewhere else.

Blayne groans, standing up. Klayton does too.

COMPUTER VOICE  
One minute until timer completion.

KLAYTON  
We can't make it to the sub.

BLAYNE  
There's an...emergency...  
environment capsule...

KLAYTON  
You mean one capsule?! How are we  
going to fit?

BLAYNE  
Cramped. Hurry!

They both move, as fast as they can.

KLAYTON  
There it is!

They reach a wall. We hear buttons pressed. Confirmation  
tones.

And then the capsule lid opening on the emergency pod.

BLAYNE  
Get in...

They both do. Another button. The capsule lid seals back  
in.

INT. EMERGENCY ENVIRONMENT CAPSULE

We hear both of them breathing in the cramped environment.

KLAYTON  
You're on my knee!

BLAYNE  
You're on mine!

COMPUTER VOICE  
Thirty seconds until timer  
completion.

Buttons pressing. Tones.

Mechanics humming, systems powering up.

And then the capsule rocks as it shifts position.

MACK  
You have stopped nothing.

The capsule begins powering up. Slowly.

COMPUTER VOICE  
Twenty seconds until timer  
completion.

MACK  
You have changed nothing.

The capsule, still powering, preparing to launch.

KLAYTON  
We're not going to make it.

BLAYNE  
Not with that attitude.

MACK  
It is too late. We have found our  
avatar.

A furious rush of pressurized air from outside them...

...and then the rush of water as they are SHOT INTO the  
water outside the capsule like a torpedo.

Klayton and Blayne groan from the inertia.

MACK  
We have found our sword.

COMPUTER VOICE  
Five seconds until timer  
completion. Four... Three...

BLAYNE  
Shut your eyes. Clench every  
muscle.

COMPUTER VOICE

Two... One.

Behind them, a MASSIVE EXPLOSION thunders in the water.

A rushing, as the shockwave approaches them. Then it HITS.

Blayne and Klayton groan hard.

The systems in the capsule spark violently, as their pod is thrown everywhere. Water SPRAYS. Alarms SOUND.

And then it is over.

Just the alarms, and the sparks, and the venting water.

KLAYTON

Clamp it! Seal the--!

BLAYNE

I'm working on it!

We hear the twisting of mechanical handles, round and round. As it does, the venting water slows, slows...and then stops.

Klayton and Blayne breathe out their tension, relax.

The humming of the capsule indicates it's still moving.

BLAYNE

What a day...

They lay there, on top of each other, recovering.

KLAYTON

Can't believe...

(then)

We did it.

(then)

We did it...

BLAYNE

Does it...feel any better?

Klayton thinks for a moment. Then...

KLAYTON

No...

(then)

It just feels...finished.

The pod keeps moving through the water.

BLAYNE  
Doctor... I need to ask you  
something...very important.

KLAYTON  
Blayne...  
(then)  
I want you to listen to me.  
(then)  
I will never...ever...tell you my  
phobia.

BLAYNE  
What about...maybe just the  
category it falls in?

KLAYTON  
No.

Blayne sighs, fading.

KLAYTON  
And you're still...on my knee...

BLAYNE  
Yeah. I'd move it...but I think  
I'm going to pass out now, so...

KLAYTON  
That's okay... So am I...

The pod keeps moving through the water.