

DOOM : To Hell and Back

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INTRO CREDITS

PRELUDE

Camera soaring over Earth, a few hundred years from now. We see a very large Corporation, UAC, which has space launching pads within its huge warehouses and giant towers. Camera goes out through the atmosphere, darker and darker, until the screen is filled with stars. We go past earth's moon and see very large moonbases, or cities there. Camera goes up into space again and after a moment returns to focus on a very far red planet, MARS. We come up onto it, and go down into a shallow domed atmosphere over very large built cities there too. We see a similar huge Corporation headquarters here: the UAC. Camera keeps moving until we travel faster over the horizon of the planet and focus on a moon. A second moon comes into view, and we go past the first one to the second one. The camera goes right down onto the rocky barren grey surface, and travelling fast, finally arrives at a volcano, and we see lava pouring out and down and spitting high into the sky.

The title of the movie comes up here: 'DOOM'

FADE OUT:

INT. COMMAND SHIP, TACTICAL ROOM -

ON Computer monitor screen:

COMMANDER HARDER

(pull back from computer to see him)

OK. We're going to arrive at our target in about 2 hours time. About 48 hours ago, we've got some very disturbing reports from Phobos, one of the two moons around Mars. Now you should already know... that our moon (points to Phobos) and Deimos are both dead moons entirely controlled by UAC, 'Union Aerospace Corporation'

(CONT.)

who handles almost half of the military contracts for the New Federation of Earth; the other half is their mining operations. They also handle 90% of all radioactive toxic waste from Earth's Nuclear Energy Programs, and remain completely secret about any research they are conducting for military purposes.

Camera pans around to show 30 soldiers (Elite Space Marines) watching the info on monitors.

CMDR HARDER

The UAC on Mars Headquarters received reports of tremors and volcanos erupting, on *BOTH* moons, but only on Phobos is there a huge UAC MILITARY RESEARCH FACILITY, also called Phobos Base. Very soon after, on this BASE , more reports came in of vortex 'portals' opening, with Fire- Demons and Zombies attacking all inhabitants there. The first response, 2 days ago, was to send 100 support troops to help the Security Forces on that Base, which they did. Together, they fought hard to regain control, but here was the last transmission

RECORDED VOICES

Our forces are the last.... There's maybe a handfull of us left trying to lock down or destroy these teleporter pads.... Sector 7G ... the scientist here says it's a horror they never planned for.... got to seal the gates to Hell Oh my God... there are huge floating Demons coming through can't ...

CMDR HARDER

That was the last we heard from them. We think that many of them went through the portals. That was 22 hours ago. Now we're going in more carefully this time. You soldiers are the best, the specialists for this

(CONT.)

type of hostile mission. You'll each go to different sectors, where you'll each rescue specially trained and informed scientists, doctors, or physicists that are still alive on this base. You'll need to get in quickly, secure a safe exit route, and get that civilian out, as quickly as possible.

INSERT -

PAN exterior shot of PHOBOS MOON, and huge Mothership going toward it. The ship gets closer and closer. Not much atmosphere over moon, but there is a large atmosphere area of glow over the moonbase section, and some sort of electric force field holding the air in. The ship avoids this area.

INT. LAUNCHING CORRIDOR -

The soldiers are all going into the back of this Mothership, and getting geared up for the mission, as their entry to their ship is right beside them. A soldier HODGES talks to MCCALL.

HODGES

You ever flown a mission like this McCall?

MCCALL

Yeah. I was assigned to the nuclear crisis at 'Lunar Pittsburg'. We weren't sure we'd make it out of that one either.

HODGES

So, what's our chance on this one?

MCCALL

I don't know. I've never battled Fire Demons or Zombies. But, I feel good. We've got major firepower, and we've got the best soldiers around.

INT. COMMAND SHIP, TACTICAL ROOM -

CMDR HARDER is looking over shoulder of the VIDEO -

SPECIALIST who fiddles with buttons trying to get a good picture. He jumps other digital video from sattelites to get a picture of the ship.

The ship has a HELMSMAN. He's moving toward the drop zone now.

CMDR HARDER

Very good. Do we have the LZ for each jumper? OK.

(presses button to talk.)

INT. LAUNCHING CORRIDOR -

CMDR HARDER

(V.O. intercom)

This is it. We're good to launch in five minutes. Everyone in the 'Jumpers' .

INT. MCCALL'S SHIP -

Our hero Lt. MCCALL, gets into his flyer along with teammate HODGES and they buckle up.

EXT. COMMAND SHIP, PLANET -

Each craft launches out of the Mothership, and they drop fast. They go throught he atmosphere dome like earth re-entry burn but with only slight burn time. We see 15 'jumpers' extend wings and head to different areas.

INT. MCCALL'S SHIP -

As McCall gets close he looks through his monitors and sees the landing zone. Computer tells him exactly where he should land and guides him. When he gets 50 feet above, five 'GUARDS' on the ground use RPG's to blast his ship. They hit the flyer and he crashes hard... and damages the weapons lockers with his RPG.

INT. COMMAND SHIP, TACTICAL ROOM -

Major Harder watches all ships on different monitors,

and his video controller freezes some frames captured and cleans them up and they see these 'GUARDS' .

CMDR HARDER

(to video specialist)

Try to get a close up of those guards.

The GUARDS faces are covered with breathing masks, so they do not know who these terrorists are. They have battle armour on, and envirosuits and masks. Five other ships crash too and the monitor goes out on three so we do not know their fate. Close up on monitor with MCCALL... goes black.

CUT TO BLACK:

INT. MCCALL'S SHIP -

FADE-IN:

McCall wakes up in broken ship, hears grunts and growls outside, and sees that HODGES is dead. He sees shadow across window, so gets shotgun, pumps it loaded, and opens door and blasts the GUARD, who flies backwards. He goes back inside to front instrument panels and gets a communication with Mothership on small monitor screen, and is told only 14 other 'JUMPERS' (marines flying craft) have landed.

CMDR HARDER (V.O.)

Find a way to first primary goal.
Medical sector 5B, and find your
surviving doctors. Particularly Dr.
Ramsay.

MCCALL

(looks at his lacerated arm
and bleeding hand)

Yeah, that's a good idea. It's too
late for HODGES, but I'll try to head
directly there

EXT. SURFACE, LANDING ZONE 1 -

Landing Zone is a 100 foot circular place for landing, but the landing pad has cracked in several places and there is green glowing radioactive waste slowly flowing through it. His ship is crashed and broken through a wall were there was no door or stairs. There are several people with

radiation suits and soldier vests on lying dead around the scene. McCall forces the door open.

As he gets out of his ship he sees a fireball heading toward him... he dodges it as it hits behind him about 10 feet.

He looks far off 100 yards and can't see who fired it but two more are coming. He sees the weapons locker smashed. He grabs his armoured vest, hits a button and green ribbon lights go on to show it is active. Then he quickly grabs his shotgun, pistol, some ammo, and a small ammo pack (with grenades), and scrambles up through broken rubble to get up around 10 feet higher, to view the landing zone.

He encounters four other radiation suit soldiers 'GUARDS' and avoids getting hit with shotgun fire a few times, and returns fire and kills two them, and as he runs across a large terrace, we see another fireball launched from way across the landing zone.

He is out of shotgun ammo, he finds concrete wall to hide behind and opens his green sachel and grabs a box of shells, dumps them on the ground in a big hurry and starts stuffing them into the bottom of the gun. Two other GUARDS coming and circling, and he gets it loaded just in time to shoot one, and the other is hit by a fireball and is knocked back and on fire. He runs up and blasts him dead. (Note : no screaming from the GUARDS.)

INT. FIRST SECTOR, HOLOGRAM WELCOME -

MCCALL grabs his sachel, loads up his shotgun. He starts in the first sector, goes up 20 feet to a new outlook level, hologram area, lookout to the mountains, and sees fire and smoke like a volcano erupting, and says

MCCALL

What the hell?

Sees hologram controls and presses button. He gets a 'Welcome to Union Aerospace Corporation'. Virtual tour of facilities shows (ala resident evil) , he views a way to the Medical Sector. He looks and selects a live cam view of something farther... the mountain mining facility and sees a few large floating caco-demons firing blue fireballs... that's what's in store for him. He plugs in his PDA and starts to download a 3D map.

Suddenly behind him he hears a shuffle and he turns and dodges just as a GUARD fires shotgun and hits the hologram display - ruining it. MCCALL whirls and fires and blasts him... without any sounds, the GUARD gets back up and tries to shoot him again. MCCALL is shocked and stands over him and fires right into the chest, killing him. He kneels down and pulls off the mask to see a zombie-like man's face and pulls away from the bad smell. 'Whew... Oh my God' and rubs his nose.

MCCALL

What ever you were, you weren't human anymore.

He grabs his PDA, makes his way down to the opening across the landing zone, and gets out his high-tech scope and views the FIREIMP, who is around five feet tall, brown glowing eyes and glowing hands. By himself on a ledge way across the way.

MCCALL

Where in Hell did that thing come from ?

He checks his gear, puts hand to right ear and communicates to Mothership ...

MCCALL

This is McCall... I'm spotted what looks like a little fire demon? of some sort (looking for the words). Any ideas about what that thing is, and why does it throw fireballs?

MOTHERSHIP (V.O.)

We've seen them on our screens too. No idea yet, but I'm sure you'll find a way around that to complete your rescue mission

MCCALL

No problem. I'm heading out right now. Out.

He starts moving and finds a large blast door down, and looks for switch... there's a panel to the left, but just goes 'bleep' as if it's locked. So he pulls down his left eye piece reticle, and we see through his eye piece. He selects different modes... red screen (HEAT), white screen, green screen (NIGHT VISION), blue screen (MATERIALS) and

looks back in the corridor and sees vertical lines where a panel ends. He pushes over a square area outlined. Camera changes to normal view and we can not see anything different. The door behind goes BLEEP and unlocks. He runs up to it, shotgun ready and presses his palm against it firmly. It goes up.

INT. SECOND SECTOR, COMPUTER ROOM -

He sees new area of computer monitors and startles two more GUARDS. They are fast and shoot at him. He rolls to the right and blasts them. They keep shooting over and over, and he keeps rolling and shooting looking for cover. He gets behind some panels, and he can hear them grunting as they are looking for him. Without standing up he feel on top of a panel and presses large knob. Success! One large window opens up and we see the landing area. The GUARDS move to the window to look out. MCCALL gets up behind them and shoots them both.

Just as he thinks we are done, a teleport area behind him gets two more GUARDS coming, and he tries to shoot and realises he's out of shells ! So he ducks down below and opens his satchel and pulls out a grenade, pulls the pin and throws it in a panic.

After the large BOOM ! dust falls all over him and then he still hears the haunting grunts of a GUARD. He grabs another grenade, puts a velcro wrap around it, pulls the safety pin, and gets ready. He runs for cover as he is shot at... then when he hears CLICK of empty gun, the GUARD drops weapon to get other shotgun from dead guard. While he's doing this, MCCALL tosses the grenade easily and it STICKS to the GUARD. MCCALL ducks and again BOOM !

Mccall gets moving fast, and hears the sounds of teleporting !! So he gets out of the room, and sees three more GUARDS coming and gets to a panel and closes the door by hitting the panel on wall, then shotguns the panel! He slumps down and reloads his shotgun.

INT. THIRD SECTOR, FIREIMP AMBUSH -

Now he comes into the place where the FIREIMP is. We can hear him and smell him. The floor is broken up and there is some green glowing sludge flowing very slowly out into the landing area, There is a rough path that he could follow. He sees the ledge 10 feet up and hears the IMP.

He runs to the far door and hits it with his hand to open, but it will not. There is loud BLEEP of locked again. The IMP sees him and fires a fireball down at him.

Now McCall is pinned down. He gets his shotgun and fires a few times, but instead a few more fireballs getting close to him. He feels the heat, as the fire washes close to him, his pants cuff gets on fire and he puts it out.

Then he sits, think for a bit, and pulls out a PDA, and looks at the map. Then he hears a voice (LINCOLN):

VOICE (O.C.)

Hey soldier. I can help you get out of here.

MCCALL

Hey. Who's that?

VOICE (O.C.)

I'm a service tech. I'm trapped in a maintenance room. I can open the doors if you can help me get to it.

Quiet for a BEAT while MCCALL thinks.

VOICE (O.C.)

I'm down a service shaft, but I need you to open the hatch. It's 35F.

MCCALL

OK. I think I know where you are. Hold on. I'm here to rescue whoever I can.

He jumps up and rolls and runs for an adjacent corridor dead end, where the IMP can not fireball him. He sees a shaft, and sees a large steel lever that he wrenches open. He shines down a light to see someone at the bottom. There is flickering light at the bottom.

VOICE (O.C.)

Yeah that's me. Is it safe to come up?

MCCALL

Not exactly

VOICE (O.C.)

OK. Well I'm coming up anyway. We've got to make it to somewhere to get off this rock.

He grabs his aluminum briefcase techy KIT, hooks it to his belt at the back and climbs up.

VOICE (O.C.)

I've been trapped down here for two days now, no drink or water.

Finally he gets to the top.

LINCOLN

Man, I'm glad you came along. My name is Lincoln

MCCALL

Lt. McCall of the 3rd quarter 'Elite Force Space Marines' 3rdFM's. You've been trapped for two days? Who locked you down here ?

LINCOLN

I triggered it myself and jammed it so that the Fireball throwing demons wouldn't get to me. They clawed my buddy to death and I think they ate him !

MCCALL

Let's get out of here. You can tell me more later. Pulls out his PDA. I want to get to the Medical Sector nearby, here ...

LINCOLN

Yeah, i know it. Think there's anyone left alive in there? Yeah? Then the door around the corner is the right way. I smell the fire burning of those demon imps, Is he back down there and to the right?

MCCALL

Yeah. He's up high.. around 4 meters (13 feet). I can't get get a good shot at him with this shotgun...

LINCOLN

..unless you can get in close. He's at the end of the old ventilation shaft, and we can get in right over here. I've got a machine to make the pass codes so we should be able to get in through most doors, if they're not jammed or damaged. Over here....

Lincoln gets his small suitcase device out and McCall looks at PDA and sees a 3D version map of the access shaft. A panel comes off, and then Lincoln uses a ribbon cable device to plug in and bypass, and it OPENS.

MCCALL

OK. I'll be right back. Sit tight.

LINCOLN

No problem.

INT. THIRD SECTOR, VENTILATION SHAFT -

After McCall goes in, Lincoln goes back to his other shaft and checks the hatch, in case he'll need to go down again.

McCall goes in a little way with his head flashlight on, then turns it off, and puts on the green NIGHT vision mode. He goes along and then goes up a ladder quietly, and then crouches around a corner, and we see him come right up behind the IMP and fire point blank! Kills him and he falls off the edge into the green ooze, then McCall turns and sees 10 feet away another IMP behind him and we see close up of the hateful glowing eyes and the hands that glow and a fireball growing in right hand as he pulls arm back to throw it. McCall blasts with SHOTGUN and kills it, BUT McCall is thrown off balance and falls backwards down 10 feet.

INT. THIRD SECTOR, FIREIMP AMBUSH -

He luckily lands on broken concrete floor, but his boot splashes into the OOZE and his boot starts to smoke and melt ! He crawls backwards, quickly taking his knife out and slashing the six side straps so the boot comes off, then his gloves are smoking and he takes them off too and throws them to the ground. So with his right boot off, you can see his red melted skin around the top of the somewhat melted sock too, and he groans.

LINCOLN

(shouting)

McCall !! You OK?

He comes running up and looking around he helps him to his feet.

LINCOLN

Damn radioactive waste ... we've got TONS of it here, but it seems to be spilling out everywhere these days. Let's go find a Medic if there is one.

McCall hobbles along, bleeding and bruised, and Lincoln helps. They make it to the door. Lincoln unlocks it with a BLEEP with a ribbon cable device.

MCCALL

Better stand back. We don't know what the hell is behind there.

McCall is ready with his shotgun pointed at the door. The door opens UP and they see lots of dead bodies in the next corridor. There was a bloodbath here. The two move forward to an elevator door, where they go in and hit the big button, to go down.

WIPE TO:

INT. CARGO SHIP 'MARGARITA' -

INSERT - EXTERIOR of Small Cargo ship over DEIMOS.

Inside the cramped ship. Cockpit for four. There is a Captain. He has two assistants.

CAPT

Hello Sir. It seems like it is getting worse. I'm sending you our feed on Deimos. I think it's erupting.

CMDR HARDER looks at a second screen, it is titled 'Deimos', and the VIDEO EXPERT puts it up on the center screen. It shows the moon pulsating and shimmering and fires breaking out on the surface. Major WILLIAMS comes over to view the screen.

MAJOR WILLIAMS

Commander. Just glad that's not happening on Phobos... at least not yet.

CMDR HARDER

We need those scientists to get a better understanding of what we're seeing here. Any of your special forces acquired their targets yet?

WILLIAMS

Negative. Not confirmed yet. Had some bad luck so far... 5 ships have crashed and have not heard from them yet.

HARDER

(pauses to consider)

You know, if we can't contain this, the Prime Governor is considering anything to secure the safety of Mars, even nuclear strike, if necessary.

WILLIAMS

My boys are on it. I hope it won't come to that.

CMDR HARDER

Keep me informed Major.

WILLIAMS

Will do Sir.

Williams then goes over to other screen and addresses the VIDEO EXPERT.

WILLIAMS (CONT.)

Let's get a new reading on all our Marines.

The Video specialist puts up multiple screens with each name on it. We see some say 'PLAYBACK', and have them getting attacked and the monitor goes black. After panning across most, we come to 'MCCALL' and see the live video feed of MCCALL's head camera. camera fades into this shot.

INT. FOURTH SECTOR, MEDICAL ENTRY WALKWAY -

McCall and Lincoln go down another elevator and it opens onto a room that is across from a large glass wall with 'Medical Sector 5B' on it. In front of them is a large pool of glowing green OOZE in front of the glass doors in a pit around 6 feet down, and a walkway ledge all around this. There is a submerged walkway MCCALL can see, and he also sees a door to either side. There are a few dead bodies on the ledge as well. The lights are flashing.

MCCALL

We gotta keep this elevator working ,
it's going to be our way out.

LINCOLN

OK. I can do that.

Goes to inside panel and presses codes until it says 'LOCKED' , 'ENTER CODE'.

Lincoln comes out and sees MCCALL fire his shotgun at the glass wall many times, and all it does is crack. He goes to the right and there is red lights around perimeter of right side door and sees a recessed square keypad area. ... indicating it needs a red key. He sees an alcove on other side and goes to it , (passing by LINCOLN again).

MCCALL

Can you get this walkway up? (looking
towards the submerged walkway.

LINCOLN

I think it is manually controlled

MCCALL

That's what I thought

He sees small alcove and it has an ENVIRO SUIT in it. He has his own small silver computer card key from his shirt pocket, and he inserts that, and it opens to allow him to get the RADSUIT.

LINCOLN

That's a great key. The military gets
all the best gear. Can I see that?

MCCALL

Sure.

McCall takes off his bulky back-pack and leaves his satchel on the floor, gets into the EnviroSuit , gets his key back, and goes toward the edge of the pit. We see a grate that gives us the indication that is is not too deep. Beside the grate is a large circular wheel-type device. He grabs some edges of the wall panels within the pit and climbs down, and he ends up knee deep in glowing waste. He grabs the shotgun from the edge, and gets ready to go in. He goes over to the wheel, and turns it. Instead of the walkway, the grate opens up and he looks down a corridor.

INT. 5th SECTOR, OOZE CORRIDORS -

McCall enters the underground green glowing corridors for OOZE runoff. At the first corner he sees a GUARD and shoots it point blank. Then he hears more FIREIMPS and GUARDS and shoots at both point blank. A FIREIMP shoots fireballs down the corridor and he dodges it by ducking left or right, and firing shotgun. He travels a bit further and sees three waste BARRELS beside the FIREIMP and shoots at them and they explode and kill the FIREIMP. He runs down the corridor and sees three GUARDs and fires at ten BARRELS and they all explode in series and kills them all. One shoots him and his green light vest goes out. His shotgun is out of ammo, so he gets one from a dead GUARD, and gets ammo from another.

INT. FOURTH SECTOR, MEDICAL ENTRY WALKWAY -

Lincoln is up top waiting for MCCALL. He hears a VOICE from the other side of the MEDICAL door. At the same time he sees a GUARD coming from where MCCALL went in.... Lincoln backs up to get out of sight, and hears this guard coming. The guard eventually starts to climb up and Lincoln grabs a pistol from the satchel that McCall left behind. As the GUARD climbs up he starts firing into his head, but the guard takes a few hits and keeps coming..... Then he gets almost to the top, and finally gets shot enough to fall back into the OOZE. And he drops his shotgun.

INT. FIFTH SECTOR, OOZE CORRIDORS -

McCall finds another wheel and three levers, and he finds the combination. He sees a very crappy video monitor and

presses button to view walkway. He sees Lincoln sitting. McCall pulls lever and the first time he turns the wheel, a grate opens up and more OOZE is coming in... he can't back it up. He peeks around corner and sees more OOZE. He panics and looks around and then pulls other lever and opens grate door behind him. Cool. The OOZE goes out it. Then tries third time and he hears gears and machine whirring.... He sees the monitor and that the walkway is rising.

INSERT SHOT - TO WALKWAY. LINCOLN watches the walkway rise.

McCall sees too much OOZE and he can not go back toward the entrance, so he goes through the grate, and enters a deep room with lots of slots allowing OOZE in. Lots of pouring noise. Lights are flashing, and in the center is a tall pedestal where it looks like a dead Elite MARINE like him is lying, but there is a glowing RED KEY in a case on the pedestal. So he runs fast and LEAPS to the tall pedestal, and kicks the man accidentally and he groans. MCCALL flips him over and his name tag says 'JACKSON' (a marine).

JACKSON

(mumbles with eyes closed)

It's a trap...

MCCALL smashes the case in the center, grabs the RED KEY, puts around his neck just as he sees many FIREIMPS coming out of many OOZE flowing outlets into the deep pit. They throw fireballs at him, and he ducks down. He sees a 'SHIELD' button and presses that, and concrete walls come down, covering 50%, and glass panels cover the rest. He is now trapped here with Jackson. He sees something out of place... a glowing femur on the panel, and glowing red 3' square, floor and ceiling set, with pentagrams (made by the evil creatures). MCCALL grabs a monitor and slides it onto the floor panel. It glows and dematerializes the item.

JACKSON

(opening his eyes just a bit)

It's a teleport. That's how I got here.

MCCALL

Well. That's how we're getting out of here.

He bends over Jackson and gives him a Medipack injection gun device to give him morphine and adreneline. Then he picks up JACKSON over his right shoulder.

MCCALL

If I'm going through, then you might
as well too.

He walks into the teleport. They are electrified and dematerialized into a beam and transported out of there.

DREAM VISION, TRANSPORTED -

MCCALL is in a dream state. And sees a 6 second collage of images. An image of a Baron of Hell, many people screaming in a pit, people torn apart with hooks, and floating islands. Finally he sees Cacodemons. (his vision needs to be interesting but not give-away)

INT. SECURITY ROOM -

MCCALL is materialized into a SECURITY ROOM. He falls down with JACKSON (who has his arms half gone). It is quite dark and quiet. Mccall strips off his envirosuit, cuts the pant legs off so he has boots, and then goes over to the dead monitors, and touches the screen but nothing works. He goes over to the elevator and presses the button, but it says 'LOCKED' as it is blinking. He pulls out his small PDA and gets a map.... So he sees a way to go DOWN to the MEDICAL center. Then he puts his headset down and views the wall again and sees a grill hatch. He tries talking to his headset, but he hears static.

MCCALL

HQ? This is MCCALL.

He puts his head flashlight on and removes the grill hatch he has seen, goes back to get Jackson.

JACKSON

Just tell me where to go. I think I
can make it.

MCCALL

We're going in here. If I can get you
to the Medical Level, we'll be OK.

They both enter the small four foot room, Jackson just in front of McCall, and the floor automatically descends and McCall practically falls in. It goes down a ways.

INT. FOURTH SECTOR, MEDICAL ENTRY WALKWAY -

A wall section of panels is suddenly activated. Lincoln sees this and is completely startled. Suddenly a door slides open and he sees MCCALL and JACKSON.

LINCOLN

Oh my God. When I saw the toxic waste all pour into where you went, I didn't know if you would come back alive! How'd you get all the way back here?

MCCALL

I knew the UAC have been working on spacial matter transporting. And I just went through something similar but I think it was created by the evil creatures here. alien one of their TRANSPORT devices. It sure felt strange... like a dream, but this one was a nightmare! Oh my God. What a rush, literally.

He helps Jackson to his feet again and gives him to LINCOLN to help.

MCCALL

This is Jackson. Good soldier ... but needs immediate medical attention... like these demons need a boot to the frickin head.

He goes over puts on his backpack and grabs the satchel. He goes over to the RED KEY area and the door at the FAR side opens... As he walks back and leads them to the far door he says :

MCCALL

Now we don't need the walkway.

INT. CIRCULAR MEDICAL CORRIDOR -

They go inside and they are in a large circular corridor that goes around the MEDICAL center, keeping it safe from any attack. There are many THICK glass walls that we can see into the medical center, but most rooms are dark.

As they move along, McCall checks out the patient rooms along the outside. He sees skulls, bodies hanging, etc... He finds body armour on one soldier with blue ribbon lights around it. They get to far side of circular corridor and big official doors in a well lit area, that says 'Medical Center 5B'.

They start banging on the door, and it is not opening. A hologram appears of DR. RAMSAY - a woman, and it emminates from up on the wall, and a blue light comes down and scans the three men waiting outside.

RAMSAY

I see that you are soldiers, and you at least look like humans

MCCALL

Yes, we're bleeding like humans. I'm here to get everyone to safety and secure this area if possible.

RAMSAY

Please come in quickly. We don't want other visitors.

The glass doors open and a second set on concrete doors open too.

INT. MEDICAL CENTER, FIRST ROOM -

As they get past a second corner, they see three other marines at ready with shotguns, chaingun, and a flame thrower.

MCCALL

Man am I glad to see you. Lt. McCALL and Lt. JACKSON from the 3rd FM's.

Two doctor types come to help Jackson further, and another to help McCall.

LINCOLN

(looks so nervous)
I'm just the tech guy.

The soldiers put down their shotguns at ease. The concrete blast wall goes down.

INT. MEDICAL CENTER, TREATMENT ROOM -

MCCALL enters room and watches as JACKSON is put on scanning bed. He too goes onto bed. He talks to the female doctor.

MCCALL

I'm looking for Dr. Ramsay.

RAMSAY

Well you found me. And It's a good thing too. You and your partner there look like you are at deaths' door.

She starts a scan on him as he lies there.

MCCALL

You are like an angel after all the freaking demons we battled so far.

RAMSAY

I'd find that flattering if we weren't jammed in here because of that hell spawn. She smiles a bit at McCall.

MCCALL

How's my buddy Jackson? I wasn't sure he'd even make it.

RAMSAY

Now that he's here he'll be fine. You might be amazed at the regenerative science that we've been developing here. Let me go have a look.

She looks at Jackson. And talks to her assistants. They start a holographic overlay onto him and it maps him out and starts to stitch up some wounds. Meanwhile he is injected, and gets a blood transfusion.

NURSE

(to JACKSON)

Your pain will be eased now, and we're healing your tissue. You'll have to rest.

He closes his eyes and the machine goes to work on him.

RAMSAY

(comes back to MCCALL)

He'll be fine. He'll lose his right arm, and his foot, but we can graft a prosthetic so he can walk fine.

MCCALL

Can't you do something about his arm? He needs his hands to fight!

RAMSAY

(a bit taken aback)

At least he has his life! We can't work miracles here, just science!

MCCALL

I'm sorry doctor. I just wouldn't want to lose my hands. I'd have to be retired if I could not fight, and I'd feel like I couldn't protect anyone. He likes her.

RAMSAY

(she calms a bit)

If we had time, we could actually get the regenerative computer to make an arm for him too, but we'd have to wait until he's rested and stable.

MCCALL

You're a life saver doc. Thank you for everything. I'm feeling a lot better too. You know we'll have to get out of here as soon as possible. He pauses. How soon can we get going?

RAMSAY

You should be healed enough in an hours time. I think your teammate could be moved, but if he can stay another 4 hours he'd be almost perfect. Meanwhile I'll get some food for us too.

MCCALL

That's the spirit ... you'll make a fine soldier some day.

When Dr. leaves, a Scientist comes over to meet him as he is being treated for cuts.

GREENWAY

Hello. I'm Dr. Greenway. Not a medical doctor, but a Physicist.

MCCALL

Maybe you can tell me what's going on here...

GREENWAY

Seeing that you've put your life on the line to rescue us, I feel I should tell you what you're going to be up against. About half a year ago, we had great success with research into Space Distortion Wave Theory, and created small matter transmitters in the form of TELEPORTERS. We kept pushing the technology, and experimenting but ... the energy fields created were small wormhole types, and we could not accurately control how matter transmitted through the tunnels formed. Well ... SOMETHING... else was in this spacial dimension and we started to get messages through these conduits. I don't know all the details, but soon some creatures from another dimension were coming through. We soon discovered they were hostile and then we knew we were under attack from these beings.

MCCALL

But they look like actual Demons!

GREENWAY

The funny thing is, that the energy wave distortions actually taps into the human spiritual plane, and through this they were contacting us through our thoughts and emotions. The worst realisation was that this other spiritual plane was evil and is not unlike HELL...as humans have know it for millenium.

MCCALL

That's what I thought, when I saw the mountains on fire, lakes of lava, and the evil little brown demons....

GREENWAY

Those are 'Imps', and they were just the first wave of attack on us.

MCCALL

What about those zombie-like soldiers?

GREENWAY

They WERE humans. Most of the able bodied humans they found were taken... and brought back like that, to FIGHT us. They are soul-less and dead as people, but have some memories and thoughts. Our theorists thought they might be controlled by the biggest demons... the BARONS (as they call themselves).

MCCALL

So what's our chance of killing them all and closing all these teleporters?

GREENWAY

The man who would know how to do that is Project Leader Dr. Carson... or Dr. Bannister. They were the men who started all this. They know how it all works. I'm sure they could shut it down. I was only one in a large team of computer science programmers and theorists. You should talk to an energy specialist.

MCCALL

OK. Thanks

GREENWAY

Sorry I can't tell you what you need to know.

Doctor comes over and has helper bring a tray of food. Beef on a bun.

RAMSAY

Thank you so much for coming for us. For a while we weren't sure that anyone would be coming.

MCCALL

The decision of where to send the 'Elite Force' marines are our Commanders, but I can speak for all the guys on our team, that we try our damndest to make every mission a success. And on this base, it looks like you really needed us.

RAMSAY

Yes thanks... I just wish our base commander here would have given us more warning and a chance to get our innocents evacuated to safety.

MCCALL

What are you talking about?

RAMSAY

Well I had my 10 year old son just visiting when those things came out of the teleports.....and he was taken in the first attack ...

Ramsay is almost in tears, she puts her hand to her head to cover her face a bit.

(CONT.) ... and now I feel like I MUST go and see if I can find him.

MCCALL

(shakes head, pauses)

I'm very sorry Dr. Ramsay... what was his name?

RAMSAY

Mark.

MCCALL

I'll do my BEST, to find him and bring him back if he's...

RAMSAY

...alive? ...yes, I know that he might be a soulless, or even dead, but I can't give up on him. I'm his mother, and I should protect him!

MCCALL

I understand. Too bad there wasn't a way to track him.

RAMSAY

Actually there is... when he came here we gave him a locator wristband in case he got lost. But his signal has gone lost after...

MCCALL

Maybe he's just too far way... and we can find him if we get closer. We don't know where the evil teleports come from. That physicist... (what's his name)

RAMSAY

(she helps him)

Dr. Greenway.

MCCALL

Yes, he should know more about that. (he calls over) Dr. Greenway! Can you come over here?

Dr. Greenway comes over.

MCCALL

What can you tell us about those teleporters?

GREENWAY

I was thinking , that UAC created several WHITE LIGHT energy teleporters, and these we finally got working fine.... but the demons have also constructed a lot more of the RED LIGHT teleporters, and now there are very many that we don't even know about.... AND are not on our base computers maps.

MCCALL

So we can teleport to ones that we know about, or take a chance on these red ones.

(he looks to Dr. Ramsay)

Probably where we need to go to see if there are any survivors.

PALMER (marine)

McCall, we need to get moving. There have got to be more survivors out there that we should be evacuating to a pickup zone.

MCCALL

I need to rest for an hour. Doctors orders. If you have to go out there, I'd say just watch your backs and stay in teams of two. If you can, come back in an hour and I'll join you.

PALMER

Just what we've been planning. We're going to keep a perimeter clear and widen our search very slowly. We'll keep this center as a safe zone to bring more people back here.

MCCALL

Kick their asses. Good luck Soldier.

Palmer just nods and leaves to get ready to go out. Greenway also leaves.

MCCALL

Well Doc. Do what you gotta do.

FADE OUT

INT. COMMAND SHIP, TACTICAL ROOM -

Viewscreen of Deimos. Some video angles show volcanos erupting and wild fires across the moon surface. It also looks like it is pulsating up to 50% transparent and ready to change to another plane of existance. CAPT is talking to WILLIAMS of COMMAND ship.

VIDEO SPECIALIST

Sir. This is the best imaging I can get off the satellites. I've been 'borrowing' a visual feed from a CARGO SHIP that is in closer orbit there. He's on the COMM now.

We see video and audio in a small corner window says 'MARGARITA' and a code number.

CAPT (On small monitor)
Yes Sir. That's our best visual of Deimos. It looks very unstable.

WILLIAMS
Thank you Captain. We've been monitoring the visual. It looks like it's going to burn up or dematerialize.

CMDR HARDER
(to Williams)
What information have you recieved yet? We need to know how to close those teleporters.

WILLIAMS
We've heard back from all surviving Marines and we know that the problem lies with the experiments by UAC of 'DIMENSIONAL PORTALS or GATES' as they call them. They have let in creatures from another dimension , you could call 'HELL'.

HARDER
Hell ? ... like Satan? ... and legions of Demons?

WILLIAMS
Whether it is actually true or not doesn't matter, but there are demon-like aliens coming through these dimensional gates and have attacked and killed almost all the humans on Phobos. It is an all-out invasion.

HARDER
That might help to explain what is happening on Deimos... I must say it really LOOKS like HELL there. The whole valley is on fire with all (CONT.) those volcanos erupting.....

WILLIAMS gets interrupted by CORPORAL on some comm panel.

CORPORAL
Sir. It's MCCALL. He might know how we can stop this.

CMDR HARDER

(to Williams)

Excuse me. I'm getting another report. Go ahead McCALL.

MCCALL

Sir. We need to find Doctors Carson or Bannister. This is reliable, Sir. These men were the ones who got these portals working. They should be able to tell us how they are getting energy, and we should be able to figure out how we can shut it down.

CMDR HARDER

(to Corporal)

I think we have a location for one of those men. Can you get coordinates for me Corporal?

Corporal nods and gets to work on screen.

CMDR HARDER

(to Williams)

Sir. I will dispatch my men and we should have answers within an hour.

WILLIAMS

Do the best you can.

CMDR HARDER

(to MCCALL)

OK. We're sending you coordinates for one of those men. This was the mission for other ESMs, but we haven't heard from them. Try to get to him before those things out there do. Good luck Lieutenant.

CUT to MCCALL:

INT. MEDICAL CENTER, TREATMENT ROOM -

McCall is in a side room for privacy for his call to HQ. He is healed and dressed up for combat. He puts down his ear piece and switches off his headset COM. He calls out to Lincoln ...

MCCALL

Lincoln. Come over here please.

Then he plugs his PDA into a computer monitor of sorts and waits for the download. Lincoln comes over and MCCALL asks him...

MCCALL

Can you help me get to this waypoint?

LINCOLN

OK. That's the main SCIENCE LAB. I'll plot a route in your PDA.

MCCALL

(enters main room)

Listen up people. We've got our next directive from HQ. We're going to the SCIENCE LAB in building Sector G7. This is also where most of the energy signatures are active. Lets get moving.. (he looks at his watch and pauses...) .. in two minutes.

McCall goes over to JACKSON who is still resting.

MCCALL

If we make it through this, the Doctor says she can make you another arm!

JACKSON

Yeah... I've been looking at their equipment. It is just too slick.

He puts his hand up for buddy handshake, and says ..

JACKSON

Come back for me MCCALL. I'll be ready in a couple of hours! I'm not going to die on this rock. And I can sure help to kick some demon ass !

MCCALL

That's good because I don't see those other marines yet. OK Jackson, See you in a few hours at the latest.

He walks a few paces and calls to Palmer on his headset

MCCALL

Palmer? Palmer?.

He hears garbled voice reply

PALMER

(voice from headset, you can
hear some shotguns going off..)
McCall, we're about 5 minutes away
from you. We got the message... we'll
meet you in the 'Warehouses'
OUT.

Lincoln is discussing something with Greenway, and Lincoln
comes up to McCall with the PDA in hand.

LINCOLN

(to McCall)

I've programmed the coordinates and
wave patterns for this teleporter
right here, so when we get to the
SCIENCE LAB we should be able to come
directly back here !

MCCALL

That's perfect. Lets get going. Dr.
Ramsay ..

He motions for the doctor to lead them out the security
doors. The big doors go up and the group exits.
There is MCCALL, RAMSAY, GREENWAY, LINCOLN.

Back in the medical center, Jackson is scrolling through
computer 3D wireframe models of arms.

After pausing, lost in thought, he glances over at a combat
shotgun standing up five feet from him. Close up on his
face staring at it , thinking

INT. 5th SECTOR , LAVA ROOM -

They start down corridor with concrete walls and ceilings,
side lights illuminate wedges of light intermittantly.
MCCALL is in the lead, and he has his headset eyepiece
down. He turns and addresses them all.

MCCALL

Stay behind me.

(CONT.

then to LINCOLN)

Lincoln, how far to meet up with the other team?

Lincoln's looking into his own PDA, head down as he walks.

LINCOLN

Another 100 meters...

Suddenly they all hear screams, and gunfire, shotguns and chaingun.

They come running into a large dark room, and stop before they fall into a wide chasm that has LAVA at the bottom. Across this space they see walls lit on fire by the flamethrower as two are fighting two Demons. One Red demon is completely on fire, but impervious to this he picks up the soldier with the flamethrower and throws him into the pit, who screams as he falls. There's another Red demon there, around 7 feet tall and very muscular and strong, he looks like he has a bull's head because of the large horns, and his mouth is huge and filled with sharp teeth. The last soldier alive finishes the one in flames with close range shotgun blasts, and the dead demon falls into the glowing pit.

REVERSE ANGLE -

McCall pulls out the shotgun and wants to fire at the Demon but hesitates as he realises that he could hit the soldier. In a flash, the last Demon picks up the soldier and bites his arm off at the shoulder. The man screams and dies. Then the Demon looks directly at the group across the gap and growls and roars. McCall starts shooting now, but it is not much effect on this creature. The Demon escapes down an open door carrying the dead soldier.

MCCALL

Damn it! How the hell do we get across?

The other three people are visibly shaken and horrified at the scene they just witnessed. Lincoln crawls over to the edge and looks down. He sees that between the middle of two sides of lava looks like a narrow wall.

LINCOLN

There could be a walkway down there,
and it might be able to be raised.

McCall spots some light panels on the far side and starts to shoot them with shotgun. On the fourth one, a mechanical sound starts, and we hear clang, clang, clang ... , as the center walkway wall rises in sequential blocks. They watch as twenty of these blocks complete a walkway for them, and McCall reloads his shotgun. McCall makes to get going...

RAMSAY

You going after that Demon?
(she shows real fear in her eyes)

MCCALL

Oh yeah!. That's the way we've got to go. If we get lucky that'll be the only one we see .. and yeah, I'll gonna be happy to kill it myself. Let's go ...

McCall gets going across the way, carrying his shotgun at the ready, and the others follow. They go down a corridor for a bit, and when they come to a corner, McCall looks around safely and sees the soldiers body on a floor spike, impaled through the side. He can't see the Demon. He goes into the center of the corridor and goes up to the body carefully.

Suddenly the Demon rushes out of a shadow area and McCall whirls and shoots both barrels, knocking the demon back, and walks toward it and fires again knocking it back, and a third time until it finally dies.

MCCALL

(yells back to the people
peering around the corner)
OK. Come on up here.

The people come up and are freaked out a bit, staring at the dead Demon and the body on a spike.

GREENWAY

Probably put the body like this to warn us...

LINCOLN

Or they just like to decorate that way...

McCall grabs a shotgun still attached to the back of the dead soldier and holds it out to Greenway.

GREENWAY

I've never fired a weapon like that
(he puts both hands up in protest)

RAMSAY

I'll take it. If its me or them, I
gonna shoot those bastards. OK,
McCall, I'm behind you.

McCall gets going again and they walk around another corner.

INT. INSIDE UAC FRIGATE -

In a dark steel-walled room we find around 20 people ... survivors of the Evil that attacked the moon base... some drivers, loaders, scientist assistants, and the rest are warehouse workers. The only light comes from portable lanterns.

Zeke is in torn clothes, dried blood, and they have a medical pack beside them, with gauze and packets all pulled out of the box. His leg is bandaged and splinted. They use square clear plastic bottles of water. Zeke finishes drinking the bottom of the water bottle, where there was only a swallow left.

ZEKE

Can you get me some more water?

CHUCK

OK, I'll see what there is.

We follow Chuck as he crawls over other people, stumbling in the dark, and makes his way towards the front of the ship. He opens a compartment and sees there is none left. He makes it back to Zeke.

CHUCK

There's none left. You know... we
can't stay in here forever.

ZEKE

Damned UAC. They don't give a shit
about us. We'll have to wait as long
as possible before going out there

(CONT.)

again. We got no weapons and we don't even know what the hell those creatures were. They better send a rescue team

Camera shows inside the door, then reverse angle to show outside the door showing huge scratches, dents and fire marks. It slowly moves back revealing the entire side of ship and entry way, and we see lots of fire damage and carnage, and three bodies on spikes, and green fire posts demarking the Evils won territory. Camera tilts down to show a giant pentagram drawn out in blood. Also note we see the red 'sunlight' through here onto the ship as there is an opening in the ceiling.

INT. WAREHOUSE, ENTRY ROOM - DAY

The team walks around another corner and a door opens automatically. They enter a room with a flat floor but with geometric rectangles outlined in very narrow lights. They walk by a weapons storage case and see a chaingun, box of ammo, shotguns and ammo, 2 armour vests. Then they walk toward one of two very large windows overlooking an enormous warehouse filled with randomly stacked crates.

MCCALL

WOW. That is a LOT of crates. I wonder what's in all those? ... And how do we get down there?

LINCOLN

Let me see what I can do.

Lincoln goes over to a panel and jacks in to a computer outlet.

Across the large warehouse they see a boxy style worn out cargo space frigate, about 30 meters long and 5 meters high. They can't see it too clearly as the view is crowded with the stacked crates. Most cargo crates are 3 meters (10 feet) cubed, and many are stacked two high. Almost all are stamped steel, have the UAC LOGO on them, up to four different colours for different types of cargo. There are some scattered wood crates too. Interspersed through the maze of crates, there are radiacative waste barrels with OOZE.

RAMSAY

Hey. There's the frigate.
(pointing towards it)

GREENWAY

Yeah. Let's hope that it can fly us
out of here.

While they're talking two fireballs fly toward them and burst onto the glass window, not breaking it, but staining it more smoky and stained. Ramsay sees it coming and shouts to Greenway.

RAMSAY

Watch out
(as she ducks and pulls
Greenway down with her.)

MCCALL

That glass is pretty damned good.

He looks around and goes back to the weapons locker, and uses his military key again. The panel opens.

MCCALL

Now, I can't do this all by myself
... Doctor, you've got the shotgun,
I'll use the chaingun, and Greenway,
you can help by carrying this box of
ammo.

Greenway uses both hands to carry it. As they talk, Lincoln says:

LINCOLN

I've got it.

We hear a whirring machine sound. Where the outlined lights were, steps sequentially go down from the flat floor and reveal a open doorway at the bottom.

MCCALL

OK people. Stay behind me, and keep a
sharp lookout to the sides. Lincoln,
here's a gun.

They go down the stairs.

INT. WAREHOUSE, FLOOR LEVEL - DAY

They emerge at floor level of the huge warehouse. There are lots of fire scotch marks and a number of dead bodies, and lots of bloody drag marks.

RAMSAY

Listen. You can hear them

GREENWAY

And smell the burning sulphur.

Suddenly two IMPS come out to attack from behind crates, and McCall's chaingun fires up and he sprays them with heavy bullets. They go down easily. Then three GUARDS come up from the left while one comes from the right.

Ramsay sees the one on the right and blasts him, while McCall fires at the three on the left. Finally two more IMPS come out from up top of a crate, and one to the right up high. McCall shoots and kills the first two and keeping his trigger on, he cuts across a number of crates and finishes his arc by killing the one on the right.

Where McCall shoots across a crate it tears apart slightly and we see large metal frames of machines falling halfway out with wires hanging. He goes over and has quick look to see if there is anything he could use, but sees only heavy equipment.

Because of the noise of all this echoing here, we hear more IMPS and GUARDS grunting.

MCCALL

Let's keep moving before we get surrounded.

McCall leads the party around a few twists and turns of what seems like a maze.

Finally they come to a dead end. They turn around to go back and they see six IMPS coming, and firing 4 fireballs. McCall steps to the left and right to avoid being hit, and keeps his trigger down as he cuts them apart with his chaingun. When this is done his barrel is smoking.

McCall checks his PDA and motions over top of the crates.

MCCALL

We've got to go that way, and I don't want to get stuck in this maze.

He looks around and sees a number of smaller crates.

MCCALL (CONT.)

Lets stack these up and keep going.

They all work together and stack up several crates, and then they get onto a 'second level' where they can see down corridors between crates. McCall runs ahead scouting and ducking behind larger crates, and goes back to the group.

INT. WAREHOUSE, ON THE CRATES -

MCCALL

OK, This is the way. Come on.

When they get to an edge that they can go no further, McCall turns to them.

MCCALL

We've got to jump to get to the next section.

GREENWAY

I can't jump with this box.
(he puts the ammo box down)

MCCALL

You're right.

He grabs the ammo box with two hands and spins once and heaves it across the gap and it tumbles on the other side. Then he grabs the shotgun from the Doctor and puts it in his pack.

MCCALL

I'll go first to help you.

He goes back 10 feet and then runs and leaps across, and rolls and then stands up again.

MCCALL

OK. It's not easy , but it's possible. Doctor, you're next .

RAMSAY looks at the others with some doubt, and so she shakes her head to get focussed, and she goes back and also takes a run for it. She leaps and her foot just makes it on the edge and she too tumbles, but as she didn't have armour on legs, she scrapes one leg enough to bleed a bit.

Next is Greenway, who also goes backward and takes a big run at it. He leaps and obviously can't make it, and puts his arms out, hits his chest and is able to just grab the top ledge of the crate. Mccall comes quickly and grans his hand and helps him up and over...

Finally it's Lincoln's turn, he puts the gun in a leg pouch pocket, and brings his small suitcase of electronic equipment to the edge, and tosses it to McCall. Just as he does this, three GUARDS come out from behind him grunting, and two shoot at McCall and group, who must run for cover behind a tall crate. One GUARD hits LINCOLN in the back of the head with shotgun butt, and knocks him out cold. He grabs him and starts dragging him backwards. McCall is looking around the corner while squatting and ducking for cover, and sees Lincoln dragged away. He says DAMN , and jumps out from the corner and fires at the GUARDS with the chaingun. With a 'chunka-chunka-chunka' they are cut apart, but Lincoln is still gone. Another 6 more GUARDS come out to stop him from following, and he goes back behind cover.

MCCALL

I'd nuke those fuckers if it wasn't for trying to save people.

(He grabs what stuff he can and says:)

Lets go !

LONG SHOT -

They are moving along top of mazes like a two story maze, and finally they come across a bigger opening. They team crawls up to keep from being seen, and they witness around 40 GUARDS working in this area, moving barrels of OOZE. Some are opening cargo containers, some are rolling barrels from cargo containers onto a conveyor belt, and others are working machinery that smashes the barrels open. The glowing green ooze is pouring down a stream cutting right through the warehouse, and exiting through the far wall to the left. Overseeing this operation, to the right, are IMPS above them (50 feet up) in small alcove rooms.

McCall gets the group behind a large crate. He gets his PDA out and looks at the map ... he must go through this to the other side, and he notices a secret door to stairs. McCall goes over to ammo box and loads his chaingun, until the box is empty. He talks to the others and tells them his plan.

MCCALL

(to Dr.)

If you keep them occupied with trying to kill you, I can get in those rooms and finish them off.

Ramsay looks very tired and sore, but finds more courage.

RAMSAY

We've got no where else to go. OK, I'll do it, but... please ... be fast.

GREENWAY

I'll help in whatever way I can. Just show me how to shoot the thing.

Mccall gets out another shotgun and gives it to GREENWAY, and says.

MCCALL

Point this end and fire... and try to hit something. He looks to Dr. Give me one minute then start blasting
....

We see Dr. Ramsay with a very grim face, and then Dr. Greenway with eyes closed, trying to shut out reality.

Mccall gets down off the roof of the 10 foot crates, and sneaks up to peer around a corner. He steps out and fires up his chaingun and starts shooting at the GUARDS and barrels, and some barrels EXPLODE and sets off chain reaction as many more explode. In about 30 seconds he kills all the guards on the floor, but has taken several hits to his armour and his face is bleeding. He ducks behind crates just as 2 fireballs start to come down on him. Then above him, the two other people start firing shotguns at the IMPS.

McCall runs to the wall and puts his body flat against it. He moves down to the right a bit and sees the wall is painted just slightly different colors. He kicks at it, one boot to the center, and the door moves down. He sees stairs leading up.

INT. WAREHOUSE, UPPER IMP ROOM -

We follow him as he goes up, and he gets into a corridor that runs behind the IMPS. He goes to the first room and fires his gun, killing it. Then he backs out of the room as

he knew the other IMPS would come after they heard the noise. He waits in the corridor and opens up the chaingun and kills them all until he's out of ammo.... 'click-click-click'.

One last IMP comes after him down the corridor and shoots a fireball. He dives out of the corridor into the first room. Then he gets a grenade ready and when getting down very low, he goes back to the doorway very fast and throws a grenade down the corridor and we see a large explosion and BOOOM.

INT. WAREHOUSE, ON THE CRATES -

From down below they hear chaingun in the room above, then fireballs and a large explosion. They look at each other and wonder if the marine is alive ?

INT. WAREHOUSE, UPPER IMP ROOM -

McCall is successful in killing all IMPS in the four overlooking rooms, and goes past each doorway to check it. He enters the last room and sees control switches.. a large lever like he'd see earlier to control the OOZE , so he pulls the lever and we hear metal squeeling as a grate goes down.

INSERT SHOT, WAREHOUSE, OOZE GRATES -

We see the grates closing and finally shutting off the OOZE flow and we can see the granite floors etched with chemicals, and with only a slight glow. Some OOZE has pooled in some spots.

INT. WAREHOUSE, ON THE CRATES -

The two doctors look at each other and sigh huge reliefs knowing that it must be the marine who would stop this waste flow. The two of them make their way down the side of a crate and onto the floor, and venture carefully out towards where the ooze had cut off their path. They meet up with McCall who comes out without chaingun, and his armour is mangled and he's bleeding.

McCall steps over to GUARDS and picks up a shotgun, and after he spots a box of ammo on a shelf behind him, he goes over and loads it to the max. He waves them over and points

at the box too, and he puts shells into his pockets. All three load up on shotgun shells, etc.

They walk over to see where the ooze poured through here, and McCall sees a length of steel wire fence, and drags it over to span the 10 feet of OOZE bed still glowing slightly.

EXT. UAC FRIGATE LANDING AREA -

Camera starts looking up at the large hanger opening (rectangular hole) in the ceiling and tilts down to the UAC FRIGATE. It's a boxy style worn-out cargo space frigate, about 30 meters long and 5 meters high. The team of three walks cautiously but directly for the large ship. McCall comes up to the large steel side door that has huge scratches, dents and fire marks. He presses a few buttons but sees no sounds or lights happen. He gets out his PDA and scans the ship.

MCCALL

My scanner can't see through this alloy. But my database says it's an Aerospace model 55XLF... pretty basic ...but if it can fly , then we can get out of here.

He takes his PDA over to the lock and scans it.

MCCALL

I'll try to run a few code programs.... if Lincoln were here shit.

GREENWAY

We shouldn't hang around here. We're too much in the open, and I really don't like this shit painted in blood
(He looks around on the ground.)

McCall gives up and goes over to the lever and pulls on it.

MCCALL

Let's do it the old fashioned way....

INT. INSIDE UAC FRIGATE -

Inside the ship everyone freaks out a bit as they hear

clanging and some metal squealing. Chuck goes towards the front of the ship and flicks a switch and gets a trickle of electricity to a monitor. He looks into it, (camera follows over the shoulder), and he sees just in front of the side cargo door. We see the team of three out there.

CHUCK

It's OK. It's just three people, and I think they're soldiers.

ZEKE

All right open it up.

EXT. UAC FRIGATE LANDING AREA -

From the outside, McCall stops with the handle to think for a second and looks up at the ship. McCall stops with the handle to think for a second and looks up at the ship. Suddenly a metal noise again and they see the handle moving. McCall jumps back and gets his shotgun ready. The door starts to open.

REVERSE ANGLE -

From the inside, the door comes up and we see the three standing there posed, and they look like heroes to the people inside.

From the outside they see faces that change from fear to relief. We see quite a number of people near the door opening, and most faces are dirty with some dried blood over their clothes and hands. Zeke has a splint on his leg and is wincing in pain, but tries to get up on his elbows to get a look at the strangers.

The crowd says 'Thank you', 'thank you so much', and 'they've come to rescue us'.

McCall steps in just a bit , but the doctor goes past him to tend to Zeke.

MCCALL

Who can tell me if this ship can fly?

ZEKE

That would be Chuck. He's up at the front just now.

Just as he's speaking the Doctor comes up and scans his leg with a blue light.

ZEKE

Are you a doctor?
(to RAMSAY)

RAMSAY

Yes. Just relax and let me scan you.
You must be in a lot of pain... here
take these. The doctor pulls out a
bottle of pills and gives him two.

McCall goes up to the front and sits in a chair beside
Chuck.

MCCALL

You must be Chuck. I'm Lt. McCall.
Elite Force Marines. Are you the
captain ?

CHUCK

No Sir. I'm just a navigator tech,
but I can work some of the
instruments.

MCCALL

That's great. Will this thing fly?

CHUCK

I think it would if we had more
energy cells. We drained most of it
by shielding the hull. Those things
out there banged it up a bit but I
think... maybe.

MCCALL

We'll we're gonna rest a bit here,
then we have to complete my mission.
Is there anything you need right now?

CHUCK

We're right out of water... and we
need cells... plasma if you can get
it. (pause)
Are you the only rescue we can
expect... not that it's not good, but
what if you don't come back? Are
they sending anyone else?

MCCALL

Good question. I'm going to contact my Commander, and then I'll get back to you.

(He gets up to get going)

Oh. Yeah, we've got some water, but you'll still have to ration it. Will these people listen to you? I mean someone's got to keep them calm.

CHUCK

Yes. They're OK. Some water, and some hope... that's all we need.

MCCALL

Alright and he gets going back down to the door. Then he cautiously steps out and looking around a bit. Two others are out trying to scavenge weapons from the bodies around. McCall says Keep a sharp eye out and be ready to get the hell back into that ship... it's your only protection. They nod and keep on.

McCall goes 10 feet and puts his earpiece connected and calls HQ.

MCCALL

MCCALL to COMMAND. This is MCCALL.

CMDR HARDER (v.o.)

This is CMDR HARDER. Report please McCall.

MCCALL

I'm in Sector 5L. I'm at a huge warehouse and making our way toward the SCIENCE LAB. Is there any other Bulls that I can count on?

CUT TO INT. MOTHERSHIP -

MAJOR WILLIAMS is also on the headset for communications and speaks up.

WILLIAMS

None that are in your sector, Lieutenant.

MCCALL (v.o.)

Hello Sir. PALMER was eaten by one of those devils... do we know where those demons are coming from yet?

CMDR HARDER

Not yet Captain. Proceed cautiously to the Science LAB and find Dr. Bannister. That's our best chance at some real answers.

MCCALL (v.o)

Yes Sir... Holey shit. I think I see another Demon. The call is cut short.

Both men on MOTHERSHIP look at each other very gravely.

CUT TO:

EXT. UAC FRIGATE LANDING AREA -

While McCall is listening, very close to the two people we see a SHADOW demon in the shadows and we can barely see it. It comes out of the shadows and is 90% transparent, and 10% looks like black smoke in the vague shape of the 7' Red Demons but without horns.

McCall sees this and squints his eyes to try to make out it's shape.

It is quick and grabs one of the people, who SCREAMS, and lifts him off the ground and slices his neck open to pour out blood and carries him off. McCall takes his hand off the earpiece and grabs his shotgun and runs a few paces after it, but stops to think. He yells at the other person who is outside the ship. The scream still echos.

MCCALL

Get the HELL back in there!

Mccall stands there looking into the shadows behind crates to see if he can spot it. But he doesn't see anything. He goes back to the door and talks to the people inside.

MCCALL

I've got to keep going. If I can't make it, we don't know when someone else will come for you. Stay

inside... and stay alive. I'll be back... I hope.

The doctor quickly wraps up some stuff into a bag, and grabs her scanner and quickly jumps out of the back.

RAMSAY

I'm coming with you. You need me to watch your back.. and I can help if anyone gets injured.

GREENWAY

I'm coming too. You might need me to get into the Science Lab, and I don't want to just wait here.

MCCALL

Anyone else want to volunteer?

Two other men with shotguns step out.
(Their names are Ray and Juan.)

RAY

I can shoot

JUAN

I want to kill those bastards.

MCCALL

OK. Lock it up tight. See you in a few hours.

They close the door manually and latch it closed from the inside and you can hear a sliding lock plate clang.

MCCALL

We should be alright with five of us. Watch all the corners, the shadows, front and back. Let's go.

They go around a corner.

FADE OUT:

EXT. DEAD PROCESSING AREA -

In a large area, there are a few red DEMONS working together with GUARDS on huge machines. We see up high a chute that is bringing in some dead human bodies and they are going into a machine that has a huge piston and it

takes a few seconds to reset, then smashes down and we only see spray of blood inside a window. Camera follows the machine down to another chute and there is blood pouring out into a pool. The pool has a stirring machine and cool mists of a cooling machine to cool it down. The blood goes through a grate and camera goes up to see pistons as a pumping station. It has many pipes going in, and we see red blood through clear tubes.

Further on we see conveyor belts of human bones and skulls going into a low opening and a red light glowing and pulsating inside. One Demon picks up a skull and inspects it. GUARDS are watching the bodies come down chute, working levers, etc.

DEMONS are pacing back and forth and growling at the GUARDS. Close to the Demon is a wall mounted font with an evil carved face and blood coming out, and one Demon goes over and drinks it.

Camera starts move at close up on rocket launcher banged up with blood trails around ... and flies through this area ending at where only we can see the people entering the area. From around a corner, and down some stairs, McCall peers and is not seen by the evil creatures. He is deciding what path to take to go through this area.

MEDIUM shot of McCall.

McCall turns his head back and slumps down the wall, and then gets out his PDA and scans through it adeptly in 3D looking for how to get through.

MCCALL

I think I've got a plan. I'm going to go for that rocket launcher in the middle.

The rest of the people look at each other in disbelief. Ramsay weighs his plan with more thought.

RAMSAY

It might be the only way to take them all out.

MCCALL

I can do it....but I need a little back up.

The team gets their shotguns ready.

MCCALL

OK, I'm ready. Just stay way behind me and to the left. If you see something trying to get to me, take it out.

McCall gets up and starts heading out for the center. He gets right up behind two guards and blasts them one after another.

CUT:

We see reaction as the Demons hear this and whirl to look, very angry.

P.O.V OF DEMONS -

From Demons we see McCall moving along towards middle area. They growl at each other and the guards, and start moving to intercept the soldier. From a few elevators more guards come until there are 20 guards and 4 Demons trying to get to him.

The guards find shotguns and shoot, just missing him, and McCall ducks behind concrete walls. When it starts to look like he's got too many onto him, then we hear more shotgun blasts and we see a few of the guards falling dead. The Demons see this and one moves towards where the supporting people are.

McCall makes a run for the last few blocks and stairs and grabs the rocket launcher and rockets on the floor. He throws a rocket in it, cocks it and checks it.

CLOSE UP - We see it has an LED readout of the number '2', so we know how many shots are loaded.

McCall jumps up and takes two shots at the Demon closing in on the people. One misses and blasts a hole in a wall ... the other hits and blows him up and off the walkways into the blood pools below.

He gets blasted by a shotgun in the back! It knocks him forward into the short concrete wall, and he drops the rocket launcher. He turns to see the GUARD and slumps down, trying to get a short shotgun out from his left boot. The guard looks at him and is unsure of whether to kill him. We see other Demons coming in closer as they are stuck behind guards who are coming.

The guard over McCall is suddenly shot by the other people, and he falls down. McCall uses all his strength reach up onto the short wall again, to get the rocket launcher.

The other guards coming are getting shot and killed by shotgun blasts, and McCall must stay below this short wall to not get shot too. He readies the rocket launcher again and fires at a group of guards which blows about 3 of them off walkways and then fires at two Demons coming. First one is killed with one hit, but the second one requires two hits to kill it.... The whole group of people come right up just behind him now, and watch this last Demon killed.

CUT, NEW ANGLE - shows where McCall blasted a hole in the wall is where some new horrors are coming out ! We see flying ghostly apparitions of FLOATING HUMAN SKULLS on fire. They are floating through the hole in the wall, and we see at least 20 of these.

One of the men, RAY, see this happening back behind them.

RAY

Marine! Marine! You're not going to believe this!

Now all the group of people look toward this, and the first skull sees them all there , and screaming like an eagle's piercing scream , it flies fast towards RAY. The rest of the people get down behind the short wall, but RAY is struck hard in the face with a ghost skull on fire and we see him scream and he falls down as his head is engulfed in ghost fire. The other people have no clue what to do, but decide that this had better not happen to them.

Another skull , and a third come flying towards them and they shoot their shotguns and the blasts dissipate the skulls in a short flare-up of flames, then they are gone.

We look over at RAY and the first ghostly skull leaves through his chest and floats off and away. The ghostly flame around his head leaves and we see his screaming face in horror as his spirit of his head leaves from his bodies head. This skull face quickly changes from his grimacing face to a bone skull. It too floats away a bit.

As the people shoot more and more of these skulls the two near Ray also come to attack. The people reload shotguns and blast away at these skulls.

Meanwhile McCall pops a couple of pain pills, takes off his armoured vest with shotgun blast in it, and touches the back of his head to see that his hair is wet with his blood. He gets the rocket launcher aimed for the wall where the skulls are coming out, and fires it. Instead of hitting the monsters, he hits above the hole and a concrete ceiling part collapses and seals the hole in. There are no more skulls.

CLOSE UP -

McCall slumps down to sitting again. Ramsay goes over to him and scans the back of his head with blue light to regenerate.

JUAN gets up and goes over to RAY and examines him. Turns him over and we see a face that died in horror. Juan has to turn because he's creeped out by the expression on his face. He checks his pulse on his wrist, but knows he's already dead.

Greenway talks to McCall.

GREENWAY

I can't believe what those creatures were. They were some sort of soul eaters. Have you ever seen anything like that?

MCCALL

No. never. But it seems like you might see these things in a nightmare! I think these things... ARE from hell !

RAMSAY

Those Demons are drinking blood. And these machines here are the most horrible things I've ever seen.

GREENWAY

My God. I hope we survive this.

MCCALL

While we've got a clear route right now, we'd better get going. Everybody reload. Let's gather as many shotgun shells as we can. Fill your pockets ... I don't think we can ever have too much.

Dr. Greenway and Juan gather shotgun shells from shotguns nearby, and Greenway tries to figure out how to eject shells from guns, as he has no previous experience at this. Dr Ramsay finishes the blue light scan and his head is fine. McCall pops more pills and gets up.

MCCALL

I feel alright. Thanks Doctor.

RAMSAY

You can call me Lily. If we're going to die together we might as well know each others names.

MCCALL

(smiles)

You're right. It's Tom.

The others come back now with full pockets and hand over more shells to McCall who loads his shotgun.

MCCALL

(to group)

Keep an eye out for any more armour. That jacket saved my life. And I think I'd better take the rocket launcher too.

WIPE TO:

INT. CORRIDORS TO SCIENCE LAB -

The team of four people go through long corridors of flashing lights and walls with scorch marks and wall wiring showing through from blasts in the walls. They come across another dead marine, and McCall gets a heavy duty blaster pistol from him.

They go through an electric generator area that has columns with wiring from floor to ceiling and only about 5 out of 40 are pulsating. Finally the wall sections start to have more buttons and wiring behind heavy clear shiny blue coverings. Here McCall finds and opens an armour closet and gets two vests out and two helmets. Next we see him with blue vest on, and ramsay has green vest on, and the two helmets are on Dr. Greenway and JUAN.

They come up to the main entry to the Science lab, but it is blown up and smashed. The team goes down and around some stairs and find a small access panel where you would not

expect it. McCall goes in first then the rest of the team.

They hear mechanical clunking sounds inside and go along narrow winding corridors to see what it is. They enter a small room at the end of a corridor and discover a security feature is repeating itself as it is broken. There are a series of large square bars moving up and down and opening and closing the access way to move further down the corridor.

MCCALL

Stay here. There's gotta be an access to the controls nearby.

The team sits down resting while McCall leaves. After he's gone the doctor goes over to Greenway. Greenway takes off his helmet.

RAMSAY

Let me see your wounds.

(She starts scanning and using the portable regenerator / healer device.)

(CONT.)

Who is it that we're trying to find at the Science lab?

GREENWAY

Of course, we're not sure if anyone's still alive in there. But the main project leader of all this energy transmission and transporters is Dr. Carson. He was the leading energy theorist that UAC brought in. The teleporters actually do work very well.... That's what our team worked on. I worked in the physics research lab to ensure the safety of bio-matter transmission... like people. If it wasn't for these creatures from hell finding or linking to our spatial distortion waves... it would be working perfectly.

RAMSAY

Actually what I was interested in is whether you think someone could go to the other side...where the demons came from, and do you think a person could survive there?

GREENWAY

I don't know much about where they come from, but I hope that the scientists here will have real answers. He considers a moment. Why would you want to go there?

RAMSAY

I want to go through the red teleporters and find my missing boy. I must TRY to find him... he's only 10.

GREENWAY

That may be impossible.

RAMSAY

But he's got a locator wristband... in case he got lost...so all we need to do is find his signal.

GREENWAY

Yes, you're right. If you went through and could get a signal then there is hope. But if there is none, then he might be... gone.

RAMSAY

If I could just get a signal....

CUT TO:

MCCALL is around a corner with his eyepiece down.

FIRST PERSON P.O.V -

We see what he sees. He goes looks to a wall section and sees an outline in the panels. He pushes firmly and the panel recedes inside and moves to the side. He goes down very NARROW access corridor and then gets very close to noise.

WIDE SHOT , PANNING -

He sees gears whirring and giant pistons and several levers. He looks at a guage that shows power levels, and it is fluctuating every time it cycles through. He sees a pulldown breaker and pulls it and the lights go dimmer and the machine comes to a stop.

INT. WIDE CORRIDOR -

RAMSAY and the team are in the wide corridor and the large columns of bars have stopped moving.

INT. NARROW CORRIDOR -

Then as it is quieter, he nows hears a grunting. He is very alert and in fear, and moves his left hand up to his eyepiece and flicks it down again.

FIRST PERSON P.O.V -

We watch him look slowly left and right and pass through lens filters. First blue for density, then green for low-light, then red for heat vision. He sees the shadow demon's heat outline hiding behind some panels in this crowded area. He looks carefully and also sees a red teleport pad with a pentegram on it back behind the demon.

WIDE SHOT , PANNING -

He starts to back up carefully and pulls his shotgun out, getting it ready. He bumps a ladder on a wall and it falls down and makes a loud noise... then we see the demon lurching and crawling over the machinery to get to him.

FIRST PERSON P.O.V -

He puts his green shade back down and now we can see the glowing (now green) eyes of the demon coming for him. McCALL shoots with his shotgun three times to kill it.

WIDE SHOT , PANNING -

Meanwhile the teleporter glows red and it starts to bring more of these shadow demons through, and they're coming after him. He turns and runs down this narrow corridor with them after him.

INT. WIDE CORRIDOR -

The team hear the shot gun blasts and stand up ready.

RAMSAY

That's gotta be McCall in trouble.
Let's go.

Greenway throws his helmet back on, and the team runs down the corridor just as McCall is coming out of the access

panel in the wall. He has his eye piece down and stands in the middle of the WIDE corridor aiming his shotgun at the hole. He fires twice as he's shouting....

MCCALL

Get something to go over the hole.
Push that crate over here.

Ramsay, Greenway and Juan, all push the crate over to the hole, and cover the access hole as Mccall continues to shoot and kill the demons. Finally with the crate in place, they start to hear scratching as the demons try to claw their way through it. They look at each other and get the hell out of there.

MCCALL

That's not gonna hold them long, lets
get the hell out of here!

They go to the security section of vertical bars and Mccall squeezes through.

BACK AT CRATE -

The crate is being pushed away from the hole and we see smoke coming from the gap and growling and we can see glowing eyes.

AT THE BARS -

McCall and Ramsay are on the other side, we hear a loud growling as Greenway squeezes through. Then camera follows first person as the demon running up to the bars. It arrives just as Juan has just squeezed through the bars too. All the team look in horror as the smoky demon runs up and tries to get through the bars too, but is unable.

McCall gets his shotgun out and blasts him dead and another one following.

He turns to catch up with the others. The short corridor of only around 50 feet is a security tunnel entrance to the SCIENCE LAB, and at the other end is a heavy door, that says 'CENTRAL SCIENCE LAB : TD05 '. Very low light here and the corridor is blasted and quite a few dead bodies and demons dead.

MCCALL

Now how are we gonna get in there?

RAMSAY

There's a com panel here.

She goes up to a panel and presses a button.

RAMSAY

Hello? This is Doctor Ramsay. I have security clearance. If there is anyone there let us in.

COMM PANEL

(v.o. BANNISTER)

Hello Lily. Come on in.

The doors open left to right and just behind is an elevator block that comes down. They all get on and go up.

INT. MAIN SCIENCE LAB -

They enter a large room (NORTH ENTRANCE), with multiple levels, with lots of computer screens everywhere. Just inside the door they are met by two soldiers, one on either side of the entry. One is a Marine (FISHER) and recognises McCall, and calls out ..

FISHER

McCall !

MCCALL nods to him. The other soldier is a UAC Security Soldier (LUCKY) (who recognises the doctor and says ...)

LUCKY

Dr. Ramsay.

As they come in they are led to the right (WEST) by the Marine. They come up to two scientists, one is sitting in front of a screen, PROGRAMMER, and the other is standing up looking over the first ones shoulders. His name is BANNISTER.

BANNISTER

Hello Lily. I'm so glad you weren't overrun by those damn hell creatures.

RAMSAY goes up to BANNISTER and HUGS him for about 2 seconds too long.

RAMSAY

Vincent.

Insert shot of McCall looking a bit surprised.

Insert shot of BANNISTER looking a bit surprised.

BANNISTER is a little uncomfortable after that hug. He looks seriously at her.

BANNISTER

Are you OK?

Ramsay looks at him for a beat, then looks down.

RAMSAY

I don't know yet....
(and she steps back.)

BANNISTER

(looking now at the
rest of the group.)
...And these must be your rescuers.
My name is Dr. Bannister.

MCCALL steps forward with his hand out and shakes the Dr's hand.

MCCALL

I'm Lt. McCall. This is Juan. He's a hero in the making.

GREENWAY

Hello Dr. Bannister. You'll probably remember me from the Bio-matter Physics Team. Name's Dr. Greenway. He shakes his hand.

MCCALL

I'm with the EFS Marines from Mars base. I've got orders to evacuate any survivors.

BANNISTER

I understand what you must do; we should rescue everyone we can, but I also must complete my task. Before you continue, let me explain what I plan to do.

MCCALL steps over to the screen and studies it carefully.

MCCALL

We know that the scientists here created this problem, and now it is so far out of control that almost everyone on this base is dead.

(pause) I think your time has run out.

BANNISTER

You can leave me here. I must keep trying to close the portals we opened.

MCCALL

I don't think the Executives in charge are willing to wait any longer.

BANNISTER

You probably know about Project Leader Dr. Carson. He is one of the partners who really developed this new Gate Technology, or at least was.... We don't know what happened to him. You see, he had fantastic ideas, and he could see how science could make it work.. Well he could find a way to shut it down, but he went through the gate , or 'PORTAL' . He wanted to face who or *what* we're dealing with.

GREENWAY

It seems to me that there'd be lots more of these HELL creatures.. and they really enjoy killing us.

BANNISTER

He went in there with Soldiers and a special Demonologist, who he hoped could communicate with them. Only a few came back. Here's some video clips of what the survivors saw over there.

<PREVIEW of HELL> -

We see a scene of lava flowing all around, and IMPS walking over it. The video seems to be taken from a moving camera, but then it is blasted and the scene stops. Then we see a

tracked vehicle from the outside burning and the floating Cacodemons firing on it..

MCCALL

Very interesting. I'd like to download those to my PDA. Looks like they got a vehicle over there too... and the atmosphere seems to be breathable, right?

BANNISTER

Just very hot as you can imagine. It's like they're inside a volcano.

RAMSAY

So the Portal seems to be safe enough to travel through.

JUAN

If any Portal *can* be safe

BANNISTER

Yes, I understand your scepticism, but our men went through ... I hope to God Dr. Carson can find a way to stop them from attacking... but as it's been at least 24 hrs, and no one else has come back since. I don't hold out much hope now for his return. We think we should just kill the power to the portal.

RAMSAY

What does it look like?

BANNISTER

Oh. Let me show you !

BANNISTER leads them all around the computer center (to EAST). They pass two other programmers, two other lab people, a first-aid student, and one other security guard. They also see a white teleporter but the lights are off and it looks slightly scorched.

Continuing on, the group goes to a medium sized screen (36") , and on it is shown a whirling vortex of orange flames and white sparks and a pulsating starfield. The group converge around it and watch in fascination.

BANNISTER

This was our first and primary gate technology, and it worked fantastic,...or actually perfect. We could teleport our cargo to other gates, and we learnt how to increase the range and send cargo farther and farther.

MCCALL

Your main cargo being the 'Radio-active Waste' in all those barrels.

BANNISTER

UAC's main purpose became finding a way to dispose of all the Earth's RAD Waste. No-one else could deal with, so , yes, that's right. That was the UAC's contracts... not our department at all. We're in technology and military research.

MCCALL

OK. SO just HOW can you close this portal now?

BANNISTER

This first portal is powered directly by a large plasma generator array. That would normally shut it right down.... but we're still not sure that would do it.

GREENWAY

Why?

BANNISTER

Well the Demons found a way to link with our matter transporters, and they have copied our technology and now have many countless portals of their own. I'm not even sure they're using any computer technology. However, we are quite certain now that they're using *OUR* radioactive waste for ENERGY! So even if we cut our power they still might have enough to keep the Portal open.

JUAN

You know they're also funneling human blood to feed on, and those fire skulls sucked out the GHOST of my friend. They found out they like to consume us too!

MCCALL

If it was up to me we'd just go to orbit and obliterate the whole base. But that might not close the portal.

BANNISTER

And it would be unnecessary to destroy this whole complex if we can just kill the power from both sides.

MCCALL

If we can do it, we should do it immediately, before they send too many demons... that we wouldn't be able to stop.

RAMSAY

Where is this portal?

BANNISTER

It's very near.

He presses a button and we see a computer overlay MAP (EAST) only a hundred meters away is the building. Inset is the LIVE FEED video of the portal.

WIPE TO:

INT. COMMAND SHIP, TACTICAL ROOM -**MAJOR WILLIAMS**

Commander. You should look at this.

He watches the screen as CMDR HARDER comes over to watch the screens.

VIDEO SPEC. is zooming in on everything he can. Monitor says 'Phobos'. He sees Floating Red Cacodemons coming through main PORTAL. They keep entering the UAC BASE through broken walls.

Camera pans to other monitor. It has a label on it that says 'Deimos'. The camera zooms down to see LAVA and firey

mountains. He scans and sees a huge Demon Temple being constructed. This has a huge skull head with horns. They look further and see a floating Cacodemon. The video is half the quality.

WILLIAMS

How are you getting this video?

VIDEO EXPERT

The Cargo ship 'Margarita' has some capabilities... this is the best we can get from that equipment.

At the same time this is going on behind them:

CORPORAL

Commander! I have Lt. McCall on voice comm.

HARDER

(talking to his headset)
Alright Lieutenant. (pause) OK.
Understood. Stand by.

HARDER

(to WILLIAMS)
That was confirmation from Lt. McCall that the energy the invaders are using is the Toxic Waste... must be the radioactivity that they've harnessed.

WILLIAMS

That means if we use all our firepower to destroy the UAC moonbases, then it will be uninhabitable for at least the next 2 millenium.

HARDER

That's what I was also afraid of. This is what we've been instructed to avoid. The New Earth Federation needs these facilities. McCall says he wants to go through the gateway to the other side.

WILLIAMS

I think he should... it's our last hope.

HARDER

(Gets back onto the
COMM with MCCALL)

OK, MCCALL. Go through the Portal.
There's a ship on its way to the
SCIENCE LAB for pickup of all
survivors. You can assemble your team
there.

He looks to one side screen and asks the Corporal.

HARDER (cont.)

Can we update this? Who is still
alive down there?

FADE OUT:

INT. SCIENCE LAB, SOUTH EXIT -**BANNISTER**

(talking to DR RAMSAY)

Lily! There's no reason you should be
going through. It's a job for trained
soldiers!

RAMSAY

You don't understand. I HAVE to!

BANNISTER

Why? Then he pauses and a thought
occurs to him. Where's Mark?

RAMSAY

Yes... it's Mark.. I think he's gone
through! I'm so sorry... I
didn't want to tell you.

BANNISTER

(speaks slowly)

I need to know if my *SON* is
possibly dead. I have that right !

RAMSAY

I'm sorry! He stayed for one more day
with me... and that was when *THEY*
came. BUT! He's got a locator on him
and if he's still alive I can find
him!

Just at this time McCall come around the corner with his new mission.

MCCALL

OK. We got orders from Command. Lets get everyone to the plaza to the South. It's our new LZ.

FISHER is nearby and starts barking some orders too to the rest of them.

FISHER (cont.)

We'll be leaving through the South entry. Let's get moving.

MCCALL

Fisher! Lets get as many plasma cells as we can!

McCall calls out to the Programmers, techs, and Juan.

MCCALL (cont.)

Come on people, help out here.

As he goes to a large energy column with lights and opens panels and flicks a rotating switch and pulls out no less than 10 cells. They are about one foot tall and 4 around and glow with blue light.

MCCALL

Everyone take two.

BANNISTER

(to McCall)

I just found out my SON might be on the other side. Are you going to look for him?

MCCALL

What son?

RAMSAY

My son is also Dr. Bannister is his father. It's a long story.

MCCALL

OK. Now I know whats going on with you two.

RAMSAY

The only thing we have between us now is our son. If there's even just a small chance that he's alive it's worth going after him.

MCCALL

Yes. I hope to rescue any survivors. ...and I will try to locate Mark. Now I must insist. Orders from UAC to the ESM to you. Everybody to the Plaza.

They all get going and some are already waiting on the SOUTH elevator.

BANNISTER

(to MCCALL)

Wait. I have one prototype weapon that takes a plasma charge. It's the Blue Field Generator, or BFG100. Please take it... it might give you a better chance at coming back alive!

They go to a storage shelf where BANNISTER hits a small switch and a panel slides down easily and show this gun.

MCCALL

Alright! Is that 100 GW per shot? This must really pack a wallop.

They get to the elevator.

MCCALL

(says to BANNISTER)

Thanks.

They start going down the elevator.

MCCALL

(says to RAMSAY)

I'll do whatever is in my power to locate your son ... and bring him back.

RAMSAY

Oh... you're going to need this!
(and hands him the
Locator device.)

EXT. PLAZA CLEARING -

The elevator comes down and they quietly head towards the center of a large clearing. They are at the floor level surrounded by tall walls, streaked with rust stains, and there is even a spot where OOZE is coming through a grate and travels down a channel. There are some windows above and some tricky ledges.

McCall gets on his comm and learns that the ship is only a minute away. FISHER, LUCKY, and JUAN are the main soldiers who look all around for signs of the creatures.

They see a special troop transport SHIP with 'UAC' on it... could probably hold 20 people. It is piloted by a EFM soldier with same uniform. The ship comes in and comes down without any problems.

Just then, amid the loud noise of the running SHIP, only FISHER hears multiple loud strange noises this because he hangs outside guarding the ship. McCall helps to load in GREENWAY, RAMSAY, BANNISTER, PROGRAMMER, LUCKY, and JUAN, along with the other extras. They load the cells too, but leave four on the ground.

MCCALL pulls a small computer card out of his PDA and inserts it into a slot next to the door. He is uploading the info of where to pick up the other stranded people at the Warehouse. He says to GREENWAY...

MCCALL

OK. This is the location of the crashed frigate. Make sure they get those cells. Tell the pilot.

Suddenly McCall is shot with a shotgun to the left shoulder and his armour takes a good hit and he goes down.

INSERT SHOT - RAMSAY sees this and is shocked.

FISHER looks up and sees two Zombie-guards on a high cliff, and fires his shotgun and blasts them, one after the other.

RAMSAY jumps down with her medic pack and attends to MCCALL.

RAMSAY

Looks like you still need me!

Ramsay flashes him a quick smile.

MCCALL

(says to her)

Alright...

(and then shouts to FISHER)

Get them out of here!

The ship starts to rise as MCCALL, FISHER and RAMSAY see a couple of Red floating CACODEMONS coming in and shooting electric balls of energy at the ship, but the ship is only scorched because of the armour plating.

One of them descends, coming towards the team on the ground, shooting energy balls. With MCCALL wounded, RAMSAY and him try to get up and go for cover. They avoid a couple of very near misses. FISHER must dodge these bolts too and he rolls.

The ship fires three rockets at the first CACODEMON and it falls to the ground pretty blasted apart.

FISHER pulls out a PLASMA RIFLE.

MCCALL hasn't seen this yet so is surprised.

FISHER fires it at the monster and short bursts of blue energy pulses repeatedly hit the floating creature as it rises to avoid the shots. About 3 seconds of this and the thing is burned pretty badly , BUT FISHER's rifle runs out of energy. The thing is not dead yet, and it descends again.

MCCALL sees this and pulls out his shotgun again with his right arm only and shoots with one hand several times. The creature makes a final sound and drops to the ground with a *plop*.

The Doctor helps get the armour off MCCALL, and then uses the blue energy light in her doctors bag to heal him of it. It is not too deep so it heals as we watch.

MCCALL

(to RAMSEY as he
shakes his head)

Those Motherfuckers are gonna pay...
big time!

Now he has no good upper armour. Fisher comes over and sees that MCCALL is OK. Fisher helps him to his feet.

FISHER

DOC. I don't know exactly how that's done but we could use you as our medic full-time.

Fisher takes a cylinder and loads it into his rifle body. Also he grabs a spare cylinder into his backpack.

RAMSAY

It's the absolute latest, courtesy of UAC Medical labs.

MCCALL

Thanks Doc. I really am glad you're coming along. I just hope you can keep up. I'd hate to lose such a valuable team member.

RAMSAY

OK. Let's go.

MCCALL leads them carrying a big pack on his back with the BFG in it, two power cylinders, and his trusty shotgun with lots of ammo in his pockets.

RAMSAY comes along with a shotgun as well.

FISHER follows up the rear with his plasma rifle sticking out of his backpack and shotgun at ready.

They head EAST.

WIPE TO:

EXT. SIXTH SECTOR, VEHICLE WAREHOUSE DOOR -

They are still outside and they come around a corner and into another interesting clearing. The walls are high again and they see windows at the tops, and some ledges.

Although there are some scorch marks here and there, and a few dead UAC guardsmen, the area is relatively clear and quiet. They go straight for a small warehouse bunker that says 'VEHICLE RESEARCH. They go up to the door and McCall hits the button but it goes 'bleep'.

MCCALL

Looks like it needs a key. Lets scout around and see if we can locate it.

FISHER

And plan B?

MCCALL

Well like most plan B's I've been a part of, it means we blast the shit out of the door to open it... but then too many more Demons come and try to kill us.

FISHER

Yeah, I hear you. I'll go this way.

McCall nods.

MCCALL

(to RAMSAY)

The best thing that's gonna save us from certain death, is military training and experience. You stay close to me.

RAMSAY

(a bit affectionately to MCCALL)
Yes sir. (smiles) I don't have a clue of how we're going to survive this mission. But I trust you.

MCCALL

That's the best way to start. Lets go.

They go along a wall section and they see a ledge system.

MCCALL

Stay here and guard my back.

RAMSAY nods.

MCCALL climbs a long thin staircase that look down over OOZE (E2M5), going up around twenty feet, and he peeks into the window area of one, then another. On the third, he talks into his reciever.

Camera goes fast over to see FISHER and they are communicating. We see four IMPS and four guards. They make a plan. MCCALL motions for RAMSAY to stay. Then he goes up top.

INT. SIXTH SECTOR, OVERLOOK LEVEL -

This area has a 'T' shape to it. There are three stairway corridors heading up, and two OOZE pits below either side of the T column. It looks like a gathering place for the IMPS so it has many firestakes set in the ground here, and several dead people on stakes. And the concrete floor is stained with spotty green OOZE, of which some has etched its way into the floor. In the center of this is also a RED TELEPORT square (floor and ceiling). From both sides the two of them fire their shotguns at all the creatures there.

FISHER shoots one guard (G1), and then another easily (G2). An IMP fires fireball at him.

MCCALL shoots one guard dead (G3) and an IMP comes at him shooting a fireball. MCCALL must dodge it so his next shot misses, while a second IMP fires two fireballs at him.

FISHER fires twice at the IMP, killing it (I1), but he gets shot in his armour by a guard. At this time three red DEMONS come into the area, from the upper staricases ; two heading for FISHER.

MCCALL sees this and starts running and shooting sideways ; the second IMP(I2) is killed, but another one shoots fireballs. MCCALL times it so that the fireballs hit the RED DEMON, who then goes after the IMP.

FISHER sees the last guard and two DEMONS coming for him. He pulls out his plasma rifle and lets loose on the guard first (G4), then both demons (D1, D2) killing them all.

RAMSAY (reaction shot) and (her POV shot), sees this from down below.

MCCALL shoots twice at an IMP killing it (I3). The Demon kills the IMP that fired at him, and turns on MCCALL. MCCALL is forced back as he keeps firing his shotgun (four times. The last shot is very close and the DEMON finally goes down! (D3).

With all nearby creatures dead, FISHER puts away his plasma rifle.

MCCALL

(goes to the edge and
calls down to RAMSAY)
OK, Doctor. Come on up.

FISHER goes over to the center of this area that has a roof on it. There is a large square with a demons face on all sides. Behind it we see a panel with a skull on it.

MCCALL

(says to FISHER)

Stand back, ready,
(and he pushes the button.)

They hear whirring of a door opening somewhere near. MCCALL looks at FISHER ...

MCCALL

Must be a door. I'll go check it out.

He goes to the stairways heading up and then hears the sounds again, but this time it sounds like it is closed.

MCCALL

(calls out to FISHER),
Hit the panel again.

From MCCALLS POV he watches FISHER hit the panel again. This time the sound is louder, and he goes up the stairs to another area. It is a fairly dimmed area, being out of the daylight. He sees a small square platform like a 10' tower in the middle of more OOZE. On top of that is a smaller pillar with a glowing yellow keycard on it. He goes out onto a jut-out platform (AREA B) himself and he looks around and then he watches as the platform goes down again. It looks off limits because he'd have to wade into the OOZE to get the key.

MCCALL

(into his COMM)

I see the yellow key but the DEMONS
put it off-limits.

FISHER

Hmm. Is there another SKULL panel
nearby?

MCCALL

I'll look around.

MCCALL follows the hall to the top of one other staircase and sees a lookout over the OOZE here around ten feet down. He sees a UAC panel and presses it, and hears a closet door opening. He goes back down the hall and sees a secret closet opened , and there is ARMOUR in it. He grabs it and

puts it on. Then he goes to the other top of staircase and sees another panel and presses it. Same sound again , so he goes back to the center area and sees a second closet opened. It has a beating heart on a pedastal with a basin of blood, and behind it is a SKULL panel. He presses it. Behind him now, extending from the jut-out (AREA B) and connecting with the central tower holding the yellow key, the FLOOR raises up slowly to make it 10' tall. On his headset he calls to FISHER and says ...

MCCALL

Press it one more time.

We watch as the tower column raises up too. MCCALL quickly goes out onto this walkway and retrieves the YELLOW KEYCARD. AS soon as he does this, a few lights go on in columns across the ooze and they rotate and open doors for 6 guards to come out. They walk around the OOZE perimeter down below and look up at MCCALL. His boots smoke slightly as he's stepping on wet OOZE still on the walkway. He gets out of there as fast as he can.

EXT. SIXTH SECTOR, VEHICLE WAREHOUSE DOOR -

FISHER and RAMSAY have their shotguns in hand ready as they watch MCCALL coming down the stairway with the Keycard. As he comes down he says ...

MCCALL

OK. Let's get moving before...

Then just as he's talking , the TELEPORT starts glowing and one GUARD comes through.

MCCALL

(now SHOUTS)

... before they come through.

FISHER shoots and kills the GUARD.

They rush off down the side to the narrow stairs to exit this area. RAMSAY goes first , then MCCALL, then FISHER last. As FISHER gets to the top of the narrow stairs, another GUARD comes through, then more and more. He shoots his shotgun several times but can't get them all.

At the bottom RAMSAY is running toward the 'VEHICLE RESEARCH' building, and MCCALL following. Camera follows MCCALL as he makes it to the KEYCARD panel and places the

yellow keycard in the recessed panel. The large , wide door opens slowly from the center horizontally , like a hangar.

MCCALL

(shouts to FISHER)

Come on!

FISHER joins him very quickly and runs through the open doors.

MCCALL takes the yellow keycard out, and the doors immediately stop opening, and start closing !

There is only one guard following, and coming after FISHER, fairly closely.

MCCALL gets shot at outside but he just runs inside fast.

CUT TO:

INT. VEHICLE WAREHOUSE BUNKER -

They watch the door closing and stand back with shotguns ready. When it is very close to closed, we see the Zombie-guard at the door opening, and FISHER blasts him with the shotgun. The GUARD flies back and away from the door. The door closes with a satisfying CLANG.

Camera on them all as they turn around slowly and we see them looking everywhere and pretty impressed.

Shot of INSIDE the vehicle BUNKER. Not too large, but impressive rows of jeep types, moon buggys with large air-filled tires, and tank types with tracks for wheels.

MCCALL <v.o.>

I'm sure we can find everything we need right here

EXT. VEHICLE WAREHOUSE DOOR -

The team has found a small four-person tracked vehicle (APC). The DOOR opens up and the APC comes driving FAST out of there. We follow it as it heads down broken and blasted halls ; some with ceilings , some without. They come around a corner and we see the glow inside a building of the PORTAL. There are wide stairs going up and the APC climbs them easily. When they get to the top, we see a few

Cacodemons floating and they fire down fireballs to rock the APC, but they have no serious affect on it.

The APC pauses a moment.

INT. APC -

MCCALL is piloting it, and the other two are looking on video screens what the outside looks like.

MCCALL

This is it. 'Out of the frying pan
'...

FISHER

With this thing we're more than
ready!

RAMSAY

Oh my God !

EXT. TOWARDS THE UAC VORTEX -

From OUTSIDE shot we see the APC goes right down into the PORTAL vortex.

INT. INSIDE THE UAC VORTEX -

We see starry fields streak by and it is QUIET - even the motor is eerily subdued. We can hear the peoples breathing... like in slow motion. (full ten seconds?)

EXT. HELL, VORTEX, WELCOME -

Suddenly it is NOISY again, as the APC drives through the other side. MCCALL puts the brakes on as soon as it exits and it slides around and does a 360. (E3M5)

They come out of an area with a ceiling, glowing of the PORTAL. They slide into an area with no ceiling and they see red skies above. There is four side areas leading into doors and they have a few CACODEMONS and IMPS in each area. All around them are 40' high walls in BLACK rough stone and torches everywhere and hanging human bodies on the walls framed by torches. One section of wall has grates and OOZE coming out into a channel on the ground and goes through other grates to exit.

They pause for a moment, and are fired on by both types of creatures.

INT. INSIDE APC -

MCCALL

OK. So where to now?

FISHER

Just head for any one of those doors...

The APC goes directly for a wood door with a skull emblem on it. FISHER reaches up and fires a short burst from the chaingun outside and the door opens!

Into the next area they go, and it is mostly LAVA floors, lower ceilings, and with some stone pathways that the APC tries to stay on. It hits some of the LAVA, which is sprayed up behind them a bit.

They continue through a few more doors and FISHER shoots a few IMPS and guards on the way. They finally work their way down red stone walls and stairways to where there is the occasional light source of firestakes or lava pools.

They stop at an intersection or fork in the road. They don't see anything behind or in front. So MCCALL takes his hands off the controls for a moment and says ...

MCCALL

OK. Let's get our bearings. I have no fucking clue where to go next.

RAMSAY

Let's check the Locator.

MCCALL

Just what I was thinking.

So he pulls out the device and tries for a moment to get a signal, but it doesn't seem to work well for him.

MCCALL

(then hands it to
RAMSAY to try.)

Here. I know this is what you've been waiting for. I hope you find something.

After another few seconds in the APC, RAMSAY can't get it working.

RAMSAY

There's too much shielding here...
could be the mountain ... or the
vehicle. Is it safe to go outside?

FISHER

(has been watching the
monitors and says ...)
Should be safe to open the top hatch

From inside we see FISHER open the top hatch and stand up,
followed by RAMSAY.

EXT. OUTSIDE THE APC -

We watch their reactions as they get a sudden blast of
heat.

FISHER

Whoa! Must be a hundred degrees
here.

RAMSAY brings the Locator to the top and we see a weak
signal on a small screen.

RAMSAY

I think I got something..... looks
like we go down and left

She immediately goes down back inside.

FISHER goes back down and closes the hatch. From outside we
see a few fireballs pelt the outside and rock the APC a
bit.

INT. INSIDE APC -

They react to the rocking of the vehicle.

MCCALL

And they are HOT on our asses. OK, we
go left.

EXT. OUTSIDE THE APC -

We follow the APC as it descends further.

FADE-OUT:

INT. HELL, FOUNTAIN ROOM -

The APC is coming along and makes it down into another area that is green marble walls, ceiling and floor, flat but with corners, and lit by some UAC lights and we see a UAC LOGO on the wall.

INT. INSIDE the APC -**MCCALL**

Where the HELL do you think we are now?

He looks and they shrug their shoulders.

RAMSAY

Hell? (pauses)
Looks like UAC was here. (E4M5)

MCCALL

No... I mean UAC didn't make another base in HELL did they?

INT. HELL, FOUNTAIN ROOM -

They drive only a bit further on and then they can go no further as the halls becomes too narrow. They are at a large BLOOD fountain that flows down stairs to the next area.

The APC stops and they look in their monitors as GUARDS and IMPS come for them.

The chaingun starts firing and mowing them down. Finally they are all dead, and litter floor along with some Marines that were killed here. We see some broken weapons here.

INT. INSIDE the APC -**MCCALL**

Looks like we'll be walking from here.

FISHER opens the hatch and RAMSEY follows him.

INT. HELL, FOUNTAIN ROOM -**FISHER**

It's a bit cooler here.

He looks over and sees a large grate area that is blowing cooler air into this area.

FISHER

Definitely the UAC were here.

Fisher gets out and down on the ground and RAMSAY does the same. MCCALL throws out some gear from inside. We can hear MCCALL from inside the APC.

MCCALL (O.C.)

Grab these suits. I think we're going to need them.

Then he brings out his BFG pack, armour, helmet, etc. before coming out himself. Then he closes the hatch behind him. FISHER and the rest start gearing up...

INT. COMMAND SHIP, TACTICAL ROOM -**CORPORAL**

Sir we're getting a signal from Deimos... very faint. We're getting a copy from the CARGO ship in orbit. It's on the Marines coded bandwidth.

WILLIAMS

Don't tell me....

HARDER

(he comes over too)

Did I hear you say you've got something from Deimos?

CORPORAL

Yes sir. It's MCCALL and FISHER. I'll try and contact them now.

INT. HELL, FOUNTAIN ROOM -

INT. Lighting by torches and some UAC vertical strip lights.

All three team members have put on silver HEAT suit over armour etc.

MCCALL is putting checking the backpack on the ground when he stops to answer his COMM on his headset.

MCCALL

(to RAMSAY and FISHER)

Hey. It's Command HQ.

To the headset he has a one-way call ...

MCCALL

Yes sir, we're alive.

Yes, we have a locator, and we're looking for survivors.

On Deimos? What? Well, we went through some space vortex ... no, only a few moments. Yes Sir. I'll locate whatever power source is here. Yes sir. Alright. We'll try to send a signal. Out.

MCCALL

(to his team)

Well, we're on the other moonbase.

That's science for you. I'm sure that the UAC stumbled upon these Demons already existing here. Command pretty much confirmed that. We gotta still find the main power and try to shut it down... all of it.

RAMSAY

What about going back through the PORTAL?

MCCALL

Forget about the old portal. If we shut it down, then it will all be shut down, and that means no atmosphere either.

FISHER

Good thing we brought our breathers.

RAMSAY

And survivors?

MCCALL

We'll try to find any along the way.
Good enough? Why don't you get a new
reading on that locator?

RAMSAY gets a reading and motions in what direction. They go down the stairs, around the blood flowing down, and go to the UAC door.

It's a standard door, and when they get close, it opens UP.

INT. HELL, SHADOW PATH -

They enter and go through one more green marble section. They see several IMPS and GUARDS, but when they see a few red DEMONS they motion to each other to be quiet. They then jump across a narrow channel of blood flowing, to a darkened ledge that is in shadows, and manage to avoid the monsters across and slightly below. They see a narrow door below and go down narrow stairs to the door, which is recessed a bit. They open this door by touch and they see a narrow stairway that winds a bit. The rocks are red stone, and it is dark in here. Once behind the door, MCCALL and FISHER turn on lights connected to their visors. And so they head upwards at a low angle.

INT. HELL, STONE WELL -

They soon enter a circular area around 10 feet across. The stairs they we're on also continue across this circle space. The ceiling goes way up. MCCALL is first, and as he steps into this area the floor starts to drop like an elevator shaft. Ramsay is next and she hesitates.

MCCALL

Come on. We can't go back.

FISHER has to prod RAMSAY a bit, but she quickly jumps down only five feet as it is decending, and MCCALL helps to catch her. Then FISHER jumps down around 8 feet now, and must roll to break his fall. As they are decending they look around with their head lights on, but see small alcoves cut out of the rock walls and small fires are in each to light the chamber. After seeing the third one, we hear a loud hiss and see a SHOOTING FLAME come across the center as some natural gas ignited. FISHER gets scortched across his back but dodges and moves to avoid the main blast.

FISHER

It's bloody dangerous here. If we're not getting shot at, or eaten by fuckin' Demons, we're getting roasted by fireballs or shooting flames. Good thing I've got this suit on.

(He smiles at the other two.)

MCCALL

(smiles)

I'm sure we'll make up for it with overtime pay!

Then one quarter of the curved wall opens up as the floor continues to descend. They see glowing red light coming in and soon the floor stops when there is enough headway for an exit. MCCALL goes through first, then RAMSAY and FISHER.

EXT. HELL, SHORES OF HELL -

(note: They have silver heat resistance suits on that have oval face plates to see.)

They emerge out of the short path to a cliffside where they can see a HUGE lake of lava and fire. They look up and see burning red skies, and in the distance a VOLCANO erupting ! (Looks like the volcanos on Hawaii).

What is most striking is the huge FLOATING islands above the lake of lava. And around these we see lots of CACODEMONS floating and perhaps guarding.

They look down the cliff face to the shores of this lake and see a further crooked narrow path that goes down perhaps 100' to the bottom. They look to the left and see what looks like a creepy FORTRESS in grey and black stone set into the cliff rock face. It has very tall spires and has lava flowing out of it in channels into the lake.

MCCALL

Looks like we go down.

MCCALL goes first, followed by RAMSAY then FISHER. It takes a few minutes as they make their way down ; it is a bit treacherous, and if they fell they would certainly be dead. As they come down to the bottom, the lava is only around 20 feet' from the cliff bottom. At the bottom, they motion to walk on down the shoreline.

Suddenly FISHER is hit by a CACODEMON fireball, and another right after it. He screams as he's engulfed by flames for a moment, and then they all turn around. They see three CACODEMONS, and one is closer than the other two coming.

RAMSAY runs over to help as FISHER drops down and rolls around. The flames go out fast.

MCCALL drops his backback and pulls out the BFG.

RAMSAY is now also hit by a fireball and she screams too. The silver suits on the two victims are blackened. FISHER pats out the flames on RAMSAY, and then tries to pull out his plasma rifle.

(shoots the BFG)

MCCALL takes aim and FIRES the BFG. It glows and makes a huge whirring sound and finally lets loose with a huge wave of blue plasma light. It goes to the first floating monster and envelops it and kills it, and the wave continues to the other two and kills them too ! What a fantastic weapon ! But, MCCALL looks down at the indicator and it went from 600 to 400 (one third energy drained) . He puts down the large gun.

The other two are on the ground and watch as the floating CACODEMONS fall into the lava lake. MCCALL comes up behind and helps them to their feet.

FISHER

(smiles)

Unbelievable. I want one for
Christmas !

RAMSAY

That was beautiful, Lieutenant.

MCCALL

It's all about the toys. Whoever has
the best toys, wins.

... and he smiles too. He examines them and checks for damage to the suits. There are a few places burned through.

MCCALL

Are you alright Doctor?

RAMSAY

A bit toasted, but I'll wait until we get to a safe place to administer a Medipack.

MCCALL

Lets see if we can make it to that fortress without another incident.

He walks over to his BFG and puts it back in the backpack and slings it over his shoulder. They all walk towards the fortress.

EXT. FORTRESS BACK DOOR -

At the very foot of a secret door they see a dead and slightly fried Marine. MCCALL crouches down and check his pockets. He gathers all shotgun shells he can and puts them in his pockets.

RAMSAY checks the Locator. It goes into this structure.

RAMSAY

The signal is coming from inside this structure.

FISHER

That's good. I just hope he's alive.

(We see reaction of)

RAMSAY

He better be! Mommy came a long way to take him home!

FISHER

Oh. Sorry. You know what I mean...

MCCALL gets on his COMM headset and calls HQ. As a last minute idea he calls out to FISHER and motions to him to tune in his headset.

MCCALL

MCCALL to COMMAND.

WILLIAMS <v.o.>

We copy. Report please Lieutenant.

MCCALL

We're going into a huge fortress-like structure. Still no survivors. But we're OK.

WILLIAMS <v.o>

Very good. We're still scanning the area and hope to locate any large possible energy source. If we do, we'll send you coordinates.

MCCALL

Roger that. Um Sir? Are we going to have to go back the way we came?

HARDER

Hello Tom. This is Harder. We have sent a ship to Deimos to pick you up on the surface, if it is possible. It'll be there in about one and a half hours.

MCCALL

Survivors might be extremely difficult to get off the surface. We'll also look for a good LZ.

HARDER

Keep up the good work Lieutenant. There'll be a commendation for you three when you get back.

MCCALL

Thanks Command. Out.

MCCALL

(says to RAMSAY)

We're going to be heros... that is , if we live.

RAMSAY

That's positive thinking Tom.

MCCALL gets ready and goes into the doorway, pressing it, and it is an elevator that reveals itself as a wall moving down. It decends for a while, then finally we see the elevator floor appear and stop at their floor level. It is lit by torchstakes, and the three of them enter.

INT. HELL, FORTRESS HALLS -

The elevator lifts them up into our view. They are at the end of a hall and move cautiously out of the elevator. The corridor walls here are large stretched skin nailed in the corners, and the floor has entrails. Some walls have giant CACODEMON skins stretched and large PENTEGRAMS etched on them. Whatever stone work we can see is black and grey rough stones, and the lighting are stakes of fire around 5 feet tall.

RAMSAY

Can you imagine the smell in here
without these breathers?

They pass the first room with red stone walls which is empty except and a few dead people on the floor.

The second room has several large raised platforms of around 4 foot height. On these are different collections of bones... femurs, hips, ribs, and finger bones . The skulls are suspiciously gone.

At the third room, FISHER looks in and sees six walls, each with a dead person nailed to it, and lit with torches. In the center are six pedestals with bloody hearts still beating from an energy within the stone pedestals. On the floor is a strange rune symbol.

INT. HELL, THE CRUSHING PIT ROOM -

They continue around a corner and find another room. The ceiling and walls are all blood splattered red stone. This has a 6 foot deep round pit of ten moaning people within it, and most have stitched up faces with missing eyes, noses, or even mouths. A wall section behind this has peoples live faces stitched together. Some faces appear dead, others scream or moan. One says Oh my GOD.

The three enter the room and are seen as only three figures in silver HEAT suits which could be GUARDS. An IMP comes into the room without paying them attention and is dragging a human into the pit. This person has no legs and only one arm, and is thrown into the pit too.

MCCALL pulls his shotgun out and BLASTS the IMP dead with one shot.

MCCALL

That's what you get for torturing humans!

Immediately another IMP comes in from the HALL and goes right up to MCCALL and claws him through his silver suit into his back. MCCALL yells and spins around and fires at this one too. He backs up quickly and bumps into an elaborate lever on the wall that has carved gargoyle head on it. He fires again and the IMP goes down dead.

The CEILING over the pit is a CRUSHING CEILING and it starts to descend at a medium speed. RAMSAY sees this, looking up at the ceiling and down at the pit. She goes over to the pit to try to pull up someone, but they are all a bit disoriented and delirious. She's able to pull up only one woman, with one missing arm, and half of her scalp shaved and stitched up from some crude surgery. The ceiling comes down and after the ceiling goes below the floor level it slows down and they hear more muffled screaming from within the pit.

RAMSAY starts screaming when she realizes she can not help anyone else.

FISHER helps begins to pull the woman out of the room and calls out to the other two.

FISHER

Let's get out of here.

RAMSAY

(says to MCCALL)

I can't stand it ! It's too much ...

MCCALL pulls here out of there, with his back bleeding as he's hunched over in pain, and they all quickly shuffle back down the corridor.

INT. HELL, BACK TO FIRST ROOM -

They enter the first room, that had only a few dead bodies in it. MCCALL takes off his hood so that RAMSAY can see his face! His eyes go wide when he smells the stench here, and he shakes his head. He looks RAMSAY right into her face and calls out to her

MCCALL

Stay with me Doctor. I NEED you!

(CONT.) I'm wounded and bleeding !

RAMSAY just stares at him as she is still in shock and stunned.

MCCALL

You can still help the LIVING
Doctor! We can still find MARK.

At that, RAMSAY stirs and she comes back to reality.

RAMSAY

(She mumbles)

Yes

MCCALL unzips his HEAT suit and takes it off. We see blood over his back armour. He takes that off too and finally we see deep wounds. He takes out a small bottle of pills and takes a whole handful and puts them in his mouth. He gets the water flask from inside his silver suit and takes a long drink from the flexible clear straw.

RAMSAY opens her grey backpack pulls out a white briefcase with a RED CROSS on it. She opens the The MEDIPACK and there's special salve packs she tears open and puts on his fresh wounds.

RAMSAY

You've lost some blood... I'll have
to give you a transfusion.

MCCALL is dizzy and his eyes flutter and he passes out. She sets him with his chest down on the floor and face to one side. Then she gets a small breather mask with a light and puts it over his nose and mouth, which makes him breath again.

Then she gets a blood pack out of a sealed package. She applies it directly to his arm and attaches it with a wide velcro strap. Then she presses a button and a small display lights up and shows an array of red lights. She presses another button and his arm involuntarily jerks when a small needle goes directly into his arm. Then she watches as the red lights displaying slowly depletes.

Then she removes the salve cloths, and wipes the areas to reveal the wounds cleaned and not bleeding. Next, she also removes her hood, but keeps a plastic tube attached to her nostrils. Then, she gets out her handheld light bar and very slowly goes over the wounded areas, and we watch as

the sides of the wounds move together and make pink lines on his back.

FISHER finally removes his hood as well, and keeps the plastic tube in his nose. The woman is slumped beside him, only half-conscious, and breathing shallow.

FISHER

She is as good as dead. I don't know what surgery you could do for her, but I don't know if anyone could bring her back to a human life.

RAMSAY

(is very reluctant...)
You may be right.

FISHER

She'll be way too difficult to bring with us.

RAMSAY

I was thinking about my son, Mark. I'm beginning to believe we won't find him in one piece, even if we do find him. Why the hell did I come along?

FISHER

You wanted to help. That's the good in all of us. How could we know how much horror these fucking HELLSPAWN could be capable of?

RAMSAY

They don't know what our horror is. We're just food orsport... to them. Let's just find their power and blow these motherfuckers into oblivion!

FISHER

Sounds good, Marine (playfully). See, you *should* join up with us when we get done with this mission.

FISHER gets out pills too and takes two only, and a drink.

Ramsay is working quietly. Then she finally speaks.

RAMSAY

We should rest for a bit. He should be ready to go in maybe ten minutes.

Then she gets up and goes over to the woman, and says:

RAMSAY

What can I do to ease this womans suffering?

Then she checks for pulse and there is none. She then sheds a tear.

RAMSAY

I can do nothing for her.

FADE OUT:

INT. MCCALL'S DREAM OF HELL -

FADE IN:

Camera swoops through corridors and spaces and goes past DEMONS, IMPS, and SHADOWS. The camera swoops to come up to some DEMONS gathered in front of a large dias. We hear one DEMON talking... very difficult animal mouthing of human words... he says.... 'We can't kill them all ; their blood is just too delicious.' At that, the other demons start laughing their low guttural laughter. Then the camera comes around the large dias and cranes up to reveal that it is MCCALL is strapped to a large stone slab, that hangs from chains. He hears their laughter and starts shaking his head side to side, and saying no... no...

The slab tilts forward slowly to become level, and then he's slowly lowered onto a blood splattered slab or table of stone. He is in horror as he might be crushed to death. Close up on his panicked eyes. (tense music crescendo)

INT. HELL, FIRST ROOM -

Suddenly MCCALL WAKES UP because he hears a faint 'BLEEP'. Same angle because he is face down still. He wonders if its his PDA or COMM set. His body starts to stir. He takes off his plastic breathing mask.

MCCALL

DOCTOR ? Are you there?

RAMSAY and FISHER are awakened.

RAMSAY

Yes. I'm here. Must have fallen asleep. I was remembering a quote: Hell is the wrath of God - His hate of sin.

FISHER

God has nothing to do with this place. I was having a nightmare.

MCCALL

So was I.... But I feel a lot better now.

He gets to his feet, and takes off the rest of his torn shirt. He keep the lower PANTS of the heat suit, and he brings the breather mask with him. The Doctor also gets to her feet and comes over to take off the BLOOD pack. On his back we see semi-transparent wide plastic strips covering his wounds. Then he looks around and says:

MCCALL

I should get some clothes on. And the air in here is crap.

FISHER gets to his feet too. He checks his watch.

FISHER

We were out for almost an hour. We better get going.

MCCALL goes over to other dead bodies breathing in to his mask and searches them. He finds a Marines body in uniform.

MCCALL

Fisher. Help me get some armour. Oh, and I think I heard a computer bleep.

FISHER is behind him stripping off armour for his fellow marine. MCCALL finds a PDA and turns it on. He spends a moment going through the menus and finally says ...

MCCALL

I can't believe it ! This has a partial map of this area, right here!

He takes out his PDA and places them face to face, and in two seconds it goes BLEEP, and all info is transferred. He drops the other PDA onto the body on the floor. FISHER comes over with armour and it only takes a second to put it

on MCCALL over his bare chest and strap it up. MCCALL grabs a utility belt from the floor, puts it on his waist, and hooks up the breathing tube to his nostrils.

RAMSAY has gotten up and she's checking her LOCATOR again. It looks promising.

RAMSAY

My Son might be within 100 meters
down the corridor, towards ... EAST ?

MCCALL

(gets his PDA out again.)
Yes, that's the way we need to go. I
better contact HQ again. COMMAND
this is MCCALL. COMMAND?

WILLIAMS (V.O.)

Lt. McCall. We have possible coord-
inates for their main ENERGY SOURCE.
We'll send that to you right now.

MCCALL

Roger.
(as he watches his PDA, he says:)
Got it.

WILLIAMS (V.O.)

Your mission is simple. Find the
ENERGY SOURCE, and shut it down at
all costs.... Understood?

MCCALL

Affirmative.

WILLIAMS (V.O.)

Our rescue ship should be there very
shortly. Contact us when you've found
a suitable Landing Zone. Good luck,
Lieutenant.

MCCALL

Thank you Sir. We'll do our best.
Out.

MCCALL

(to the others:)
They've got a ship coming for us and
I have the coordinates. Now lets get
moving.

INT. HELL, FORTRESS HALLS -

The team head back out into the corridor.

They move on down the hallway and pass all rooms including the crushing pit.

They also pass a few doors that do not open, and at least one corridor that they can not pass because there is a portcullis there.

INT. HELL, FURNACES -

They enter into another room which is quite dark but has many hot burning furnaces inset into all the walls.

(NJ_SOH1.map 7)

MCCALL enters first and sees glowing eyes of three fireball IMPS, and then he sees the fireballs coming at him. He dodges and shoots two of them with his pump shotgun, which he kills quickly.

The last one he gives a roundhouse kick to it and it falls into one of the wall furnaces, where the Marine shoots it point blank, which kills it.

The group now look around a bit more carefully and see lots of charred human bones and skulls on the floor near the furnaces. RAMSAY goes up to one, and looks through a grate, and shields her face a bit from the heat. Suddenly, a screaming FIRE SKULL comes at her (and the camera), and she screams and falls back into a burnt body part, like an arm, at which she screams again.

MCCALL and FISHER hear her and whip around fast, but see nothing to shoot at. They relax a bit and continue across the room to a door. MCCALL tries to touch it, push it, and lean on it to open but it won't move.

FISHER points out to him a funny embossed shape in the door of an IMPS handprint.

MCCALL looks at it, and frowns. He turns around and grabs one of the IMPS on the floor and drags him to the door. He puts its hand print into the shape and the door opens. They enter the next section quietly again and go left at 'T' intersection.

This last section of hallways before the SURGERY room has torn skin stretched across all walls and is slowly dripping blood.

INT. HELL, SURGERY ROOM -

They come to the sixth room which is the end of the hallways. Inside they see four RED DEMONS working on table SLABS where they have people brought to them by IMPS. The people have chains attached to hooks pierced right through their skin. The DEMONS are trying to do surgery.

On one wall are many sculpted reliefs in stone of their ANCIENT evil gods or 'supreme' demons , who were all disfigured human-like freaks, and they are trying to emulate these and create something to please their overlord (in the next room !)

There are too many creatures to kill at once, so MCCALL motions them to retreat back down the hallway.

He motions to FISHER to hide in the shadows across from him and he will do the same. RAMSAY stays behind MCCALL.

MCCALL starts by firing his shotgun into the room... then an IMP comes, and FISHER shoots it twice, and it goes down. They heard more grunting from the DEMONS and two more IMPS come that get killed by MCCALL and FISHER.

Finally a DEMON comes, and they have to shoot it four times to kill it. Another comes and the same thing happens. Fisher's shotgun goes 'CLICK' , and he starts reloading, when MCCALL and RAMSAY kill the third DEMON. MCCALL's shotgun goes 'CLICK' too, and he reloads, when two more IMPS come. RAMSAY must kill these herself. She shoots them both with three less-accurate shots each. FISHER and MCCALL have reloaded, and they start moving into the room.

They go pretty far into the room and see people half-dead on the tables. FISHER sees two other IMPS and shoots them dead.

The team hears a *new* sound... of a bigger DEMON roaring. They hear it coming and retreat a bit. They see a wall section being smashed apart. From behind a wall they finally see a BARON , who is a very large DEMON - 8 feet tall , and more human looking than the RED DEMONS. He sights MCCALL and RAMSAY and shoots green fireballs toward them. They both shoot their shotguns but looks like it does no damage

to it. They retreat further back out of the room. They are separated from FISHER.

FISHER DIES

FISHER is across from the BARON, and he gets his plasma rifle out and levels it at the BARON. He fires a staccato round of fire at the creature and it finally dies. Just as this happens, another BARON comes through a partial wall and attacks FISHER. He grabs him, lifts him up, and bends him backwards in half until we hear him scream and loud crunching sounds of his back breaking. MCCALL is in horror and runs towards him shooting his shotgun many, many times at the BARONS head. The BARON drops the limp marine and fires green fire at MCCALL, who dodges it. MCCALL keeps firing.

RAMSAY sees this and after a moment of pausing, gets courage from somewhere. She too gets up and runs and starts shooting at the BARON.

MCCALL keeps shooting until he's out of ammo... then he retreats quickly and dodges behind a partial wall, and gets out the BFG !

RAMSAY sees MCCALL leave and she too ducks out of sight and starts reloading.

The BARON lifts his head up and roars in anger. We see several CACODEMONS coming from behind him as they hear his roar. There is another room space behind the BARON. They are floating but can not move too fast.

The BARON tears through some partial walls and comes after MCCALL , who stands up from behind a surgery SLAB, and blasts him with the BFG as the BARON comes striding toward him. The BARON is engulfed in a wave of blue plasma energy and drops down dead in front of him. The wave goes out into the next room and kills a CACODEMON too.

MCCALL does not have too much time before more CACODEMONS come, but runs over to FISHER. He grabs his PLASMA rifle from his hands. Then he calls to RAMSAY.

MCCALL

Doctor. See if you can help him !

The second CACODEMON enters the far room, and MCCALL runs past it.

INT. HELL, FORTRESS LOOKOUT WEST -

MCCALL runs into a new room. We see it is a lookout room, with windows looking over the huge lake of fire and the floating islands. He sees the five CACODEMONS floating and one fires at him. Another is inside the room already, and MCCALL shoots at it with the PLASMA rifle.

The creature is hit with multiple blasts of blue energy. The rifle counter is steadily going down. It is less than half-full when it dies and falls to the ground. A couple of energy fireballs from the CACODEMONS narrowly miss him. Then MCCALL peers out the lookout window and sees the other four coming. So again he fires his BFG out the window, and a wave of energy goes out to them. It kills them and their bodies fall to the lava below.

The BFG indicator reads zero.

All creatures are gone now, and MCCALL goes back...

INT. HELL, SURGERY ROOM -

... to RAMSAY who is leaning over FISHER. He kneels down beside the Marine and looks at the Doctor.

RAMSAY looks at him and shakes her head. There is nothing she can do to help. MCCALL sees her expression and exhales deeply.

MCCALL

He was a damned good soldier.

Then thinking about how there's only himself left as a soldier, and the doctor he almost feels hopelessness.

MCCALL says

Damn it.

And puts his hands to cover his face for a moment.

He gets up and goes toward the lookout room, looking back as a way of calling the Doctor to come with him. She gets up too and follows MCCALL.

INT. HELL, FORTRESS LOOKOUT WEST -

They enter this room again. MCCALL goes to view all

the land, and they are over 100 feet above the lava lake. He checks his PDA, and can see where he must go. In the center he sees an interesting device: a holographic display of one of the floating islands. Meanwhile RAMSAY gets out her Locator and gets a very good reading ! She calls out to MCCALL ...

RAMSAY

I've got a good signal ! It's very near, and coming from over here.

She points with her free hand, and walks towards a darkened hallway. MCCALL is puts the BFG in the backpack, and carries the PLASMA rifle, and comes up beside her. He flicks on his light on his headset, and leads the way. When he steps into the new hallway, torches flare up to light the way. There are streaks of blood all along this corridor. They come around a corner to new room that is fairly well lit.

INT. HELL, FORTRESS JAIL CELLS -

They see a very long room with prison-like jail cells on both sides. There must be twenty cells here, and at the end is one human chained to a tall cross. They do not see any enemies here, so they go along and watch her LOCATOR.

It indicates a cell in the center on one wall.

MCCALL opens the latch from the outside, swings open the door, and uses his light to illuminate the cell. They see a human child in a heap on the floor, but chained to the walls. They are careful not to make a sound until they know it is safe. The child has on a bloody head wrap.

DOCTOR RAMSAY, the mother, sees the child and rushes over to him, and lifts his face to see if it is her son. Her hand lifts his face and it is Mark. But his face has two hooks in it attached to chains in the walls. Also she sees chains through his shoulders, hands, feet, etc. The boy is breathing and barely conscious. He tries to look at her.

RAMSAY

Oh, Mark! Oh my boy. I can't believe you're still alive!

She sees these chains and is horrified. How can she get these chains off ? There are rings on the ends of chain,

and on hooks in the walls, and she takes these off. Then she tries to take out the hooks in the flesh of his shoulder. He shudders but as he's only half-conscious, he does not really feel it. He's in complete body shock, and drugged. Without the breathing tubes the others have these people can hardly breathe either.

<they find LINCOLN>

What appears to be a pile of rags in this cell, suddenly moves and startles the Doctor. McCall gets his shotgun out, and point it at the pile. A person underneath puts aside a large piece and MCCALL recognises LINCOLN , the tech who was kidnapped !

MCCALL

Well, that's a surprise. Lincoln! I thought you'd be dead by now.

LINCOLN's face is pierced and bleeding and he has lots of small wounds, but he seems coherent enough to talk. He has trouble breathing here. He explains why he's in this cell.

LINCOLN

I found your son, Doctor, and tried to keep him from getting noticed. And then I thought that if you came for him, and found his signal, then you'd find me too.

RAMSAY gets out her medipack and gives him a soft plastic tube of liquid to drink. She also feeds MARK with one too. She goes ahead and puts the last bloodpack on MARKS arm.

Meanwhile, the human on the cross becomes slightly aware and stirs. It is DR. CARSON. He speaks very softly and slurrishly.

CARSON

Who's that? Is somebody there?

MCCALL sees him in the middle of the room. He helps LINCOLN to hobble out of the cell, and lean up against the cell door, then goes over to CARSON as he's hanging there, bleeding. He sees his nametag on his tattered LAB uniform that says Dr. Carson.

MCCALL

Doctor Carson? They kept you alive?

He looks back to RAMSAY and says

MCCALL

Doctor Ramsay! We're going to need you here too, as soon as you're able.

He examines Carson closer. He has hooks in him in his neck, head, shoulders, back, and legs where he's hanging. He's got a large open wound in his abdomen, where it is held open by hooks, he's still bleeding, and his right arm above the elbow is amputated and bleeding. He is getting short electrical pulses from steel rods in his neck. It pulses like a heartbeat.

MCCALL

My God ! How can you still be alive?

CARSON hardly moves at all, and can barely hang on to consciousness.

CARSON

I'm not. They brought me back.

MCCALL

(winces at the grotesque sight.)
Carson ! How can we stop these damned ... *hellspawn* from getting loose? Will killing their power stop them?

Here he goes up even closer to Carson to hear what he might say.

CARSON

I couldn't find a way. You *must* destroy it...

Then he's almost unconscious again.

CARSON (cont.)

Use ... messagingholograms

Then he's out.

MCCALL thinks about it for a moment. He remembers the holographic display, so he goes over to RAMSAY and LINCOLN to tell them what he's doing.

MCCALL

How's your son?

RAMSAY nods that he'll be OK.

MCCALL

Good. I'm going back to the lookout. There's a holographic display there, that I can use to find the energy grid. I have to leave you here and get on with my mission.

RAMSAY (nods)

OK. I need to tend to my son.

MCCALL

You know I'll come back for you right?

RAMSAY

Yes. Now I believe we will survive.

MCCALL

Try to get back to the shoreline. I'll look for you there. And bring any other survivors that can walk.

LINCOLN does not say anything, but has hard time breathing still in this foul smokey air. Just resting. He nods to McCall as the marine leaves.

INT. HELL, FORTRESS LOOKOUT WEST -

MCCALL enters and goes to the holographic display of one of the floating islands. The images are semi-wire frame and electric looking. He examines the table more and sees a hemi-sphere on either side, and puts his two hands on them.

Moving his hands, the image moves left and right, zooms in and out, and he can go up and down. It's not perfect but he moves it enough to scan around. He is able to make the image go past the four other floating islands and onto the far shoreline, where he sees lots of streams of OOZE pouring into a building attached to giant array of towers, that have pulsing light. It is the POWER ARRAY he's looking for.

He goes in closer and sees the CONTROL ROOM here too, and it has two more BARONS here. Behind them he sees a TELEPORT in an alcove. He looks over at his own wall area and sees a slightly recessed panel with pentagram on it that might

hold a hidden teleporter inside. He sees the BARONS and knows it is too dangerous to just go through.

MCCALL

There's gotta be more PLASMA cells somewhere.

He looks around and beyond a few rooms he sees an energy pillar glowing with plasma energy. It is in an old COMPUTER ROOM and past many Zombie GUARDS. He goes back to view the teleporter, and zooms in, and sees a symbol on the wall behind it.

He leaves the hologram map, and goes to the panel and pushes it. It recedes more and slides into the wall. It reveals a TELEPORT in red glowing light and a pentagram on the floor. Behind it he sees the same runic symbol, and now we know it must go to the same teleport he was viewing.

We see LINCOLN hiding behind a wall, and has the plastic breathing tubes in his nostrils. He watches MCCALL as the marine pulls his shotgun out and loads it fully.

MCCALL then gets the BFG in his back pack and checks the plasma rifle. It has 50% of ammo remaining. He puts his shotgun into his backpack over his shoulder and readys his rifle.

MCCALL

If you are going through hell, keep going....

He steps into the teleport and we see him disappear in a wave of red light energy.

INT. HELL, FAR CONTROL ROOM, EAST -

The teleport lights up and materializes MCCALL. The BARONS immediately see him and rush towards him. MCCALL shoots his plasma rifle at the nearest one and he flies back when hit by the blue light bolts. When the other one is almost on him, he changes his aim at the second one, and he gets blasted for a few seconds. From behind him we see a RED DEMON grab him, lifting him in the air. The rifle shoots into the ceiling and finally runs out of juice. The BARON takes the rifle out of his hands and throws it, smashing it against a wall. The Demon looks like he's going to break him in half, when the other BARON growls something at him !

Instead , the DEMON thrown him to the floor, where MCCALL is knocked out cold !

MCCALLS body is picked up and he's carried down a corridor.

INT. HELL, FORTRESS LOOKOUT EAST -

LINCOLN carries a shotgun, but has no armour. He looks into the hologram and watches as MCCALLS body is carried out of sight. The CONTROL room is empty now, so LINCOLN sees his chance. He also goes into the teleporter and disappears in a red light.

INT. HELL, FAR CONTROL ROOM, EAST -

LINCOLN now appears in the FAR Control room, and he stealthily looks around to get his bearings. He looks down two passages and through the main lookout window to find escape paths. He goes to the main controls here, and studies them for a bit. He knows a little, being a tech, so he guesses and rotates many knobs and pulls many levers.

In the POWER ARRAY, we see lots of chutes of OOZE opening and flooding, and we see many towers begin to glow and pulse heavily. Close up on some containment areas start cracking and a few rivets holding giant boilers together begin to pop.

LINCOLN hears some alarms go off in the distant, and sees lights flashing on the control panel. Then an alarm sound in the control room starts to ring out.

LINCOLN hides half way down a corridor and in shadows. The BARONS come back and growl and start looking around in confusion. LINCOLN leaves them and heads down a corridor where he can find MCCALL. He looks back and sees the BARONS looking at the teleporter, then one of the aggravated BARONS as he smashes the teleporter ! LINCOLN hides in shadows and shuttles his way along halls for around 100 feet, where he enters another room. The BARONS go back the control panel to try to get the machines back under control.

INT. HELL, CHAIN ROOM -

This room has chains hanging from the ceiling everywhere. LINCOLN spots the two DEMONS preparing some chains for

their victim, and MCCALL is on the floor, trying to clear his head by shaking it.

The Tech guy levels his shotgun and goes into the room blasting the DEMONS. He shoots back and forth at each in turns, and actually kills them both ! Then he gets MCCALL to his feet....

LINCOLN

Come on ! If we stay here, we're dead
!

MCCALL looks up, coughs up a bit of blood, and has a little smile for him.

MCCALL

You.... You know for not being a
marine, you sure can kick ass!

McCall puts his arm around Lincoln, who grabs for his bag, and they shuffle off into shadows.

FADE OUT:

They go down more stairs, and avoid a few more GUARDS and IMPS.

INT. HELL, OLD UAC COMPUTER ROOM -

At the bottom they find an old burned out UAC computer room. There are a few dead soldiers here. But there is a column in each of the four corners, and one of them is still glowing with power. MCCALL goes directly for this and opens it up with a touch on a panel. He switched off the power and sees two cells.

MCCALL

Hey LINCOLN. Can you remove these
cells?

While Lincoln does that, he puts his backpack down and opens it up.

MCCALL (cont.)

Let's put them in this thing.

LINCOLN

What is this? Looks like a weapon.

MCCALL

It's a prototype weapon that blasts the HELL out of anything in its path. It called the BFG.

LINCOLN

That's a Big Fuckin' Gun.
(MCCALL smiles and nods.)
Alright ! What's the plan?.

He continues to put the two cells into the BFG.

MCCALL

We overload the POWER ARRAY with the BFG and get back to the teleporter before the whole place blows up.

LINCOLN

But the teleporter was smashed by those green... fireball... monsters.

MCCALL

(pauses, and rethinks his plan.)
OK. Plan B. Let's see if we can contact the rescue ship.

MCCALL starts to put the BFG back into his backpack, and sits down in pain , slumped up against a wall.

MCCALL

See if you can find more weapons on those bodies, soldier.

LINCOLN looks at him and salutes, then goes and searches.

MCCALL gets his headset out. It is broken, but still has the wires connecting it. He turns it on and sends out a message anyway.

MCCALL

Command. I don't know if you'll get this message, but I'm at the main POWER ARRAY now, and plan to overload it and destroy it, any way I can. If you can, send the rescue ship. I'll leave this COMM open. MCCALL out.

He takes out his pain pills again and eats a few. He keeps the bottle open for LINCOLN.

LINCOLN comes back with a RPG and six rockets on a belt !

LINCOLN

I know you can use these. I don't know how to shoot this thing.

MCCALL

That's exactly what we need. Here. Takes these pills. They'll kill the pain.

MCCALL puts the BFG over his back again, gets up and gives the shotgun to LINCOLN. Then he puts on the RPG belt, holds the RPG and puts a rocket in it. LINCOLN checks to see if the shotgun is loaded, and he follows MCCALL.

EXT. HELL, POWER ENTRY -

They exit the safety of a covered room, and look out all around an open space that they need to get across. They see a number of CACODEMONS floating up high nearby, and they quickly go across, and then get down narrow stairs to a lower area. They see lots of channels funnelling in the GREEN OOZE, and they go down to a level area where there are lots of towers glowing with power. There are also lots of leaks in the containers now because of LINCOLN at the control room. They go across some areas and their boots smoke a bit from the toxic substance.

They finally come to a huge central area, that has many columns of power, intertwined with most of the floor being lava pits, but there are certain narrow walkways the GUARDS use, but not the IMPS. There are many IMPS and GUARDS working hard at stopping leaks, which create radioactive waste STEAM.

One GUARD trips and falls into the lava and catches completely on fire and after burning a bit, sinks below the surface. The two intruders also see a few CACODEMONS floating. There are lights flashing, probably from the overloaded circuits from the control room. They need to get across this space to an elevated dias with lots of computers on the walls and rows of connecting generators with their turbines whirring and huge collections of cables hanging. That must be the main control of the power network.

MCCALL looks around and sees side passages on both sides that should lead around to the back. He motions for

LINCOLN to follow as he goes to the side passage. They crouch down, hidden, and look through a long tunnel. They watch as IMPS go through here and see a series of three huge doors opening and closing for them. He ponders for a moment while he makes a plan.

MCCALL

We should try to clear this whole area, of these damn hell-spawn, for the rescue ship.

LINCOLN

Think the rocket grenades will be enough?

MCCALL

No. We need another plan. Do you think you can wire those huge doors to close down on command?

LINCOLN

I think most of this area is based on UAC design, so I just need access to a computer panel.

MCCALL

OK. Looks like there would be one at that alcove, right?

LINCOLN

Yes, Should be. We need to get there without these DEMONS seeing us.

MCCALL

Alright. You get to that panel after I get all of their attention. I'll come back through this passage and you can trap them and crush them.

LINCOLN

That sounds very risky, but it's probably the only way to do it. OK. I'm ready.

MCCALL

I hope this works. I just thought of something if I die, I hope I don't see you ... back here ! he smiles.

LINCOLN

(smiles too.)

Fucking hope not.

LINCOLN watches as MCCALL nods and goes back to where they came in, and to the other side. Then his RPG fires off a grenade and it explodes on a busy power column causing it to fall over into lava. A few of these monsters are wounded or killed. The CACODEMONS start to converge on the human. LINCOLN watches as MCCALL shoots two more grenades at a CACODEMON, and it finally dies and falls into lava splashing it onto IMPS and GUARDS, killing some.

LINCOLN suddenly realises he's got a job to do ! He looks down the passage and there is no monsters, so he quickly moves to the alcove. He sees a burnt out panel hidden, pushes it to open, and sees a controlling pad. He starts pressing buttons and keypads.

One door starts moving down, and LINCOLN looks over to see which one. There is a series of five large doors here, and he's in the fourth area. He gets a red light flashing and asking to 'OVERRIDE SETTINGS', and it asks for a 'PASSWORD'.

MCCALL starts really moving fast now as the monsters are following him. GUARDS shooting shotguns, IMPS and floating monsters with fireballs.

From the computer area we see two BARONS coming after MCCALL. MCCALL sees this and ducks behind some concrete and fires over the top at them. He only has two grenades left. He looks to one side and he's getting surrounded by IMPS. He closes his eyes for a second to focus, and then he's made a serious decision. He quickly pulls out the BFG and puts it over the top and fires it.

THE BFG fires in a wave of blue energy and kills all the guards, half the IMPS, and one CACODEMON before the wave fades out. He fires again and this time the last IMPS are killed, another CACODEMON and the BARONS are affected slightly. He looks at the LED readout and from 300 it is down to 100. He has one shot remaining. He thinks about it for another moment as he watches the two BARONS coming for him, over lava like it was just stone floor.

He looks over at where LINCOLN should be, and decides to trust him. He packs up the gun and puts it in the pack and over his back. Then he grabs the shotgun only and heads down the passage. He keeps the two BARONS just in sight and

avoids their green fireballs. They come after him and are soon just coming around the corner of the passage.

INT. HELL, CRUSHING PASSAGE -

MCCALL retreats and dodges fireballs, but can't turn around because he might get hit with a fireball. He shouts down the passage.

MCCALL

(He shouts over his shoulder)
LINCOLN. I hope you're ready!

LINCOLN sees him coming and starts the first door closing behind the two BARONS. They don't notice as they are intent on catching and killing this human.

From MCCALL's position, we see him backing up, when just overhead we see another door coming down on him. He keeps retreating and by ducking and rolling just gets to the other side of the door as it closes. Now there are two BARONS trapped in between two doors.

MCCALL

(running down to where LINCOLN is)
That's perfect.

Just as he says that, they hear a load stone grinding sound and look to the closed door and see it slightly opening. The BARONS are trying to get it open.

LINCOLN

Oh shit. I don't know what else to do.

MCCALL

Lets get moving.

INT. HELL, ENERGY GRID CONTROL -

They quickly go towards the MAIN CONTROL room. They avoid some lava areas and step on only the stone pathways, and get up to where the main generators computer is.

As they step up on the platform, they are scanned by an overhead light and it recognises them as INTRUDERS. They hear loud noise of machine whirring. They look behind them

to the lava floors, and see the ceiling , between four huge concrete pillars, is coming down.

On this slowly lowering platform they see a huge horror of a creature that is half built of machine parts like a robot. He is around fifteen feet tall, his head is also of a DEMON with horns and he has huge goat type machine ROBOT legs that are hooked backwards. He has a rocket launcher on his arm, and as soon as he spots them he starts shooting rockets immediately.

The two humans get out of the way of waves of rockets coming, with MCCALL getting out of its sight. LINCOLN goes back down to the passageway , and the CYBERDEMON follows him

MCCALL peers out and sees the huge monster go after LINCOLN. He also notices the huge live wires coming out the side of the computer here. He takes out the BFG and starts to hook up these heavy cables to it.

LINCOLN has ran to the alcove in the PASSAGE and he waits for the CYBERDEMON who is fast on his tail. The ground shakes when this behemoth walks. He comes to just outside the door and starts firing rocket grenades towards LINCOLN. He can only hide further behind a shallow wall. The rockets hit the panel and it is destroyed.

Only a short distance away the door holding the two BARONS is suddenly released, and all doors go back up.

The CYBERDEMON notices this and pauses its shooting of rockets. It sees BARONS coming and it turns away from them and back to LINCOLN.

LINCOLN is in real trouble now, and waiting for these monsters to come upon him and kill him. He gets his shotgun out, and he's flat against the wall, and hears them coming closer. When he thinks he's sure to die, he hears the whirring of a CHAINGUN machinegun firing on the CYBERDEMON.

Outside we see the RESCUE SHIP has just arrived and a marine is shooting, with extreme prejudice, at the CYBERDEMON. It is not quite enough, because the CYBERDEMON can still move even through being hammered and torn up by a heavy machine gun. The CYBERDEMON turns and fires rockets at the ship. The ship is rocked in mid-air a few times as it takes rocket hits.

Inside the SHIP we see a Marine with helmet getting a PLASMA rifle ready. He starts shooting the CYBERDEMON from the open side door of the rescue ship.

We see one BARON come out and attack the ship with its green energy ball, and the other goes further in. Then the giant door starts closing. LINCOLN is trapped in there.

MCCALL finishes wiring the BFG and presses buttons to fire. The panel lights up entirely as if to fire the weapon, but instead it goes into OVERLOAD. It starts to whine, and MCCALL gets the hell out of there. He goes around the corner and spots the door to the passageway, and where LINCOLN was, just as it is closed.

On the other side of the giant room, we see a teleporter activated and many creatures start to come through. Mostly IMPS coming one after another, and firing yellow fireballs at MCCALL and the SHIP.

The last BARON sees him and tries to come after him to tear him apart, but MCCALL starts shooting with his shotgun. He keeps blasting him ten times in a row until he dies !

The ship has been battling the CYBERDEMON in the background. With a few more hits with the PLASMA rifle the CYBERDEMON is destroyed, and it falls down partially into lava and on the stone pathways.

The SHIP comes down to three feet above ground but not landing. MCCALL runs and jumps into the open side door, and grabs onto a shotgun held out for him to grab. It is JACKSON , who he left in the Medical Sector.

MCCALL

This place is gonna light up like a Supernova!

JACKSON

(yells to the PILOT)
Let's get the hell out of here. FAST.

JACKSON

McCall ! Good to see you're alive

MCCALL

Jackson ! I'm glad you're all healed up.

MCCALL looks at the shotgun and it is attached to JACKSONS arm !

JACKSON

Yeah. Check this out.
(He shows MCCALL his right arm...)

MCCALL

Shit ! That's just like that....
thing on the surface. Except it had a
Rocket launcher.

JACKSON

Now I'll be the first one out on
every mission.

MCCALL

That is fuckin' unbelievable, Jackson.
(He smiles.) But cool.

EXT. HELL, RESCUE SHIP -

The RESCUE SHIP rises fast, and goes up. We suddenly see a BRIGHT LIGHT as the BFG overloads and explodes, and starts a cascade of energy explosions below. An aftershock wave hits the ship escaping and it is rocked by it but not damaged. The SHIP keep on going.

IN. RESCUE SHIP, COCKPIT -

MCCALL comes into the cockpit, to view the scene on a large reverse angle screen.

On the screen he sees: The second FAR CONTROL ROOM overlooking the ENERGY GRID, is cracking as lava is splitting the rocks apart. Some parts of the rock wall face fall down into the lava lake.

MCCALL

(to PILOT)

We need to land in one place to pick
up survivors.

PILOT

Yes sir. Just show me where on the
NAVRAD.

MCCALL looks at a smaller screen and plots a simple course to the FORTRESS and the SHORELINE near it.

They hear sounds of fireballs hitting them and the ship rocks only slightly. From up front they hear the PILOT.

PILOT

We've been targetted by those fucking flying red balls of death.

FISHER

(coming up front too)

There's two that we can see at our 9 oclock.

(He starts coming to the back.)

PILOT

MCCALL! We're coming up on that huge Fortress.

MCCALL

Let's take them out before we get to the survivors.

FISHER is in the back with MCCALL, JACKSON and one other Marine. He gets out he RPG and grabs a belt with 20 or so rockets on it. He speaks to MCCALL.

FISHER

Give us a hand will ya ?

Fisher opens the left side door.

Right in front, maybe 50 feet out, is a floating CACODEMON. It sees them and fires one fireball, but because the ship is moving it misses and hits the side. FISHER starts shooting the rockets. He fires six rockets in a row and four hit the monster. He dies and falls to the ground, one hundred feet below.

He sees the other one and fires another six in a row, but only three hit. The monster fires twice and FISHER gets hit. JACKSON sticks out his rifle arm and fires four times and kills it. It falls to the ground also.

JACKSON

I think it's all clear.

The other MARINE sees to FISHER. He's a bit burned, and his face is blackened.

MCCALL

Lets get the survivors and get of
this rock.

EXT. SHORES OF HELL, SURVIVORS -

Long camera shot across the fire and lave lake. Slowly pan over to the FORTRESS which is about 100 meters away. It is cracking as lava is splitting the rocks apart. Some parts of the rock wall face fall down into the lava lake just like what was happening across the lake.

Slowly tilt down to the RESCUE SHIP, on the shore of the lake. The ship has scorch marks on it, and the marines are helping some wretched humans get aboard.

MCCALL is helping RAMSAY and MARK get into the ship, which is a three foot climb up. JACKSON and other Marines are helping others.

One survivor, a woman, has no arms and is barely conscious.

Another one has his mouth stitched closed with heavy coarse threads.

We see the ten year old boy, MARK, and he is barely awake. She removes his head bandaging for MCCALL to see and we see that his brain is opened up at the back and part of his skull is missing. But miraculously the magic of this place has kept him alive.

DR. RAMSAY would like to help these people but she has no medical kit.

MCCALL

(sees the childs wound.)

I'm sorry.

RAMSAY

No. I must thank you. Without you, I
wouldn't even have him back.

MCCALL

It's my job. OK, not just my job.
I'm so glad that you came back.

McCall takes a few more painpills and winces in pain.

MCCALL

I've never had so much pain in my life as the last 24 hours. These little buggers are lifesavers.

INT. RESCUE SHIP -

We see FISHER closing the side door.

EXT. RESCUE SHIP -

The ship starts rising faster and faster.

INT. RESCUE SHIP -

The Marines and the survivors are so tired and wounded that they don't say much. Except FISHER who talks to MCCALL.

FISHER

Do you think that it's over? I mean, their invasion?

MCCALL

I think, whatever survives there, will have a hell of a time rebuilding. And the UAC should be able to keep them out now.

RAMSAY

What about the damned UAC? It was completely their fault for opening the portal in the first place.

MCCALL

The UAC is a private client of the Marines. We can't go to the public with any of this.

FISHER

... you know..... (quoting) 'All employees must sign all disclosures before even being retained'.

MCCALL

The UAC have got a HUGE overhaul to clean up the moonbase on Deimos. I'm sure they wouldn't jeopardize that.

RAMSAY

Let's hope they've learned to keep
Pandoras Box closed.

EXT. RESCUE SHIP, PLANET -

Long slow shot of the ship rising out of the stratosphere of the moon, as we watch it flare up and glow. The ship passes and camera pans to ship as it travels back to the mother ship some far distance away.

<FADE OUT>

END