

THE AVENGERS

THE LIVING DEAD

DIALOGUE SHEETS



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NOT TO BE ISSUED

PREPARED BY:

TELEFON LIMITED,
Associated British Productions Ltd.,
Elstree Studios,
Boreham Wood,
Herts.,
ENGLAND

MARCH, 1967.

EXT. COLLIERY AND PUBLIC HOUSE "DUKE OF BENEDICT"

Establishing Shot.

INT. PUB

KERMIT: Got you!

That's it then.

HOPPER: Goodnight Kermit.

EXT. GRAVEYARD

KERMIT: (Giggling)

DUKE OF BENEDICT rises up through tombstone and starts to walk away. KERMIT reacts.

INT. CHAPEL/INTERCUTTING WITH EXT. GRAVEYARD

DUKE is pulling Bell Pull.

KERMIT: Errr.....

Urggh.....

He's there. I saw him....

HOPPER: Who?

KERMIT: I saw him, with my own eyes.

HOPPER: Who did you see?

KERMIT: He came up out of the grave....

The Duke...

HOPPER: What are you talking about?

KERMIT: The ghost of the dead Duke. I saw him. He's in there...

INT. CHAPEL

HOPPER AND OLLIPHANT enter

NO DIALOGUE

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EPISODE TITLE

"THE LIVING DEAD"
superimposed over
INT. CHAPEL.

AVENGERS I.D.CARD

COMMENTATOR:

Tonight's episode of The Avengers
is brought to you by:

COMMERCIAL BREAK

EXT. STREET AND
TRAFFIC LIGHTS

EMMA drives up and
reacts to traffic
light - RED - STOP
 AMBER - MRS. PEEL
 GREEN - WE'RE NEEDED

NO DIALOGUE

EMMA looks back and sees
STEED.

EXT. GRAVEYARD

STEED:

The ghost materialised itself
somewhere near here. Went for a
nocturnal stroll....dropped into the
chapel and then dematerialised itself
again.

EMMA:

Ghoulies and ghosties and things that go
bump in the night.

STEED:

Ding, dong...this ghost made more of
a ding, dong than a bump...it started
swinging on the bell rope...kicked up
quite a racket....loud enough to wake
the....well pretty loud anyway.

EMMA:

Was it just any old ghost or one person
in particular.

STEED:

Very particular...Montague Staplow...the
6th Duke of Benedict....he died sixteen
ninety-eight. Now this is the family
graveyard....all the Staplows are buried
here....

EMMA:

Not quite all.....

Rupert Staplow....the fifteenth Duke of
Benedict. His body lies we know not
where. Lost in the Benedict nine
disaster. This is to commemorate
him and the brave men who died with him.
The Benedict nine disaster...that was
about five years ago, wasn't it?

EXT. GRAVEYARD

STEED: There were thirty men lost and the roof caved in.

EMMA: And they were never able to get out.

STEED: The pit was sealed off and the mine closed down. Well, that lets out Rupert the fifteenth Duke.....and it couldn't have been him who - a - popped up last night.

EMMA: Do you believe in ghosts, Steed?

STEED: Someone does.....Kermit the hermit.

EMMA: You didn't answer my question, do you believe...?

STEED: Let's put it this way....strange happenings need looking into....now you stay here and browse around and I'll go and see Kermit the hermit....

EXT. PIT HEAD

STEED'S P.O.V.

STEED: Kermit!

Kermit.

That's not a very nice welcome...

KERMIT: I like to be left alone.

STEED: Ohh....I'd like you to - oop - to tell me a ghost story.

KERMIT: Ghost?

STEED: Yes, like the one you saw last night.

KERMIT: I didn't see anything. I'd had too much to drink, when I've had too much to drink, I see things, hear things....

STEED: Hear things?

KERMIT: Just go away. Leave me alone. I didn't see anything. There wasn't any ghost.

Never was a ghost....never was.....

END OF REEL ONE

716ft. 5 frames

INT. CHAPEL

EMMA moves into
Chapel.

MANDY:

The vibrations are marvellous.

EMMA:

Mmm...

MANDY:

The Vibrations. They're all around, my
psyche is absolutely tingling. Feel it?

A sort of.....splendid. In fact I'd say
it was the best I'd ever experienced.

I'm Mandy McKay of FOG.

EMMA:

FOG?

MANDY:

Friends of Ghosts, Yes. It's superly
supernatural here.

EMMA:

Mmm...

MANDY:

Definitely.....ghosts all around us.
Er...?

EMMA:

Err...Peel, Mrs. Emma Peel.

MANDY:

Mrs. Peel. Yes, they're all here.

EMMA:

And friendly?

MANDY:

FOG believes that all ghosts are friendly.
I mean people are always being frightened
of ghosts. But have you ever considered
that they might be frightened of us? Well
we do give them a terrible time you know.
Hunting them, exorcising them. Every time
they take a little stroll, someone is liable to
throw a blue fit. Poor things.

EMMA:

How many ghosts have you actually seen?

MANDY:

Well....I haven't actually seen any, but
I've sensed them. There's definitely one
here....and I mean to seek him out.

SPENCER:

With cant and mumbo jumbo.....with
superstitious nonsense?

MANDY:

You?

SPENCER:

No. And about to disprove all your silly
little notions.

MANDY:

George Spencer.....he's from SMOG, Mrs.Peel.

EMMA:

SMOG?

SPENCER:

Scientific Measurement Of Ghosts. A Society
that does not believe in ghosts, Mrs. Peel.
There's a scientific explanation to all
hauntings and we find that explanation,
scientifically. We fight legend with logic.
Folklore with facts...cold clinical facts...
you may rest assured, the dead Duke of
Benedict does not walk this area.

EXT. ROUGH COUNTRY PATH

STEED:

Morning...

Ah, lucky I was flying high, otherwise you would have winged me.

MARGARD:

You saw the notice, back there....
Keep Out....you saw it?

STEED:

Yes, Yes.

MARGARD:

Well....

STEED:

Beautiful bright print, excellent lettering, easy to read....I would prefer a four point Doric myself, but on the whole I'd say an excellent notice....

MARGARD:

It meant what it said....Keep Out....Keep away...

STEED:

You are in danger of ruffling my feathers...

GEOFFREY:

What's going on....Margard?

MARGARD:

Only a trespasser, Your Grace....don't worry, I'll take care of him.

STEED:

Your Grace, the Duke of Benedict, John Steed. There's a business matter... is there somewhere private we can talk?

GEOFFREY:

Yes, certainly...I....

INT. CHAPEL

SPENCER:

When I have laid all this out, the trap will be set....

EMMA:

Do you really think you'll catch something?

SPENCER:

Oh, I have caught things before....but only hoaxers, practical jokers, never a real genuine ghost.

EMMA:

Well, if you come across a big one you can always cut him down to size with that sword.

MANDY:

You're both unbelievers. You've got to be in sympathy. Without sympathy you won't see anything.

SPENCER:

I fear you are right. It will be a long cold fruitless vigil.

EMMA:

Do you intend staying here all night?

SPENCER:

At least until midnight, the witching hour.

INT. STUDY

GEOFFREY: I must apologise for my Estate Manager. He takes his duties rather seriously.

STEED: This delightful claret fully makes up for his discourtesy.

GEOFFREY: I thought it might...tell me now Steed, what do you want to see me about?

STEED: Ah, who's this?

GEOFFREY: Eh...oh, that's poor cousin Rupert.

STEED: He died in the mine disaster, didn't he?

GEOFFREY: Yes, poor fellow...he was taking some visitors around at the time and the roof caved in and the fifteenth Duke was no more.

STEED: And the sixteenth took over....ah, what a fine old house....

INT. HEALTH ROOM/INT. STUDY

STEED: Ah!

GEOFFREY: Now, look here, Steed...what is this business of yours?

STEED: My business is shooting.

GEOFFREY: Shooting.

STEED: Ha! Ha! Well, I've heard the game around here was very good, so I thought I'd ask your permission to roam around and bang away at it....

MASCARD: I'm afraid that would be quite impossible, Mr. Steed....we've had so much poaching this year. The game is very scarce...I'm sure you understand.

GEOFFREY: Eh....oh, yes....poachers...hoards of them. I'm terribly sorry, my dear chap.

STEED: Well, it wasn't a wasted visit anyway... I had access to your cellar.

MASCARD: Cellar...d'you mean he's been down... d'you mean you let him...?

GEOFFREY: He's referring to the wine...

STEED: It's an old english custom to refer to one's wine stock as one's cellar..... but perhaps he's mm...unfamiliar with old english customs...

GEOFFREY: Well, it's been awfully nice meeting you, Steed...I hope you'll come back again when, when we're not so busy...

INT. PUB

EMMA: Suntan Lotion?

STEED: Ssh....About a ton of it.....
and that's not all.

EMMA: No?

STEED: The Duke's Estate - hotly defended by
gamekeepers.

EMMA: Isn't that their job?

STEED: Yes, but not when they shoot at things
out of season.

EMMA: What's out of season now?

STEED: Me. And that's not all. A very strange
chap called Masgard - he works for the Duke.
He was very nervy when I mentioned the
wine cellar.

EMMA: Which wine cellar?

STEED: The Duke's.

EMMA: And you think there's something nasty
in the Duke's wine cellar?

STEED: Could be.....well what's it to be?
Same again? Same again, please Landlord.

LANDLORD: Yes, sir.

STEED: What did you find out?

EMMA: Nothing.

STEED: Nothing. Nothing at all?

EMMA: Just a couple of ghost hunters. One of
them's keeping a twilight watch at the
chapel now.

INT. CHAPEL

SPENCER is lying
down. He gets up and
walks around with mike.

INT. PUB

EMMA: First there's Spencer of SMOG.

STEED: SMOG?

EMMA: SMOG. He does it all by science.
Then there's Mandy McKay of FOG.

STEED: FOG?

EMMA: FOG. She does it all by.....

INT. PUB

EMMA:

Ah.....Miss McKay.

I was just telling Mr. Steed about
the Friends of Ghosts.....Mandy McKay...
John Steed.....

MANDY:

Hello.

STEED:

How do you do.

MANDY:

Hello, do you believe in ghosts, Mr.Steed?

EXT. CEMETERY

STEED, EMMA AND
MANDY rush out to
Cemetery.

STEED AND EMMA go
into Chapel.SPENCER'S
body is swinging on
bell rope.

COMMERCIAL BREAK

END OF REEL TWO

762 ft. 5 frames

INT. PUB

STEED: It's uncanny.

EMMA: Unbelievable.

MANDY: Supernatural.

HOPPER: It's an omen.

A bad omen.

KERMIT: Hopper, Hopper.

HOPPER: All right, all right, keep your voice down.

KERMIT: I want two bottles. Two bottles of my usual.....err....not the usual.... something a little better....something with a bit more quality.

EXT. PUB

KERMIT: That's mine - I earned it.

STEED: Earned it? How did you earn it?

KERMIT: I didn't do any harm....just told a lie that's all....about the ghost.

STEED: You said there wasn't a ghost.

KERMIT: That - that was the lie I told. There was a ghost all right....I saw it, with my own eyes...but he paid me to say I hadn't seen it.

STEED: Who paid you?

KERMIT: Him up at the Duke's. Masgard....Malgard paid me.

INT. HEALTH ROOM

MASGARD: You are quite correct, Mr. Steed. I did pay Kermit to keep his mouth shut.

STEED: Why?

MASGARD: I really don't see that that has anything to do with you, but I don't mind telling you....this story about a ghost....let a thing like that spread and people will come here for miles around....hundreds of them... maybe thousands....it could ruin the Estate. Frighten the game away. And as a sportsman, I am sure you share my concern for the game....so I paid Kermit in order to stop the story before it started...satisfied....

STEED: As a sportsman, let's just say I share your concern for the game.....

EXT. ROUGH COUNTRY

STEED stops walking and reacts to TOM putting make-up on his face.

INT. PUB

EMMA: Right. Ready when you are.

MANDY: I still don't think you should come along.

EMMA: Nonsense. If you're going to keep watch, so am I.

MANDY: You, an unbeliever.

EMMA: A disbeliever. Not quite the same thing.

EMMA: I'm sceptical, but I could be convinced.

MANDY: I still don't feel you're in sympathy.

EMMA: Spencer wasn't in sympathy, but the ghost put in an appearance for him... with a vengeance.
Shall we go?

EXT. GRAVEYARD

MANDY: You must promise to do as I say...if the ghost appears.....

EMMA: You tackle his legs, I'll bash him over the head...that is unless he's got it tucked underneath his arm.

INT. CHAPEL

EMMA: (Whispers) It's cold in here.

MANDY: (Whispers) That isn't the cold....the vibrations, they're all around us....stronger than ever...

INT. PUB

HOPPER: Usual?

STEED: In a minute....What do you know about the Duke Of Benedict?

HOPPER: This one? No backbone....Rupert now, the fifteenth Duke, he was a real man. Things were different when he was alive. It was a terrible disaster when we lost him like that.

STEED: What happened exactly?

HOPPER: They never did find out for sure. Mr. Rupert was showing off some of his new mining techniques to a party of more than thirty - mining experts most of them....a pitfall, the roof came in.

INT. PUB

STEED: And they never got them out.
HOPPER: So they closed the mine.
They made it a sort of....tomb for them all.

INT. CHAPEL

EMMA: There's a draft coming from somewhere.
Do you feel it?
MANDY: It's the door.
EMMA: No it's closed.
MANDY: So it is
EMMA: It's coming from somewhere.
Somewhere over here.

INT. PUB

STEED: What about Masgard?
HOPPER: What about Masgard?
STEED: Well, where was he?
HOPPER: When?
STEED: When the mine caved in?
HOPPER: No idea. He's only been here a month.
STEED: He's very familiar with the Duke, if he's
only been here a month.
HOPPER: Isn't he though.
STEED: Well, I'd better be going. If Mrs. Peel
comes in, you'll tell her...
HOPPER: (Interrupts) Mrs. Peel went out to the Chapel. She's
keeping watch.

EXT. GRAVEYARD

MANDY: (Screams)
STEED: What happened....what is it?
MANDY: The ghost.....it took her...it took Mrs. Peel.

INT. CHAPEL

STEED enters chapel
and walks to swinging
bell rope. HOPPER
stands in doorway
with gun.

NO DIALOGUE

COMMERCIAL BREAK

AVENGERS I.D.CARD

COMMENTATOR:

THE AVENGERS will continue, following
this pause for station identification.

A.B.C. LOGO CARD

AVENGERS I.D.CARD

COMMERCIAL BREAK

END OF REEL THREE

669 ft. 8 frames

INT. PUB

STEED: That's better.
MANDY: I...I...I.I...I...
STEED: Now calm down and tell us what happened.
MANDY: We...we...we..we...we...we...

We were sitting there. Then there was this bright light and there he was...

STEED: Who was?
MANDY: He was. The G.G.G.G...Ghost..The ghost of the Duke...rising up from his tomb. All white and transparent.
STEED: Transparent?
MANDY: You could have read a newspaper through him.
STEED: Could you....oh, go on.
MANDY: He stretched out his arms, moved towards Mrs. Peel and then.....
STEED: And then?
MANDY: And then I ran.
STEED: And Mrs. Peel?
MANDY: Didn't run.
I say, I've actually seen my first ghost.
GEOFFREY: My dear fellow, I've just heard.
MANDY: I've seen my first ghost.
GEOFFREY: I'll do everything I can to help.
MANDY: I've seen my first ghost...my very first ghost....
GEOFFREY: My people are searching the whole area. They'll work all night, if necessary...
MANDY: My first ghost.
STEED: She's seen her first ghost, huh!
GEOFFREY: Funny business.
STEED: Hilarious.
MANDY: I've actually seen my first ghost.

EXT. GRAVEYARD

GEOFFREY: Keep at it. Ah, my dear chap. No luck, I'm afraid.

STEED: Well, that's a relief...

GEOFFREY: Eh?

STEED: I don't relish finding Mrs. Peel in a graveyard.

GEOFFREY: No, no, no, of course not....still we'll keep at it what! See what we can dig up. I mean...see what we can find.

KERMIT: They won't find anything here...

It's the wrong place...they should try the mine...that's where the others are...

STEED: Others....what others...?

MARGARET AND TOM
looking towards
STEED AND KERMIT.

EXT. PIT HEAD

STEED: Ha! Ha! you have to offer some information.

... you said the others were here. What others?

KERMIT: The fifteenth Duke, Mr. Rupert and those that were with him.

STEED: What, you mean the men who died in the mine disaster?

KERMIT: They're not dead. They're still here. Down there.

KERMIT: (Cries)

STEED: All right, young fellow...that was five years ago. They died five years ago....

KERMIT: They're still alive, alive down there....

I've heard them...

STEED: Heard what?

KERMIT: Them down there. Trying to tunnel out. I've heard them tapping...(Cries)

INT. PRISON CELL/EXT. STREET

EMMA rises from bed and reacts to noises outside. Looks through window at Street.

NO DIALOGUE.

EXT. WOODED LAND

STEED ... at his watch. Hides behind sign as TOM appears.

NO DIALOGUE

INT. STUDY (FIRE OF BENEDICT)

STEED enters - goes down cellar steps - reacts to bird twittering.

INT. CELIAR

Masked man enters cellar and STEED hits him with umbrella and removes mask.

MASGARD:

Why is this light on? Who's been down here?

GEOFFREY:

I expect they've been shifting the gear around.

That hoochah at the graveyard has set us back a bit.

MASGARD:

An unnecessary piece of theatricality on your part.

GEOFFREY:

Well, I thought....

MASGARD:

You're not required to think, but to do as you're told.

GEOFFREY:

Well....it seemed a good idea to - to - help Steed - put him off the scent.

MASGARD: (Interrupts)

Any more good ideas and you'll have to go underground for a while.

GEOFFREY:

Well, I'm awfully sorry.

MASGARD:

You're late.

STEED:

(mumbles)

MASGARD:

All right...all right...hurry along.

GEOFFREY:

You weren't serious about sending me down below were you - I mean you were only...

What do we do now?

MASGARD:

You will come to learn, we never panic. There is a solution to every problem.

END OF REEL FOUR

783 ft. 2 frames

INT PUB

HOPPER: All right. All right.

What's up?

STEED: I want to get down the mine.

HOPPER: What?

STEED: Is there some one in the village who can take me there. Look, is there someone who knows how?

HOPPER: Well, there's me.

STEED: Oh, good.

HOPPER: Yeah. I worked in that mine for ten years.

STEED: Well, you can take me down, can't you?

HOPPER: No, not there.

STEED: Why not?

HOPPER: There's nothing mortal scares me, but that pit's a tomb...an evil place.

STEED: Oh, come now...

HOPPER: No, but I'll send you down. I'll operate the cage, but I stay on top.

STEED: That's fair enough.

HOPPER: I suppose there's a good reason.

STEED: Let's say, there's the ghost of a good reason.

MANDY: I thought so. It's about the haunting isn't it?

And Mrs. Peel...I'm coming with you.

STEED: Absolutely no.

MANDY: But I couldn't dare not go...I'd be drummed out of FOG.

And you wouldn't want that to happen, would you?

STEED: Now look here, Miss McKay, if you think you can make me change my.....

That you can twist me round your mmm.....

By rolling those beautiful blue eyes of yours.

They're grey, actually.

STEED: So they are. They're grey and I love the way.....

EXT. SHRUBLAND

HOPPER: You let me go first....

EXT. PIT HEAD

HOPPER: That wheel hasn't turned in five years.

STEED: That's the theory.

HOPPER: The cage is over here.

INT. CELL/EXT. STREET

EMMA looks out of Cell
to Street.

SOLDIER: Squad, Halt!
Right face.
One, two, three, four, five, six, seven,
eight, nine....Fire...
Quick march, left right...left right...
left right....

EXT. PIT HEAD

Colliery Wheel

NO DIALOGUE

INT. MINE

MANDY: It's a marvellously spooky atmosphere,
but no...um...I mean whoever heard of a
subterranean ghost..

STEED: A ghost is a spirit of the dead...well
there must be at least thirty dead
somewhere down here....

EXT. PIT HEAD

MASGARD: All right Hopper. Who's down there?
Don't be heroic...I asked you a question.
HOPPER: Steed and the girl...
MAGGARD: Girl?
HOPPER: Miss McKay, she's with him.
MAGGARD: Is she now.
HOPPER: Ow!!
MAGGARD: Get an axe, out through the cables.

INT. MINE SHAFT

MANDY: We must have walked miles.....

STEED: About one mile...

MANDY: Well, don't you think it's far enough.
There's nothing down here, Steed.

STEED: Sshh...

MANDY: What is it?

STEED: Listen.

MANDY: I don't hear anything.

STEED: It's stopped now...but it came from
over there...I'm sure of it...

This could be the rock fall that trapped
those men.

MANDY: If it is...then it must be solid rock
all the way back for miles...I mean they
didn't get them out, did they?

EXT. STREET/INTERCUTTING
WITH MINE

L.S. People in Street.
RUPERT and Prisoners.

STEED: Rupert.

MANDY: That's right Steed....Rupert....

the fifteenth Duke of Benedict...
I had hoped you wouldn't get this far...
but you have and now you must stay....

COMMERCIAL BREAK

EXT. STREET

Two Jeeps drive
in.

Ad Lib shouting

INT. CELL/INTERCUTTING WITH
EXT. STREET

EMMA: You....I've seen your name on a grave...

RUPERT: Perhaps I am dead...perhaps we are both
dead...and this is some kind of hell...
most of the others are dead.

EMMA: The men who were with you.

RUPERT: Yes, there were more than thirty of us
and now there are just five...just five...
all the others have gone...and that's
their only monument...they kept us down..
here to build that...

INT. CELL/INTERCUTTING WITH
EXT. STREET

EMMA: Down...what do you mean, down?

RUPERT: That Street you see...have you the faintest idea where we are? We are more than a mile and a half underground... the sunlight is provided and so is the fresh air...

EMMA: But why?

MASGARD: Well, you may ask, Mrs. Peel...out..

Masgard....I don't think we've had the pleasure....

EMMA: Pleasure...I've heard all about you, Mr. Masgard.

MASGARD: Your friend, Mr. Steed, yes. What do you think of our arrangements?

Of course, you can only see a small part of it from here...a very small part, but beyond that Street, there's a complete town....shops....cinemas.... recreation parks....every amenity...

You look surprised.

EMMA: I am.

I know there's a population problem up top, but I don't see the point in...

MASGARD: In building a town underground. Oh, it's quite simple...if an army of men is to stay under the earth for ten, perhaps fifteen years, they will need every comfort... it's absolutely essential for morale. So that they are perfectly ready when needed.

EMMA: An army.

MASGARD: Quite soon...yes....our town is fairly empty at the moment...we are operating with a minimum force...but within a month we will have a population of over twenty thousand trained fighting men and their families and they and all the supplies they need will be brought here by submarine...

EMMA: A submarine...to a coal mine.

MASGARD: It's only a few miles to the coast.

EMMA: You got to have a tunnel?

MASGARD: We have a tunnel. It's nearing completion at the moment....a tunnel from here to the sea.

EMMA: So the mining disaster was a fake.

MASGARD: We had to have the top men for our task... mining experts of the highest degree.

REEL FIVE

THE LIVING DEAD.

EMMA:

And Geoffrey the Duke of Benedict?

MARGARD:

An outer cover man I think he might be called. It's very difficult for us to go up on top.....

EMMA:

You get so pale living down here.

MARGARD:

I would not have gone up if.....

EMMA:

If Rupert hadn't escaped and started a ghost scare.

MARGARD:

Exactly.

EMMA:

It's far too elaborate for a private fantasy.

MARGARD:

It is neither private nor a fantasy Mrs. Peel. My country plans ahead and one day soon we will decimate your country up there....but down here....we will escape the effects of the radiation and one day our army will move.... it will rise up into the cold fresh air....and Britain will be ours. But that is the future. We still have a few problems of the present to take care of.

END OF REEL FIVE

833 ft. 1 frame.

EXT. STREET/INTERCUTTING WITH INT. CELL.

EMMA looks out of cell window
and sees STEED with soldiers.
Masgard talks to Emma.

MASGARD: Yes, they are taking him to
be shot.

OLLIPHANT: Execution squad
Halt
Right turn

OLLIPHANT: It's customary to ask..... did you
have any last request before you. .

STEED: Yes, would you cancel my milk?

OLLIPHANT: Last cigarette ?

STEED: Err - no thank you.

OLLIPHANT: Oh, d'you mind if I do ?

STEED: Not at all. It's very important to
do these things well.

OLLIPHANT: Yes . . . thank you.

Emma punches Masgard
and tries to unlock
cell- meanwhile STEED
awaits execution.

OLLIPHANT: Blindfold ?

STEED: I think so.

STEED: No peeping.

Emma unlocks door
of cell and thumps
guard - meanwhile
in the Street:-

OLLIPHANT: We're ready.

STEED: Good.

EMMA makes her way
towards Street. Mandy
comes down steps:

MANDY: I'll see to it straight away.

EMMA rushes at Mandy.
They fight.

OLLIPHANT: Execution squad, prepare to take aim.
One..... Two.... three....four....five
six.. seven...eight...nine....Fire.

REEL SIX
EXT. STREET

The squad fall down like nine pins. EMMA moves towards Steed and removes his blindfold.

STEEED: For that, you definitely get a mention in my will.

EMMA: Did the whole of your past life flash before your eyes ?

STEEED: Yes. Infinitely enjoyable.

EMMA: You know what's going on here.

STEEED: I've a good idea.

EMMA: Highly anti-social.

STEEED: Agreed.

EMMA: It's got to be stopped.

STEEED: Yes.

RUPERT: We've had special instructions to bury you.

STEEED: Not just yet, thank you very much.

EMMA: Now, who knows a way out of here.

RUPERT: There are only two ways. The shaft itself and the main exit.

EMMA: Exit, ah . . . now that's a word I approve of.

STEEED: That's a good word, exit. From the Latin . . . Exodus . . . to depart from . . . to leave to escape.

EMMA: To follow me . . . are you coming.

MARGARD: (shouts) Call out the guard.

INT. LIFT ENTRANCE:

RUPERT: This runs up to the lower level, after that there are tunnels leading to various exits. The Benedict wine cellars, the graveyard the chapel.

STEEED: But this is the only way up.

RUPERT: Yes.

EMMA: How about cutting one or two wires . . .

STEEED: Wait until we're on top.

EMMA: They thought they were building a refuge . . . but in actual fact.

STEEED: They were building a trap.

MASGARD:

I wish to make this quite clear. They will be found. Every inch of this city will be turned over.

MASGARD:

It's not working.....

MANDY:

Well the mine shaft. If we hurry we can.....

MASGARD:

Shut up. I cut the cables.....

EXT. GRAVEYARD:

Geoffrey walks through, reacts, faints.

STEED:

You frightened him.

EMMA:

Poor dear, he thought he saw a ghost.

STEED:

Well breakfast at the pub.

EMMA:

That's the spirit.....

COMMERCIAL BREAK

CLOSING:

STEED walks around BENTLEY.

STEED:

Found the trouble?

VOICE O.S.

Not yet - err.
Ah!

STEED:

Yes.

VOICE O.S.

No. This might be it.

STEED:

What?

VOICE. O.S.

Don't move sir....Don't you even breathe.
Very delicate piece of mechanism this.....

STEED:

Trouble?

VOICE. O.S.

Thought so....there's your trouble sir.
Ghosts sir.....you've got ghosts in your engine.

STEED:

Ghosts, Mrs. Pool!

EMMA:

Pax sir.

COMMERCIAL BREAK.

END TITLES.

THE END

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