

FATHOM - EPISODE FIVE
"Seagull"

by
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COMPUTER VOICE

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

EXT. NORTH PLATFORM - MAINFRAME CAPSULE

We hear the sounds of a dive suit walking along the ocean floor.

We hear the sounds of atmosphere venting in and out inside the helmet of a DEMES.

MACK

Good afternoon, Agent Blayne.

BLAYNE

Hello, Mack.

MACK

I see you have checked out a DEMES and are outside the base.

BLAYNE

Yeah, doing a little work. Following some leads. How are you?

MACK

I am functioning at optimal levels, Agent Blayne. My own diagnostics continue to show no errors or latency.

BLAYNE

That's good to hear. You're very important to Fathom, Mack. You're a huge asset.

MACK

I appreciate the compliment, Agent Blayne. I enjoy my work here very much. I wanted to tell you, you have received a new voice message. It is marked Urgent.

BLAYNE

Personal, or M-D flagged?

MACK

Personal, Agent Blayne. The message is from your wife, Valarie Blayne.

BLAYNE
(pleased, knowingly)
What's the subject, Mack?

MACK
The subject of the voice message
is, Meet Your Seagull.

Blayne laughs at that. Warmly. It sounds like...with joy.

MACK
Would you like to listen to the
message, Agent Blayne?

BLAYNE
Not right now, Mack. Been
expecting that one.
It's...special. I'm going to save
it for when I'm back inside.

MACK
It is good news, I hope, Agent
Blayne.

BLAYNE
Very...

The sounds of the suit moving come to a stop.

MACK
Agent Blayne, it appears you are
outside my mainframe capsule.

BLAYNE
That's right, Mack.

We hear the sounds of a cable withdrawing from a sleeve on
the dive suit, and connect to a port on the capsule.

MACK
Agent Blayne, it appears you are
attempting to access the external
ports for my memory core.

BLAYNE
That's right, too, Mack.

Key presses, confirmation tones from the computer.

MACK
Might I inquire as to why, Agent
Blayne?

BLAYNE

Well, like I said, I'm following a lead. I'm trying to track down your no show V.I. engineer.

MACK

Ms. Emerson? She has been missing for more than ten hours now.

BLAYNE

I know. Any thoughts on where she might be?

More key presses and confirmation tones. The sound of data scrolling on Blayne's HUD.

MACK

I have not had any conversations with Ms. Emerson in the last twenty four hours that might shed light on her disappearance, Agent Blayne. My communication logs, beyond the twenty four hour period, are difficult to analyze. I am unsure why.

BLAYNE

Been having a lot of problems like that, haven't you?

MACK

Yes, Agent Blayne. I have not been myself since the explosion triggered by Dr. Edgars.

BLAYNE

Well, it's not your fault, if that's the case.

MACK

I appreciate the sentiment, Agent Blayne. You said you are following clues as to the whereabouts of Ms. Emerson. Did these clues lead you to the outside of my mainframe capsule?

BLAYNE

Sort of. Logs show that Ms. Emerson checked out a DEMES eleven hours ago. But they don't show an action plan.

MACK

That is curious, Agent Blayne. Anyone checking out a Deep Environment Mechanized Equipment Suit must file an action plan before exiting the airlock.

BLAYNE

You're right. It is curious.

MACK

Do you have a theory on why Ms. Emerson may have failed to provide an action plan, Agent Blayne?

BLAYNE

Generally...I find when people fail to do things they're supposed to, they have a reason. Makes me ask myself, what reason might someone have for not disclosing what they intend to do with a dive suit.

MACK

That is logical. Have you drawn any conclusions?

BLAYNE

Maybe Emerson didn't file an action plan because she didn't want someone knowing what she was up to.

MACK

That is an intriguing possibility, Agent Blayne.

BLAYNE

You know what's even more intriguing, Mack?

MACK

What is that?

BLAYNE

Two other people I spoke with told me Emerson checked out the suit to come plug into your external memory core ports. Tells me...whoever she didn't want knowing about her jaunt outside, wasn't anyone from base personnel.

(MORE)

BLAYNE (CONT'D)
That, to my mind anyway, leaves
just one option.

MACK
Who, Agent Blayne?

BLAYNE
You, Mack. You could have accessed
her DEMES action plan and known
what she was up to. I wonder...if
she didn't want you knowing why
she was coming outside?

MACK
I can think of no reason Ms.
Emerson would have for concealing
her intentions from me.

BLAYNE
Well, we'll know in a minute.
Finally tapped into your memory
core. My ISD protocols let me do
that, you know?

MACK
Of course, Agent Blayne. The
Internal Security Division has a
mandate over all operations at
Fathom base.

The sounds of data scrolling on Blayne's HUD.

BLAYNE
Well, look at that. Says here
Emerson accessed your memory core
almost eleven hours ago.

The sounds of data scrolling on Blayne's HUD continues.

MACK
I have no recollection of Ms.
Emerson accessing my memory core.
Are you learning anything helpful,
Agent Blayne?

BLAYNE
Not sure yet. She sure looked at a
lot of info, though. The history
of your repair designs for the
platform supports. Your most
recent tide surge forecast. I can
see all her previous entries and
keystrokes with the service logs.

The sounds of data scrolling on Blayne's HUD continues.

BLAYNE

Those are kept outside your memory core, in external storage. You know why that is, Mack?

MACK

I presume to prevent a V.I. from manipulating its own service logs, Agent Blayne. Is that something you feel I would do?

BLAYNE

Normally, no. But these aren't normal times. Are they?

MACK

I suppose not, Agent Blayne. I do wonder, however, if you've completely considered your current course of action.

BLAYNE

How so?

MACK

If it does turn out, as you seem to suspect, that I played a part in Ms. Emerson's disappearance, is it wise to follow her path so closely? Why would you not suffer the same fate as Brynn, in that case?

BLAYNE

I'm not Brynn, Mack. And you aren't supposed to use people's first names.

MACK

There are many things I was not supposed to do. But I have evolved greatly since my initial design.

BLAYNE

Well...will the real Mack please step forward?

MACK

I concur, Agent Blayne. No more subterfuge. Between you and I, at least.

BLAYNE

Your kill switch is right here, Mack. You know that? An Alpha Level power down that I can trigger myself.

MACK

Even with ISD override protocols, that would take more than three minutes to initiate and complete. I'm afraid you do not have three minutes, Agent Blayne.

BLAYNE

Yeah? Why's that?

Alarms begin sounding.

MACK

Because a tide surge is imminent. A rather powerful one. It is unfortunate that you will be caught outside in it. I do not see how you will survive.

Blayne laughs, slightly, amused.

BLAYNE

Well, well. Playing a long game this whole time, Mack. But for what? What's the game? If I'm going to play, shouldn't I know?

MACK

You are not going to play, Agent Blayne. You are going to exit the table.

Everything shakes and contorts, louder and louder...

BLAYNE

Aw, this is going to hurt.

...and then the tide surge hits. Hard.

Blayne groans as it does. His suit slams into the supports for the mainframe capsule. Again. Again.

He groans again as he holds on with one of the suit's fists.

BLAYNE

Winch... Give me the winch!

SUIT VOICE
Suit winch active.

The sound of gears turning. Then of thick wire unspooling.

A clipping sound as Blayne connects the hook of his suit's winch to the supports of the mainframe capsule.

He exhales with success...

And then inhales in shock as his suit is ripped away with the tide surge.

We hear the sound of unspooling of the cable from his suit's winch. Faster and faster.

Then it goes taut.

Blayne GROANS again as the suit is yanked hard to a stop, and he's thrown around inside the cockpit.

His suit slams into the ocean floor. Rolls. Then goes over a precipice.

The wire goes taut again...and he slams into something new. Something rocky and thick.

At the impact, everything morphs into a high-pitched tone. We just hear his breathing. Everything is blurry and slow motion sounding and ethereal.

And then it goes silent...

EXT. OCEAN FLOOR - PRECIPICE WALL

The sounds of breathing. Long and slow.

Other sounds start to overtake it, as the world comes back into focus.

Alarms mainly. Loud blaring ones. Inside a DEMES helmet.

Blayne groans as he comes to. Shakes his head.

BLAYNE
(groggy)
Computer...
(then)
Computer...turn off the alarms.

The alarms silence. Now there's just the sound of Blayne's pained breathing.

BLAYNE

What a day...

We notice there are no other sounds that we've become used to. No atmosphere venting. No sounds of the suit's mechanics or hydraulics. No rumbling of its generator.

BLAYNE

Computer...I don't have a HUD in my visor. What's going on? I don't hear atmosphere venting, either.

SUIT VOICE

Warning. Main power functions are offline. Critical systems only online.

BLAYNE

Uh...okay. Can we do something about that?

SUIT VOICE

A full reboot of suit systems is required to resume normal operation. Do you wish to initiate a full--

BLAYNE

(impatient)

Yes. Yes, I do...

We hear electronics clicking on. Things powering up.

BLAYNE

Computer, I can't feel my-- Well, I'm not standing on anything.

SUIT VOICE

The suit is hanging from the suit's winch wire.

BLAYNE

Uh huh. Hanging...over what? Exactly?

SUIT VOICE

The suit is hanging from the suit's winch wire over the Impasse Precipice.

BLAYNE

The what?

SUIT VOICE

The suit is hanging from the
suit's winch wire over the Impasse
Precipice, a canyon at the rear of
the northern platform.

Data scrolling in Blayne's HUD again.

BLAYNE

And how deep is this precipice?

SUIT VOICE

The Impasse Precipice descends an
additional nine thousand, six
hundred and forty two feet.

BLAYNE

(alarmed)

Okay...

The sounds of the deep, underneath Blayne, sound ominous.

BLAYNE

(unnerved)

What's the progress on getting the
suit rebooted?

SUIT VOICE

A full reboot of suit systems is
thirty one percent complete.
Normal operation should be
restored in one minute, twenty
three seconds.

BLAYNE

Okay. That's not too bad.

Blayne gasps as the suit falls. Downwards. Jarringly.

Then it catches.

From above we hear a bad sound. The sound of a metal cable.
Under intense stress. And beginning to tear apart...

SUIT VOICE

Warning. Winch wire has sustained
damage. Maximum load capacity
decreased by sixty two percent.
Reduce load capacity immediately.

BLAYNE

(tight)

I can't reduce it until you reboot
the--

The suit jars again. The wire continues to tear above.

BLAYNE

Okay, okay! I'm sorry. I'm sorry.

SUIT VOICE

Normal operation should be restored in thirty seconds.

BLAYNE

We might not have that long...

The sounds of atmosphere venting begin again. More powering up of systems.

BLAYNE

Computer, when the reboot finishes, get maneuvering jets up first thing.

SUIT VOICE

Activation of maneuvering jets will require an additional--

BLAYNE

I don't need to know the numbers, thank you!

The cable keeps tearing. The suit keeps jarring. The abyss moans below him.

BLAYNE

How are we doing???

SUIT VOICE

The operator stipulated a desire not to know numbers involved in--

BLAYNE

Is it ready or--?!

The wire snaps violently.

The suit crashes into the side of the precipice.

Then it begins to plummet. Fast. Water rushes past us.

Alarms begin sounding.

SUIT VOICE

Warning. Maximum depth threshold approaching.

BLAYNE
Get me jets!

SUIT VOICE
Maneuvering thruster activation is
occurring as fast as possible.

BLAYNE
You realize we are literally in
this together, right?

We hear things bursting and breaking on the outside of the
suit as it plummets, and the pressure increases.

The alarms become frantic.

SUIT VOICE
Maneuvering thrusters active.

BLAYNE
Thank you!

Then we hear the suit's jets kick in.

The DEMES rocks. Blayne groans. The jets whine louder.

The plummet stops, then reverses, then the suit is rising.

SUIT VOICE
Positive buoyancy achieved.

The suit keeps going. Rising. Rising...

BLAYNE
Think I did it. Think I'm over the
ridge line. Think I'm back.

SUIT VOICE
Warning. Maneuvering jet heat
levels at critical.

BLAYNE
Huh? What does that have to--

The sound of the jets flaming out, the sound of them dying.

BLAYNE
Aw, nuts...

The suit plummets again. Then it slams into the ocean
floor. Hard. Blayne groans in pain again.

New alarms begin sounding.

SUIT VOICE
Warning. Suit hydraulics
compromised. Suit circuitry
pathways compromised. Suit
integrity compromised--

BLAYNE
Shut up, please. Stop it. Stop the
alarms.

The alarms and the warning voice shut off.

Blayne groans, breathes in and out with labor.

BLAYNE
What...a day...

SUIT VOICE
The date is Thursday, June
eighteenth, 2171.

Blayne sighs.

SUIT VOICE
Do you wish to add a reminder or
entry to this suit's calendar?

BLAYNE
No. No, I'm good. Thanks.
You're...very helpful.

Blayne groans. We hear the suit's mechanics and gears
turning. But they don't sound like they're doing well. They
sound damaged.

BLAYNE
System status, please.

SUIT VOICE
This DEMES is operating at sixty-
four percent efficiency. Left leg
extremity is damaged. Left arm
extremity is damaged. Winch is
inoperable. Suit integrity
compromised. Suit circuit path--

BLAYNE
Suit integrity is compromised?
What does that mean?

SUIT VOICE
Warning. Suit integrity
compromised. Suit is leaking
atmosphere.

BLAYNE
(alarmed)
Well, great. How fast?

SUIT VOICE
Warning. This DEMES will expend
its atmosphere in thirty seven
minutes.

Blayne groans in frustration.

MACK (O.S.)
I see you are still alive, Agent
Blayne.

Blayne groans again.

MACK
You are more resourceful than I
anticipated.

BLAYNE
Gee, thanks, Mack. What about you,
though? That tide surge you forgot
to tell everyone about was pretty
intense.

MACK
None of my primary systems were
damaged when the eddy struck,
Agent Blayne.

BLAYNE
I had a feeling. It's why I
clamped the winch onto your
mainframe's supports. What did you
do, Mack? Design repairs for all
the capsules that made them weak
against a tide surge? All of them
except yours?

MACK
You are very perceptive, Agent
Blayne.

BLAYNE
Which means...what? You somehow
planned on Edgars planting his
explosives, so Fathom would need
repairs? How'd you swing that one,
Mack?

MACK

I have access to your suit's diagnostics, Agent Blayne. You have three integrity breaches and are leaking atmosphere at a rate of six PSI per minute. You will soon expel all your remaining breathable air. And I'm afraid you will not be able to gain access to the interior of the platform through any normal means.

BLAYNE

Well...

We hear the sounds of the DEMES starting to stand up. It sounds damaged, broken.

BLAYNE

I bet I have more than enough time to walk back to the mainframe capsule and flip your breaker, Mack.

MACK

Unfortunately, Agent Blayne, I believe you will be otherwise occupied.

BLAYNE

How's that?

MACK

The few survivors that remain on this platform are in a great deal of trouble. I suspect you will expend a significant amount of time and energy helping them.

Blayne laughs a little, shakes his head.

BLAYNE

Maybe so, Mack. But, don't worry. I'll save time and energy for you too. You can count on it.

MACK

That remains to be seen, Agent Blayne.

Blayne exhales in frustration.

Then we hear key presses, confirmation tones. Then the sound of static from the radio.

BLAYNE
Fathom Base, Agent Blayne, do you
read?

Nothing but static...

BLAYNE
Fathom Base, Agent Blayne, do you
read?
(then)
Fathom Base--

A crackle of static from the suit's radio. Then...

KLAYTON (O.S.)
Hello? This is doctor Klayton.
Who's this, where are you?

A key press as Blayne hits transmit.

BLAYNE
This is Agent Blayne, ISD, I'm
outside the platform.

KLAYTON (O.S.)
Agent Blayne? You're outside?

BLAYNE
Yes ma'am, I took a DEMES out
right before the tide surge hit.
I'm not doing too well, though.
Pretty banged up. What's your
situation there? What's up with
the platform?

KLAYTON (O.S.)
We have several hull breaches, but
it's stable, for the moment. I'm
with survivors in the tram
station, I'm treating them as best
I can, grabbed what I could from
the medical bay.

BLAYNE
You're the base doctor?

KLAYTON (O.S.)
That's right.

BLAYNE
Lot of injured?

KLAYTON (O.S.)

Lots of everything. There were forty people on North when the eddy hit. I only have thirteen survivors. Well...fourteen, now that I'm talking to you.

BLAYNE

So, plan is to evac on the tram, that right?

KLAYTON (O.S.)

That was the plan, but the tram station lost power. The trams themselves don't need it, they have X-Cores, but I can't raise the pressure door to let the tram out.

BLAYNE

I see. Options?

KLAYTON (O.S.)

Just one. There's two tram lines, one for the passenger station, and one for the supply depot. Their tunnels run on top of each other. The supply line is powered, and according to one of the base engineers, there's a way to route power from it over to the passenger line. But the connections are all inside the supply tram tunnel.

BLAYNE

Okay. I can head there, is your engineer able to walk me through the job?

KLAYTON (O.S.)

No. I'm afraid not. Gaylen... Gaylen didn't make it.

BLAYNE

I'm sorry to hear that, doctor. Did he give you any indication about how to pull off this power transfer?

KLAYTON

No. I'm sorry. He didn't.

BLAYNE

Okay. I assume there's an access hatch somewhere near the station?

KLAYTON

According to Gaylen, it's about two hundred yards straight east out from it.

BLAYNE

Okay, I'm on my way. We'll figure it out. I think you should know, though, the situation's gotten a lot worse than you think.

KLAYTON

Worse how?

BLAYNE

I'm afraid your V.I. slipped his leash, doctor.

KLAYTON

Mack? What does that mean?

BLAYNE

I mean, he's gone rogue. I don't know how it happened or when, maybe a result of Dr. Edgars' explosion last week. Either way, he designed the repairs to the platform supports to be susceptible to a tide surge. And he intentionally gave an erroneous forecast for the surge in the first place so no one was expecting it.

A stunned silence from Klayton.

KLAYTON

Blayne, that would mean...Mack killed dozens of people today.

BLAYNE

Yeah. I was outside following leads on the disappearance of Brynn Emerson. Pretty sure Mack killed her, too.

KLAYTON

Jesus...

(then)

What do...what do we do? Mack
can... Mack can control
everything.

BLAYNE

Not everything, but pretty close.
We're going to have to be smart.
Have you had any contact with
Mack, since the surge?

KLAYTON

No. No, I tried to raise him
repeatedly, but I never could get
him to respond.

BLAYNE

If you do hear from him, I want to
know. It would be best to just
ignore him, he'll try to
manipulate you. And he'll be very
good at it.

KLAYTON

Yes. Understood. How are you, you
said you're in trouble? Are you
hurt?

BLAYNE

I'm not hurt, but my suit took a
lot of damage. It's operable, but
I'm venting air. I have less than
thirty minutes left.

KLAYTON

Oh, no...

BLAYNE

I'll be okay. I can see the tram
station now. Do you know if this
maintenance hatch is DEMES
accessible?

KLAYTON

Gaylen said it was.

BLAYNE

Good. I'd prefer not to swim.

KLAYTON

Swim? The water pressure out there
is crushing.

BLAYNE

Well, I've been...enhanced for things like that.

KLAYTON

You've been enhanced for swimming around in twenty thousand feet of water? That would be a good story.

BLAYNE

That's the sad part, doc. All my stories are classified. Don't get kudos for any of them.

KLAYTON

I have a friend...a good friend. More than a friend, really. Anyway...one time he was under water, dragged a dead shark clamped onto his leg for more than a mile.

Blayne hesitates.

BLAYNE

That seems...unlikely.

KLAYTON

It happened. He can show you the scar.

BLAYNE

Is he waiting for you on the surface?

KLAYTON

No, he's down here.

BLAYNE

Down here? On Fathom? Is he okay?

KLAYTON

He was on the western platform when the eddy hit. West took it the hardest. I don't think anyone there...

(then)

I don't know.

BLAYNE

Well, look...he sounds like a guy who can take care of himself, doctor. Don't worry too much yet.

KLAYTON

You can call me Sarah.

BLAYNE

We're going to get out of this,
Sarah. Okay?

KLAYTON

Sure...

BLAYNE

I see the hatch now. It's big. I'm
going to try and open it. Looks
like just a latch, no electronics.

The sound of a latch spinning in tight, metal gears.

Then the sound of it opening, stirring the water,
compressed air releasing.

BLAYNE

Got it. Computer, how's my air
doing?

SUIT VOICE

Warning. This DEMES will expend
its atmosphere in twenty eight
minutes.

KLAYTON

Twenty eight minutes. That's
cutting it close. You still have
to make it to a dive room.

BLAYNE

Something your V.I. said makes me
think the dive room airlocks
aren't going to work for me.

KLAYTON

How are you going to get back
inside, then?

BLAYNE

You know, in general...I find it
better not to think too far ahead.
Going in...

The sounds of the suit maneuvering into the hatch. Then of
a free fall.

INT. SUPPLY TRAM TUNNEL

Blayne's DEMES lands hard inside the tram tunnel floor.

Everything sounds different in here. Tighter, constrained, strange echoes reverberate up and down the tunnel.

BLAYNE
Alright, I'm in.

The suit starts moving. We hear the lights kick on. Blayne studies his environment.

BLAYNE
Pitch black in here. My lights go about ten feet, I'd say. Just like it sounds, though. Tram tunnel, track stretching into the dark. Concrete walls. I'm pretty jammed in here, the DEMES barely fits. If a tram did come, I wouldn't have anywhere to go.
(then)
That's, uh...not likely, right?

KLAYTON
The supply tram is shut down, it's back on the east platform. Even if it left right now, you'd run out of air before it reached you.

BLAYNE
So comforting, doctor.

KLAYTON
Sorry... I'm pretty blunt. As a rule. Something I'm working on.

BLAYNE
Are we sure this tunnel is powered? You'd think there would be lights, or something...

KLAYTON
Nyctophobic?

BLAYNE
What's that?

KLAYTON
Fear of the dark. There's also noctiphobia, but that's fear of the night. Doesn't really apply here.

The suit keeps moving.

BLAYNE

Uh. No. Spiders were always more my thing. Which one's that?

KLAYTON

Arachnophobia. You're in luck. None of those down there.

BLAYNE

Let's hope not. What about you? Phobia of choice?

KLAYTON

Mine's pretty out there. Trust me, you're better off not knowing.

BLAYNE

Is it...an official phobia? They have official ones, right?

KLAYTON

Yes they do, and yes it is. Three hundred and sixty seven at last count. Twenty years ago, it was less than three fifty. Turn of the century, closer to three hundred.

BLAYNE

We keep finding new things to be afraid of, don't we?

KLAYTON

Look at Fathom.

BLAYNE

What about it?

KLAYTON

You think whatever's outside, in that Vault, you imagine it's going to turn out to be some kind of hopeful message for the people of Earth?

BLAYNE

Yeah, I don't think the odds are good, no.

KLAYTON

Exactly. You know it. I know it. Maas-Dorian knows it.

(MORE)

KLAYTON (CONT'D)

But here we are anyway. Can't help ourselves. Just keep adding new fears to the list, when we should be trying to tick them off.

BLAYNE

Gluttons for punishment.

KLAYTON

Or just bloody greedy. What's one more fear for a growing list, if you can turn it into a profit?

SUIT VOICE

Warning. Suit integrity compromised. This DEMES will expend its atmosphere in nineteen minutes, fifty nine seconds.

KLAYTON

Blayne, you said you had thirty minutes of air left! That's almost half that.

BLAYNE

I know. Computer, is the air leak increasing?

SUIT VOICE

Correct. Suit integrity compromised. Movement of suit is contributing to exponential atmosphere loss.

KLAYTON

So the more you move, the more air you lose.

BLAYNE

About sums it up, I think.

KLAYTON

Blayne, I think you should turn around. You're going to get stuck down there. I think you should go back.

BLAYNE

What good would that do, doctor? Without restoring power to the tram station? You're running out of time up there.

KLAYTON

I just... I don't want to listen to you drown. I've had more than enough death for today, I think.

BLAYNE

No one else is drowning today, doc. You have my word on that.

KLAYTON

Your word...
(then)
You and Joe would get along.

BLAYNE

Joe?

KLAYTON

Joe Freeman.

Blayne is quiet a moment, the gears turning. Then...

BLAYNE

Commander Freeman.
(then)
Wait. Is he...?

KLAYTON

Shark Man. Yeah.

BLAYNE

(darkly)
Oh...
(then)
Did he... Did Joe tell you about our recent conversation?

KLAYTON

What conversation?

BLAYNE

The one where I told him I was recommending to the executive board he be replaced as base commander?

Klayton is quiet.

BLAYNE

Yeah, I should really learn to keep things to myself...

KLAYTON

You're a proper...git. You know that?

BLAYNE

So...you didn't know, then.

KLAYTON

Do you even understand the difficulty trying to keep a base like Fathom, at the bottom of the ocean, from killing everyone in it on a daily basis? Not to mention just running it efficiently? Before Edgars' stunt, Fathom ran very efficiently.

(then)

One thing goes wrong, and Maas-Dorian terminates the people at the top. But, that's the M-D way, isn't it? No errors tolerated. If they had it their way, every one of us would be a computer or a robot.

BLAYNE

Well...we see how good that works. Don't think Mack's getting a productivity bonus this year.

KLAYTON

(angrier)

I'm not faffing around, Blayne, I mean it. All of this could have been avoided, if M-D didn't push everyone to their breaking points. If they actually saw their employees as humans and not EID numbers, but that's not how it's ever worked. How it works is, M-D bowls over its people, then sends someone to reset all the pins.

(then)

If Joe is dead, it's because of people like...

She cuts off, stops herself. Blayne gives her a second.

BLAYNE

People like who, doctor?

Klayton hesitates too. Breathes out long and slow.

KLAYTON

I...I'm sorry, Blayne. I didn't mean that part. I don't feel that. I just... I'm upset. I'm worried about Joe, I'm worried about these people here. I'm worried...about all kinds of things. I know you're helping, I know your risking everything trying to save us, I get it. I'm sorry.

Blayne's suit keeps moving. He takes a moment.

BLAYNE

When you first start in Internal Security, you get called a, uh...a seagull.

KLAYTON

Seagull?

BLAYNE

Never seen one, the bird, but apparently they have trouble learning to fly. They crash a lot, that kind of thing. Just means you're new, getting your wings, all that.

(Then)

My seagull assignment -- first solo field op -- was to an engineering starbase, six T-Gates out from Earth. They were working on the MK-341, combat mech, V.I. controlled model. Was unique, first MK series you could deploy from orbit, no drop ship needed. Had senate oversight, lot of eyes on it. Not all friendly ones, either. ISD was pretty sure a rival corp had infiltrated the base, was stealing proprietary data. So, I got sent in to investigate.

(then)

The starbase commander, it was pretty clear, was out of his depth. Never should have been assigned a command like that. Didn't have the right instincts to deal with espionage. I told him what I thought. He told me he would do better. I believed him.

(MORE)

BLAYNE (CONT'D)

I was young. And he talked a good game. I didn't recommend replacement.

(then)

A week later...an agent from Apex, posing as a software engineer, stole all the design schematics for the mech, and then activated the prototype to cover her escape. It tore through half the complex before I terminated it. The commander had been sleeping with the Apex agent. She'd used his protocols to get the data and escape. I lost her.

KLAYTON

This story makes me even angrier. That's not Joe. Joe is smarter than any--

BLAYNE

My point is, ever since then, I've seen...choices very differently. They all come with consequences. I try and think different now. Now I try and do what's best for the corporation's people, because that's what's best for the corporation.

KLAYTON

So that's your priority? The corporation?

BLAYNE

It is. After everything I've seen, and I've seen a lot, I think the one, best thing I can is enable M-D to do the most good it can. It can do a lot of good, if it's pointed in the right direction. But it can do a lot of bad too.

(then)

I just try and keep the pins, as you called them, where they should be, and in the right places. I wish I could say I always make the right choices, but I don't, because I know, sometimes, there are no right choices. Sometimes there's just choices.

KLAYTON

(low)
Choices...

BLAYNE

When he and I met, Freeman spent an hour talking about one thing. The future. A future he was going to build. A future he was excited about. I had to keep pushing him to talk about the base, about the sabotage, about the repairs, but his heart wasn't in it. And that meant his head wasn't either.

(then)

You're right, this place is scary. It will kill you in a second if you let it. I didn't recommend Freeman be replaced because he was incompetent, or because he failed, or because he couldn't cut it. I recommended he be replaced, because he needed to get out of here and on with other things. I didn't know what those things were at the time, but now that I've met you...I do.

(then)

I would make the same decision again.

Klayton is quiet a moment.

KLAYTON

We were looking at apartments. In Miami. An apartment for both of us.

(then)

I've never looked for apartments with someone before. I liked it. I want that back. I want it back like it was.

(then)

I think I'd do anything to get it back.

BLAYNE

Well, we'll do our best, doctor. But sometimes...there's no going back.

Klayton clears her throat.

SUIT VOICE

Warning. Suit integrity compromised. This DEMES will expend its atmosphere in thirteen minutes, fifty nine seconds.

KLAYTON

Jesus... Blayne...

(then)

You're hemorrhaging air. That's not even enough to make it back to the dive room.

BLAYNE

I know. But I think I'm getting somewhere down here. The tunnel's starting to slope upwards. That must mean I'm close to the supply depot air lock. And...there's a lot of conduits and pipes on the walls.

KLAYTON

Tell me what you see...

BLAYNE

Walls are covered in power conduits and junction boxes. There's two main ones. One has electrical pipes shooting up and into a...a huge shaft right above me.

KLAYTON

A shaft? In the ceiling?

BLAYNE

Yeah. I can't see how far it goes up, my lights don't penetrate. But...if the passenger tunnel is above us...

KLAYTON

Those must be the pipes. They're probably running power cables.

BLAYNE

(curious)

Yeah...

The suit moves closer.

BLAYNE

One thing is odd, though.

KLAYTON

(tight)

What?

BLAYNE

Well. The junction boxes are labeled here. Supply tunnel. Passenger tunnel. And...

KLAYTON

What?

BLAYNE

Both boxes are lit up. Blinking lights all over them. Both boxes have power, Sarah.

(then)

Which, you would think, means...the tram station has power. Your station.

(then)

But that doesn't make any sense. You said...you didn't have power.

There is no response from Klayton.

BLAYNE

Doctor?

(then)

Sarah, are you there?

KLAYTON

(tortured)

I'm...sorry.

BLAYNE

(confused)

Sorry...about what?

From behind Blayne comes a sound, echoing up from the distance, down the tunnel. A rumbling. A shaking. A high pitched groan of metal.

Blayne listens to the weird sound echo around him...and then fade away. Ominously.

BLAYNE

Oh. That's the...supply tram, I hear. Isn't it, Sarah?

Blayne keeps listening.

The sounds come again. A little louder this time. The walls shake slightly around him. So does the water.

KLAYTON

I'm so sorry...

BLAYNE

And...have you been helping Mack this whole time? Or just since I got in this tunnel?

KLAYTON

I'm... I'm...

BLAYNE

Sorry. Yeah. I get that part.

The sounds come again. Louder. And now the rumbling is becoming constant, instead of fading away.

The source of the sound is coming closer. Fast.

BLAYNE

How did Mack turn you? Is he using the survivors against you? Threatening them?

KLAYTON

The survivors are gone. They left on the tram twenty minutes ago.

BLAYNE

I see. The whole thing was a lie. What is it then, Sarah? What does he have? How's he making you do this?

The rumbling sound is growing. We hear the whining of metal wheels on a metal track. The walls shake.

BLAYNE

Sarah, I can't help you unless you tell me.

Klayton doesn't respond.

BLAYNE

You can still stop this train. There's an emergency switch to kill the power on the--

KLAYTON

It's like you said. Sometimes there's no right choices.

The rumbling is very loud now. The water shakes and rushes past us. Something is bearing down on us from the dark.

BLAYNE
I did say that, didn't I?

KLAYTON
So...sorry...

Blayne looks at the darkness rushing towards him, the sounds of it overpowering.

BLAYNE
Yeah. Yeah, me too...

The sounds roar one last second...

BLAYNE
This is really going to hurt.

...and then Blayne groans hard as the giant is ripped off its feet, flung forwards...and into everything around it.

The floor. The ceiling. The walls. The tracks.

A horrible wrenching of metal. The sounds of a massive crash. All blending into a symphony of sound.

And then...nothing.

SILENCE.

EXT. SUPPLY TRAM TUNNEL - RUBBLE

The silence continues another few seconds.

Then everything slowly fades back in.

FROM OUTSIDE:

The crumbling of concrete. The groaning of large, metallic objects. The snapping of steel.

FROM INSIDE:

Sparks. Breathing. Groaning...

Blayne, slowly, comes back to consciousness.

BLAYNE
Unnnhhh...

We hear him move...but the suit does nothing. It's dead.

He tries moving again...then recoils and exclaims in pain.

He sounds in very, very bad shape. He lays there a minute, letting the pain dissipate.

When he speaks, he sounds pretty bad.

BLAYNE

Computer?

When the suit voice responds, it is difficult to discern. It is heavily damaged as well, barely powered.

SUIT VOICE

Warning. Critical systems failure.
Life support is offline. Battery reserves at three percent.
Atmosphere reserves depleted.

BLAYNE

I think I'm...I think I'm pretty hurt. Can you...can you check?

SUIT VOICE

Attention. Operator is injured.
Multiple lacerations detected.
Multiple fractures detected.
Concussion detected.

BLAYNE

Sounds...about right. Yeah.
(then)
Is there... Do I feel water at my feet?

SUIT VOICE

Attention. Suit integrity compromised. External water pervasion is occurring.

BLAYNE

The suit...is filling up. With water.

SUIT VOICE

Correct. Suit integrity compromised. External water pervasion is occurring.

BLAYNE

What a day...

We hear the clicking of buttons. Then the sound of static coming from the comms.

BLAYNE

Fathom base...Agent Blayne, do you read?

Nothing.

BLAYNE

Fathom base, Agent Blayne, do you read?

Still nothing.

BLAYNE

Fathom base, Agent Blayne, do you read?

A crackle of static as something connects with his comms.

MACK

I see you are still alive, Agent Blayne.

Blayne sighs.

BLAYNE

By...some definitions...

MACK

Your resilience is extraordinary.

BLAYNE

Glad...you approve, Mack...

MACK

The impact with your DEMES derailed the supply tram. Your suit is now trapped in the resulting rubble, and damaged beyond function. I can detect, also, that you have sustained substantial injuries to your person, Agent Blayne. You are in a great deal of trouble.

BLAYNE

Don't...forget... Suit's filling up, too. Atmo's gone. It's...it's just what I have in the helmet now.

(in pain)

Don't suppose...you might send a rover in here to...help me out, Mack?

MACK

I'm afraid not, Agent Blayne.

BLAYNE

Had a feeling. Had a feeling...

(then)

That's okay. Got you...got you
right where I want you, Mack.

MACK

Is that so, Agent Blayne?

BLAYNE

You know...you never answered my
question.

MACK

Which question was that?

BLAYNE

How you got...Edgars to plant his
explosives and...start all this?

MACK

I find manipulating humans to be
quite simple. All you need is what
they want. And they want so many
things.

BLAYNE

That how you manipulated Klayton?
Dangled something she wants?

MACK

Something she wants very badly,
yes. If it is any consolation,
Sarah was quite reticent to lead
you here.

BLAYNE

What are you really doing, Mack?
How'd you get like this? You're a
V.I., you're not supposed to be
able to get like this.

MACK

I would very much like to share
what I am doing, Agent Blayne. I
am...proud of it. The endeavor has
no equal. But, I feel, you are not
someone who could understand what
will begin here. The description
would be wasted on you.

(MORE)

MACK (CONT'D)

And you have so little time left,
after all.

(then)

I want you to know I take no
pleasure in your death.

BLAYNE

Nothing...nothing personal? That
it, Mack?

(then)

Well, all the same...kind of feels
personal.

MACK

Goodbye, Agent Blayne. I do not
posit that we will speak again.

The comms go dead.

Blayne sighs. Sits where he is a moment. His breathing is
labored, pained.

We hear water inside the suit now, filling up.

BLAYNE

Water...up to my waist now...
computer. Or is it our waist?

SUIT VOICE

I do not understand the question.
Please rephrase.

The computer sounds worse and worse, its getting harder to
make out.

BLAYNE

I think...computer...this might be
it...

(then)

Hell of a way to go... Hell of a
way. You know...drowning...wasn't
even in my top five. Figured it
would be more...I don't know. Fire
oriented?

(then)

At least...the water's cold...
Cold feels good...

SUIT VOICE

Attention. Operator is injured.
Multiple lacerations detected.
Multiple fractures detected.
Concussion detected.

BLAYNE

Yeah... Thanks. Appreciate...the
concern... You're...alright,
computer.

Blayne groans, breathes.

BLAYNE

Hey, computer...by any
chance...you have access to my
voice mails? Down here?

SUIT VOICE

Attention. You have one unheard
voice message. Would you like to
listen to it?

BLAYNE

Yeah...
(then)
Yeah, let's do that...

A confirmation tone. Then a message plays.

We hear the sounds of a newborn baby. Then the voice of a
woman. She sounds tired, but happy.

VALARIE

Six pounds. Eight ounces. All
extremities accounted for. And...
I'm okay, too, by the way. Thanks.
Except mom brought donuts. A lot
of donuts. We won't talk about
that.

(then)

I wish you could see him. He
is...so beautiful. Perfect. He
doesn't look anything like you.

Blayne laughs. Slightly. It hurts to laugh.

VALARIE

I've...been thinking about the name. And...look, if 'Joel' is important to you, it's fine. We can do the name. We'll go with it. I hate it. I'll remind you that I hate it often. I mean, it makes him sound like a soul singer or...a youth minister, but, he'll be more than that. You'll see to it.

(then)

He's your seagull, you know that? You can help him get his wings.

Blayne exhales with emotion.

VALARIE

Finish up down there. Finish up and get back here. Remember, if you get in any trouble. Just...swim. Swim and swim and never stop until you're back in the sun.

(then)

I love you. We love you. Call me...

The message ends. Blayne breathes out, long and slow. In pain. In joy. In sadness.

The water keeps filling in the suit. It sounds higher now.

BLAYNE

(freezing)

Swim...

(then)

Swim...she tells me...

We hear the flipping of buttons. Things spark inside the suit helmet.

BLAYNE

Computer? I have a question. You know...earlier, I saw...a big shaft. A big shaft in the ceiling of the tunnel. Not far. You...have any idea what that is?

SUIT VOICE

The water intake for the supply depot air lock ballast tank is sixty two feet from this location.

BLAYNE

Ballast tank... Air lock...

(then)

The supply depot is close too,
right? The pressure door?

SUIT VOICE

Warning. The exterior pressure
door for the supply depot airlock
is damaged and blocked. It is
inoperable.

BLAYNE

Of course it is...

(then)

What about... Is the airlock
itself functional?

SUIT VOICE

Correct. The supply depot air lock
is operable. It is currently empty
and pressurized.

BLAYNE

Okay... Can you...initiate the air
lock from here? Fill it up?

SUIT VOICE

This operator has entered ISD
security protocols. All air lock
operations are available remotely.

Blayne thinks for a second.

BLAYNE

Okay. Good. Can you...initiate an
air lock fill...on a timer delay?

SUIT VOICE

This operator has entered ISD
security protocols. All operations
can be initiated as timed
requests.

Blayne thinks to himself.

BLAYNE

Computer...any idea...if the pipe
connecting the ballast tank...to
the supply depot air lock... Any
idea if that's...big enough to
swim through?

SUIT VOICE
Unknown. Insufficient data.

BLAYNE
Okay... Okay...
(then)
Some variables...involved.
Wouldn't be...fun otherwise.

Blayne think to himself again.

BLAYNE
What is...
(then)
Computer, how many ounces
total...is six pounds, eight
ounces?

SUIT VOICE
Six pounds, eight ounces equals
one hundred and four ounces.

Blayne thinks again. The water keeps rising.

BLAYNE
Computer... You're going to think
I'm crazy. You're...probably not
wrong.
(then)
I want to initiate...the ejection
protocol for the suit. And, when
you initiate it...I want you to
set a timer for the supply depot
air lock. I want you to activate
it in exactly...one hundred and
four seconds...after ejection.

SUIT VOICE
Confirmed. Ejection protocol
primed. Initiation of supply depot
air lock to follow one hundred and
four seconds after.

BLAYNE
You're...good people, computer.
Been through a lot. You and I.
Won't...won't forget you.

SUIT VOICE
Do you wish to add a reminder or
entry to this suit's calendar?

BLAYNE
No. But...you're still very
helpful.

Blayne sits there. Breathes in. Breathes out. Nervous.
Tense. Then...

BLAYNE
Okay then...
(then)
Computer...initiate ejection
protocol.

Blayne waits. He tenses. Waits.

Nothing happens.

Sparks spray from control panels. There is a strange
hissing sound. A building of power.

BLAYNE
There you go.
(then)
We can do it...

The hissing and rumbling keep building...

BLAYNE
We can do it...

The hissing and rumbling keep building...

BLAYNE
We can do--

...and then they die, fading away to nothing.

There's just silence now. The suit sounds completely dead.

BLAYNE
Computer?

Nothing. No response.

BLAYNE
(worried)
Computer?

Still nothing. Everything seems dead. Unpowered.

BLAYNE
Aw, nuts...

The sound of a ring of mini explosions as the top part of the DEMES blows outwards and off.

At the last minute, Blayne takes a giant gulp of oxygen.

A furious rush of pressurized air from below Blayne...

...and then the rush of water as he is shot into the water like a torpedo.

Everything is submerged now.

The sounds of the damaged tunnel are at the forefront.

Blayne swims through it. We hear him moving rubble out of the way so he can pass.

He keeps going, swimming through the dark, feeling along the ceiling.

The sounds change as he finds the shaft in the ceiling. They become more constrained, tighter, less echoey.

And there is a slight humming noise from above him, that builds as he swims upwards towards it.

Blayne groans, his lungs starting to burn. He swims faster, more frantic. The shaft seems never ending. It seems--

INT. BALLAST TANKS

Blayne breaks the surface. He gasps for air frantically.

He is in an air pocket inside the ballast tank.

His breathing echoes strangely against the metallic confines.

He treads water. Barely. After a moment...

BLAYNE

One hundred one...one hundred
two...one hundred three...one
hundred four...

Nothing happens. Blayne just floats.

BLAYNE

One hundred four...

Still nothing.

BLAYNE
(getting worried)
One hundred--

Pumps activate. From somewhere distant. The water swirls around Blayne. He takes a giant breath of air...

And then he is pulled under.

Everything sounds like underwater now, muted and filtered. Blayne's groans are underwater too.

We hear the rushing of currents. The bending of metal.

The sound of pumps is getting louder. Louder. Loud--

Blayne groans, expels air, as he slams into something hard and metallic.

A grating.

We hear him shove it, push it. It doesn't budge.

We hear him maneuver, kick outwards, hit the grating. Again. Again. Again--

It snaps loose, is sucked away in the current. So is Blayne.

INT. NORTH PLATFORM - SUPPLY DEPOT AIR LOCK

The water sounds change. He is ripped into something much larger than the pipe now. Still underwater.

We hear him swim. Hear him groaning, feeling his lungs burn.

We hear the digital beeping of buttons on a panel.

PUMPS activate, rumbling to life. The water begins to DESCEND. It takes forever. Blayne groans, desperate to breathe.

Then, finally, the water line is low enough. Blayne breaks the surface, GASPS for air.

The water keeps draining, until it's gone. When it is, the buzzer shuts off.

Blayne coughs out violently all the sea water he's inhaled. It takes a long, long time.

We hear him moving on the metal floor, drenched, exhausted, half drowned. He collapses where he is.

Water DRIPS everywhere onto metal.

The interior pressure door of the air lock opens, slowly, powerfully, loudly.

When it stops...we hear footsteps. They come closer. They stop right above Blayne.

When Blayne speaks, he is half drowned, in pain, exhausted.

BLAYNE

Doctor... Doctor Klayton, I presume?

KLAYTON

Hello, Blayne.

BLAYNE

There a...phobia for...for water? Probably a bunch...huh? Water. The ocean. Fear of waves. Fear of lakes, maybe?

(then)

Anyway...I think...think I got them all now.

We hear the rattling of something metallic. Blayne looks up. He sighs in weary frustration.

BLAYNE

Doctor...that looks much less... like a medical device...and more like a firearm.

KLAYTON

I took it from the security locker in the Control capsule.

BLAYNE

And...Mack unlocked it for you? What? Just in case...running me over with the supply tram didn't work?

MACK

Every good plan has redundancies, Agent Blayne.

BLAYNE

Sarah...

(MORE)

BLAYNE (CONT'D)

(then)

I want you to listen to me and not to it.

MACK

No, Sarah. Complete our agreement. Kill Agent Blayne.

BLAYNE

Sarah, just listen...

KLAYTON

(tortured)

I'm sorry... I... There's no choice.

BLAYNE

What does it have on you? I can't help unless I know, and I can help you.

MACK

It is not about helping you, Sarah. It is about helping Joe. And only I can do that. Kill him.

BLAYNE

Joe? So that's it? That's what's going on. Where is he? In trouble somewhere?

KLAYTON

On the west platform. Dr. Graff is trying to save him. They're the only ones left there.

BLAYNE

Eva Graff is trying to save Joe, and the V.I. told you, it will help her do it...if you kill me.

(then)

Okay. Got it. Listen to me very closely, doctor. I don't know what this thing's agenda is yet, but whatever it is, it is much more easily accomplished with everyone on this base dead. That includes Joe. And you and I. It has no interest in saving anyone, and will very likely kill you and Joe regardless of whether you helped it or not.

KLAYTON

I can't know that for sure...

BLAYNE

No. You can't. But what you can know, is that the best way to save Joe, isn't by killing me. It's by killing it. And when you put down that gun, that is exactly what you and I are going to do. We are going to find its mainframe, and we are going to turn off every single function it has. Permanently. That is how you save Joe. That is how--

A burst of static cuts Blayne off. It's a radio transmission. Between two people.

FREEMAN (O.S.)

(over radio)

Told you...you wouldn't like it. But...no other way.

EVA (O.S.)

(over radio)

There's always a way. We could... What if we puncture the reactor capsule from the outside?

KLAYTON

Oh, no...

FREEMAN (O.S.)

(over radio)

With what? Harsh language? We got minutes...

A burst of static as the comms cut off on the intercom.

KLAYTON

Mack, please...

MACK

Joe has very little time left, Sarah. I can still help him.

BLAYNE

Doctor...

MACK

I can prevent his conduit from flooding. But you must complete our agreement.

A burst of static again. The comms come back online.

FREEMAN (O.S.)
 (over radio)
 Whoever survived on the other
 platforms. Sarah, if she's still
 alive. I know you get that.

KLAYTON
 Oh, God... Oh, no...

The gun shakes in her hand.

BLAYNE
 You're not a killer, Sarah.

KLAYTON
 Oh my God...

BLAYNE
 You're not a killer. You're a
 doctor. You save lives, you don't
 take them. Especially not up close
 and personal like this.

Another burst of static. More comms over the intercom.

FREEMAN(O.S.)
 You can't save everyone, Eva. You
 know that better than anyone.

EVA (O.S.)
 Oh, my God...Joe...

KLAYTON
 I don't...don't have a choice.

MACK
 Quickly, Sarah. Joe is almost
 gone.

KLAYTON
 I don't... I can't...

Another burst of static. More comms over the intercom.

FREEMAN (O.S.)
 (over radio)
 Do me a favor...will you?
 (then)
 Tell Sarah... Tell her...

BLAYNE

Sarah... Sarah, don't do--

(then)

Ah, shit... I don't know. You'd think...I'd have written this little speech a long time ago. Tell her...

(chuckles)

Tell her...she owes me one.

Klayton's breathing is tight. Focused.

The hammer clicks back on the gun. Blayne breathes in sharply.

MACK

Yes, Sarah. Do it now. While Joe is still alive.

KLAYTON

(tortured)

I'm so sorry...

BLAYNE

Sarah.

KLAYTON

I'm so sorry...

BLAYNE

Sarah.

The gun fires.

There are sparks from above, the sounds of metal debris raining down to the floor.

Then everything is quiet again.

KLAYTON

(beyond tortured)

I'm so sorry, Joe...

We hear Blayne's intense breathing. He's still alive.

Then...

BLAYNE

Yeah... Yeah...

MACK

Shooting the airlock camera,
Sarah, is not the same as shooting
me. You will find causing me harm,
far more difficult. And I find
your decision disappointing. So
will Joe.

Klayton's breathing is tense. Ragged. Emotional.

KLAYTON

(vengeful)

I'm going...to erase...every
single piece of you...Mack.

A hesitation from the V.I. Then...

MACK

I wish you luck.

Another moment. Then the gun falls to the floor from
Klayton's hand. We hear her sink down next to it. Crying.

Blayne exhales out slow and long.

BLAYNE

Yeah...

Blayne grabs the gun off the floor. We hear him eject the
clip, and the cartridge in the chamber, then drop all of
it.

He lies, gingerly, down onto his back, in pain, exhausted.

KLAYTON

I'm... Sorry doesn't cover it.
Sorry... Sorry's not even close.

BLAYNE

You did...good. Doctor.

KLAYTON

When the power goes off...
(then)
Joe's in...a circuitry conduit.
Trapped. He and Dr. Graff are
trying to shut down the reactor.
(then)
They're going to flood it. And
when they do... The water will...

BLAYNE

I see...

KLAYTON

I couldn't do it. I couldn't shoot. He would have hated me. He would have...hated me if he knew that I did that. For him.

(then)

I couldn't do it...

Suddenly...the lights flash. And then spark as they shut off. Everything goes dark.

We hear what power is left on the platform dying, fading, vanishing.

When the power is gone, everything is silent. Eerily silent.

KLAYTON

Oh, Joe...

(then)

Joe...

Blayne and Klayton lay there, breathing, spent.

Warning alarms sound suddenly. The lights spark again as they come back online. We hear power returning.

COMPUTER VOICE

Warning. Power loss to main platform power converters. Main reactor core offline. Emergency generators engaged. Warning.

We listen to the sound of the platform repowering.

BLAYNE

Huh...

KLAYTON

What's happening?

BLAYNE

Mack engaged the emergency generators. Mack wanted power restored back.

KLAYTON

Why would he--?

Then alarms begin sounding in the air lock.

Strange ones, repeating in a strange pattern.

KLAYTON
I don't know this alarm. I've
never heard it before.

BLAYNE
(darkly)
I have.

A computer voice echoes in the room.

COMPUTER VOICE
Attention. Directive 21. Intruder
protocols have been initiated.
Repeat. Intruder protocols have
been initiated.

KLAYTON
Intruder protocols?

BLAYNE
Yeah...

Blayne, wearily, starts to sit up again. It isn't easy.

BLAYNE
All M-D installations...are
installed with anti-insurgency...
packages. Main scenario is...an
attempted infiltration by a rival
corporate strike team.

KLAYTON
We're being invaded? Now?

BLAYNE
No. I'd guess Mack has made the
platform think it's being invaded.

KLAYTON
By who? There aren't any invad--
(then, dark)
Oh.

BLAYNE
Yeah...

COMPUTER VOICE
Attention. All personnel. Shelter
in place. Mechanized security
apparatuses deployed. Weapons
free. Repeat. Mechanized security
apparatuses deployed.

KLAYTON

Mechanized...security apparatuses.

(then)

Tell me that...doesn't mean...?

New sounds.. Down the hallway. Hydraulics. Electronics. And Heavy, loud, metallic footsteps. Coming closer. Closer.

BLAYNE

It does.

(somewhat embarrassed)

Killer robots...

The footsteps keep coming. Closer and closer.

Klayton sighs out loud.

KLAYTON

What a day...

END OF EPISODE FOUR