

DOCTOR WHO

'The Last Cyberman'

Draft 6
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by

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TARDIS LANDING SOUNDS. We have landed on... the moon. A moon, anyway. It's bleak. Airless.

And we end up on the TARDIS as the door opens.

Four heads peer out in descending order of size. THE DOCTOR'S, CLARA'S, and then, perhaps somewhat to our surprise, ANGIE's and ARTIE's.

THE DOCTOR

Here we are. Hedgewick's World. The Biggest and Best amusement park there will ever be. A quarter of a million years from now. FUN!

CLARA

Fun?

ANGIE

Your stupid box can't even get us to the right place. This is, like, a moonbase or something.

THE DOCTOR

It's not the moon.

ARTIE

Actually, I think it does look like the moon. Only dirtier.

He picks up a dusty piece of litter.

THE DOCTOR

Definitely not the moon.

WEBLEY

Psst!

Near their feet, in the side of the building, a hatch has opened -- through it we can see WEBLEY, a dilapidated showman.

WEBLEY (cont'd)

'Scuse I. Don't suppose you'd happen to be our lift off-planet? Dave's Discount Interstellar Removals?

(CONTINUED)

CLARA
'Fraid not.

WEBLEY
They were meant to be here six months ago. That Dave. He's unreliable. Oops...

And they hear pounding rhythmic feet. And turn, as Webley ducks out of sight and closes the hatch.

Coming towards us is a platoon: A DOZEN OR MORE WOMEN AND A FEW MEN. They are not in the best shape. Some are overweight, or skinny, or look like troublemakers. Their CAPTAIN is good-looking, late thirties, and wishes she were anywhere else.

We linger on a few of them. The Captain, BRAINS, HA-HA, PSYCHO (Non-speaking) and BEAUTY. MISSY's rather nervous.

BRAINS
The signals were coming from here, Captain. Something crashed the energy readings.

Missy taps the TARDIS nervously.

They surround the travellers, and the Captain in charge calls out:

CAPTAIN
(to travellers)
Throw down your weapons and identify yourselves.

THE DOCTOR
No weapons! Golden Ticket!
(he shows it)
Spacey Zoomer? Free ice-cream?

CAPTAIN
Who are you? This planet is closed, by Imperial order.

THE DOCTOR
(It's Psychic paper time)
How's this?

The Captain relaxes.

CAPTAIN
Welcome, Proconsul. I wish they'd told us you were coming. Is there any news of the Emperor?

THE DOCTOR
Um... not that you'd...

(CONTINUED)

CAPTAIN

We pray for his return. If there is anything you need, my platoon is at your service.

THE DOCTOR

(a bit Duke of Edinburgh)

Oh good. So you're um doing, um, army things, then?

The squad look at each other, almost guiltily. Angie is taking photographs of the ones she likes.

CAPTAIN

Yes. We're on manoeuvres. Look, you're all welcome down at the barracks rec hall tonight. We fight hard but off-duty we're a lot of fun.

Ha-Ha laughs nervously.

THE DOCTOR

Right-ho. Carry on, Captain.

CAPTAIN

(to the squad)

What are we?

PLATOON

Human!

CAPTAIN

What do we do?

PLATOON

Live for the Empire! Fight for the Empire! Die for the Empire!

CAPTAIN

On the double - 2 -3 -4!

And they are off. Angie takes a photo of a running-away HUNKY SOLDIER. Clara looks over Angie's shoulder.

CLARA

Down girl.

But she smiles approvingly at the retreating hunky soldier.

The hatch by their feet opens again. Webley looks around.

MR WEBLEY

Have they gone?

The Doctor nods.

(CONTINUED)

5 CONTINUED: (3)

5

ARTIE

Excuse me. Why are you hiding from
those soldiers?

MR WEBLEY

Uniforms give me the heebie jeebies.
They can't stop me being here, but
they don't like it. Come on round the
back.

Webley pulls open a huge door that opens up onto a landscape
that looks not very much like a moonscape at all.

A sign says HAPPINESS IS HEDGEWICK'S WORLD. The Doctor looks
pleased with himself.

ARTIE

I'm scared and I'm excited. Both at
once. Scarecited. Angie, are you
excited or are you scared

Angie rolls her eyes. They go through the door.

CUT TO:

6 INT. WEBLEY'S WORLD. WAXWORKS - DAY

6

Webley's world is a half-junked spaceship, but one that's
pretty much dead. They walk through an ante-area filled with
waxworks of celebrities from the future. It's unlit and
sinister.

MR WEBLEY

Welcome to Webley's World of Wonders.
Miracles, marvels and more await you.
I am impresario Webley.
You see before you waxwork
representations of the famous and
infamous.

THE DOCTOR

Hedgewick's World was the Galaxy's
biggest amusement park. What happened?

MR WEBLEY

MR WEBLEY (cont'd)

Closed down for good over a year ago.
Reports of people just vanishing from
the rides. They've just made it an
army training camp. Wish the news had
reached me, before I landed here...
Anybody play chess? Perhaps you, young
man?

ARTIE

Actually I'm in my school chess club.

(CONTINUED)

6 CONTINUED:

6

Webley walks them, continuous, into the INNER SANCTUM.

MR WEBLEY

Then let me demonstrate for you all, the wonder of the age, the miracle of modernity. We defeated them all, a thousand years ago. But now he's back, to destroy you... Behold! The enemy!

Something is covered up with a sheet. He pulls off the sheet as he finishes this speech...

We see a box, with an automaton in it. It's a shadowy figure, half a body mounted on a box. Spotlights go on, and it glitters and gleams in metallic silver...

It's damaged, beaten up. It looks like it's probably a couple of hundred years old. It may or may not be a design we've seen before, but there's still no mistaking it...

A machine that's a man. A pitiless monster. And now the head lifts and turns...

THE DOCTOR
Cyberman! Get down!

And we crash into the

CUT TO:

OPENING TITLES

7 INT. WEBLEY'S WORLD. CHESS ROOM - DAY

7

Everybody is standing around the Cyberman box.

WEBLEY

No need to panic, my young friends. We both know there are no more living Cybermen. What you are seeing is a miracle - the six hundred and ninety-ninth wonder of the universe. As displayed before the Imperial court, and only here to destroy you - at chess!

The Doctor is sonicating. Then he pulls the Cyberman open, like a suit of armour. We can see that it's empty. As he does so, Webley explains...

WEBLEY (cont'd)
Careful now. An empty shell. And yet... it moves. How?

ANGIE
(sarcastically)
Magic.

(CONTINUED)

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WEBLEY

It might well be, young lady. A single penny wins you five Imperial shillings if you can beat this empty shell at chess.

He produces from the air, a silver coin, the size of an old crown.

ARTIE

I haven't got a penny. I've got a sandwich.

Webley considers this, then takes the sandwich, puts it on the side of the chess board.

He opens the front of the box beneath the Cyberman. It appears completely empty. He uses his walking stick to demonstrate how empty it is.

WEBLEY (CONT'D)

It is empty of all devices, and yet it has never been beaten. Would you like to make the first move, young man?

Artie moves his pawn.

A beat. Then the Cyberman arm jerkily comes out, takes a pawn and moves it. This is spooky, weird and off-putting. (Google YouTube videos of The Turk to see the effect.)

The Doctor is puzzled... he surreptitiously sonics again...

THE DOCTOR

Artie - don't move that, it's a fool's... mate...

The Cyberhand knocks over the king.

Artie looks sad. Mr Webley chomps Artie's sandwich with satisfaction.

The Doctor spots something small and metallic -- a CYBERMITE -- moving insect-like across the wall, very fast. It gets his attention for a moment.

WEBLEY

If anyone can tell me how it works, I'll give you a silver penny.

ANGIE

I think... you do it with mirrors.

Webley is impressed but says nothing. The Doctor is figuring it out...

(CONTINUED)

7 CONTINUED: (2) 7

THE DOCTOR

Clever girl... Mirrors. At forty five degrees. Hmm. Low tech. It's a puppet, monofilament strings, which means the brains are in here --

As he says this he jerks open a hidden door on the side of the box. A mirror at 45 degrees gives the illusion of emptiness, and he removes the mirror.

Behind the mirror, pulling the strings is PORRIDGE, a dwarf.

PORRIDGE

'Ullo. I'm the brains. Give us a hand.

Clara reaches down, helps him out

PORRIDGE (cont'd)

They call me Porridge. Ah, it's good to be out of that box.

WEBLEY

Never let it be said that Nehemiah Webley backs out on his debts. For you, Miss, an Imperial penny.

He pulls it from behind her ear. Angie takes and looks at the coin. Then she looks at Porridge.

Behind them on the wall, unnoticed by them, but not by us, we see a couple of CYBERMITES clustering. They look like silverfish - small, metallic insects. They are observing.

POV - Cybermites. We see this as they do...

PORRIDGE

You know. If the kids want to ride the Spacey Zoomer. I can work the gravity console.

CUT TO:

8 INT. WEBLEY'S WORLD. WAXWORKS - DAY 8

The lights click on, as our team come through.

Start on two Cybermen suits: an old one of some kind (1960s if we can get it) and one of the kind seen in *Closing Time*. The plaque beside them reads: THE GREAT ENEMY.

Pull back. The kids, the Doctor, Clara are walking through, being led by Porridge.

We see the royal family. Plaque: OUR IMPERIAL FAMILY. The Emperor is young, tall, noble. Holding a sword.

(CONTINUED)

8 CONTINUED:

8

ANGIE
Is that the king?

PORRIDGE
Emperor. Ludens Nimrod Kendrick etc
etc the forty-first, defender of
humanity, imperator of known space.

About this point, we start watching this scene from a Cybermite's POV: Green, stretched.

And first of all it focuses on Clara, does a scan of her.

CLARA
He looks a bit full of himself.

PORRIDGE
Don't say things like that about the Imperial family. You can end up on the run for the rest of your life.

Then the Cybermite is scanning Artie...

ARTIE
They don't sound very nice.

Cybermite POV. The Doctor leans in. He's spotted us, and we immediately DUCK backwards, into the shadows, behind something.

Normal shot: Angie looks at the waxwork thoughtfully, as if she's trying to remember something. She holds up the coin.

Artie tugs to hurry her.

ARTIE (cont'd)
Angie!

They all head out. End on the two Cybermen suits.

But now there are *three* of them: Something else is standing in the shadows behind the two dummies, a shadowy terrifying shape visible for a moment before the lights go out. (Could it possibly be our first glimpse of a NEW MODEL cyberman?)

CUT TO:

9 INT. HEDGEWICK'S WORLD. MOONSCAPE - SPACY ZOOMER - DAY

9

The Doctor, Clara watch Angie and Artie, having a ridiculous amount of fun. Porridge is sitting on the TARDIS working a gravity control.

The kids are riding the Spacy Zoomer. They are at the moonscape where the TARDIS landed. All the lights are on, and they are doing huge magical flying-style antigravity jumps, and they are laughing.

(CONTINUED)

9 CONTINUED:

9

Angie and Artie grab hands and start flying together.

ARTIE

Look at me, Doctor! I'm flying! I'm flying, Doctor!

And then the starscape goes dark, and they tumble, laughing onto a bouncy surface.

ARTIE (cont'd)

I think that was the most fun I have had in my whole life, except for Joshua Feinstein's eighth birthday party.

ANGIE

It was... (she wants to say stupid, but she can't) kind of okay.

Artie yawns.

ARTIE

Clara? I think outer space is actually very interesting, but can we go home now? And have it be bedtime when we get there?

CLARA

He's right. Wonderful day out, Doctor. But it's time to get the kids home.

THE DOCTOR

Yeah. Um, No.

CLARA

What?

THE DOCTOR

Not actually ready to leave.

CLARA

Why not?

THE DOCTOR

Reasons.

CLARA

What reasons?

THE DOCTOR

Insects. Funny insects here. I should add them to my funny insect collection.

CLARA

You collect funny insects?

(CONTINUED)

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9 CONTINUED: (2)

9

THE DOCTOR
I'm starting one. Right now.

Artie yawns so wide he might dislocate his jaw...

CUT TO:

10 INT. WEBLEY'S WORLD. WAXWORKS - NIGHT

10

Porridge is standing with them, as the two kids are ready to sleep - or at least nap - in makeshift beds that Porridge has knocked up for them... There is something ominous about all the waxworks. Clara is watching. The Doctor is looking for insects on the walls, and not seeing anything.

ANGIE
How long do we have to stay here?

THE DOCTOR
Not long. Have a nap. We'll wake you when I'm ready to go.

CLARA
Sleep well.

PORRIDGE
G'night.

They turn the lights down. Then The Doctor pops his head around the door, with the sonic light shining up at his face. It's unintentionally spooky.

THE DOCTOR
Look. Just nap. Don't wander off. I'm not just saying "Don't wander off". I mean it. Otherwise you'll wander off and the next thing you know, somebody's going to have to rescue somebody.

ANGIE
From what?

THE DOCTOR
Nothing. There's nothing anybody needs rescuing from. Don't wander off.

CUT TO:

11 EXT. HEDGEWICK'S WORLD. ROCKET LAUNCH PAD - NIGHT

11

They walk out into an old hangar...

THE DOCTOR
Where's Webley?

(CONTINUED)

11 CONTINUED:

11

PORRIDGE

He'll be back in the chess room. He likes to tipple on his own in the evening. But he's been good to me. Picked me up at Spaceport on Rigel 19, gave me a job. What exactly are you looking for?

CLARA

Trouble mostly.

THE DOCTOR

No. Answers. Trouble's a bonus.

CUT TO:

12 INT. WEBLEY'S WORLD. WAXWORKS - NIGHT

12

Angie is playing with her phone, trying to get phone service. We can see it searching for a connection.

ANGIE

I hate the future. It's so stupid. There's not even phone service...

And she puts the phone down. She's looking at the coin now...

As they are talking a solitary Cybermite has come up the table and is nosing around her phone. It flashes to summon others. Angie and Artie do not notice.

ANGIE (cont'd)

They're all having fun in the barracks, now. I'm out of here.

ARTIE

Actually, the Doctor said to not wander off.

ANGIE

He said that, and then he wandered off. The soldiers said we could come.

There are Cybermites all over the phone. It's as if an ant has found honey... suddenly it's swarming with them.

ARTIE

I don't think Clara would like that.

Angie produces some lipstick, and puts it on, inexpertly.

ANGIE

She's not our mum. She's just somebody Dad pays to make sure we have someone around.

(CONTINUED)

12 CONTINUED:

12

ARTIE
Don't leave me here.

ANGIE
So come if you want. I don't care.

She picks up her phone, is shocked.

ANGIE (cont'd)
What did you do to my phone?

ARTIE
Nothing.

She holds it up. It's EMPTY. Just a plastic cover - it's hollow.

ANGIE
I bet it was the Doctor. Hate him!

A door slams and she's gone.

ARTIE
But I'm all alone!

CUT TO:

13 INT. WEBLEY'S WORLD. CHESS ROOM - NIGHT

13

Webley is tidying up the chess pieces, wearily. He takes a final bite of Artie's sandwich. Washes it down with a hipflask.

He's sitting opposite the Cyberman chess-playing machine.

WEBLEY
Total takings today, one sandwich.
Better than no sandwiches, I suppose.
Not as good as two sandwiches, or even
a chicken...

The hands of the Machine SLAM DOWN with a bang, at the same time. They've trapped Webley's hands...

WEBLEY (cont'd)
That's a bit odd.

He pulls his hands. The Cyberman machine is holding them tight.

WEBLEY (cont'd)
It's not funny. Just, just give me my hands back.

And now cybermites are marching, a little line of them, coming out of the Cyberman's empty eye-hole and down the body, along the arm, heading for Webley, who tries to pull away, terrified, but is held in place...

(CONTINUED)

13 CONTINUED:

13

We're looking at him from behind, as an androgynous voice whispers, from everywhere,

CYBERVOICE
Upgrade in progress.

CUT TO:

14 EXT. HEDGEWICK'S WORLD. ROCKET LAUNCH PAD - NIGHT

14

Clara and Porridge and the Doctor are walking through the hangar, they approach the launch pad.

The Doctor is running on ahead of them. He's turning over rocks, peering into cracks, clambering up things, searching. He might have a magnifying glass out.

The soldiers are in a barracks relatively nearby. Music coming from there.

CLARA
Was this really the biggest amusement park in the Universe?

PORRIDGE
Yeah. Hedgewick bought the planet cheap. It'd been trashed in the Cyberwars.

CLARA
Who were we fighting.

PORRIDGE
Cybermen. Technologically Upgraded Warriors so fast and so smart and so strong that fighting them was suicidal. That's what the history books say. We couldn't win. Sometimes we fought to a draw, but then they'd upgrade themselves, fix their weaknesses and beat us. It's hard to fight an enemy that uses your armies as spare parts.

CLARA
You beat them, though. Beat them or you wouldn't be here. How?

PORRIDGE
Look over there. That corner of the sky past the railing. What do you see?

The sky is hung with stars -- except for an area that's black.

CLARA
Nothing. It's just black. No stars, no nothing...

(CONTINUED)

14 CONTINUED:

14

PORRIDGE

Used to be the Tiberion Spiral Galaxy.
 A million star-systems. A hundred
 million worlds. A billion trillion
 people. It's not there any more. No
 more Tiberion galaxy. No more
 Cybermen. It was effective.

CLARA

That's horrible.

PORRIDGE

Yeah. Every time I look at it I feel
 dead inside.

CLARA

Why?

PORRIDGE

Because instead of mourning a billion
 trillion dead people, I just feel
 sorry for some poor blighter a
 thousand years ago who had to press
 the button and blow it all up.

THE DOCTOR

(calling)

Clara! Did you tell Angie she could go
 to the barracks after all?

CLARA

You know I didn't. She hasn't.

THE DOCTOR

She's just gone in there.

CLARA

(to Porridge)

Come on!

PORRIDGE

Better not. Hey, no telling the army
 about me. Don't want to give away the
 secret of the chess-playing machine.

CUT TO:

15 INT. HEDGEWICK'S WORLD. BARRACKS - NIGHT

15

Loud, pounding music. The Space Marines are off duty: joking,
 drinking, playing darts, having a really good time.

The Captain is being harassed.

(CONTINUED)

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15 CONTINUED:

15

CAPTAIN

It can't be broken. It's a solid state
sub-etha ansible class communicator.
Just run the diagnostics.

BEAUTY

There's nothing left to diagnose. It's
not broken. It's empty. All the
components have gone.

CAPTAIN

Well, you have replacement parts.

BEAUTY

Not enough to build a new one.

BRAINS

Captain, the weather-controller is
malfunctioning too. Storms. Heat-
waves. Snow.

Beauty taps the Captain on the shoulder, and points. It's
Angie, standing in the doorway.

ANGIE

I'm bored!

CAPTAIN

Hello. Where's your big sister..?

ANGIE

Clara? She's not my sister. She's
stupid. She's off talking to Porridge.

CAPTAIN

She talks to her porridge?

ANGIE

Porridge. The little bloke.

And suddenly the Captain is all ears.

CAPTAIN

Would you like some orange juice?

CUT TO:

16 INT. WEBLEY'S WORLD. WAXWORKS - NIGHT

16

Artie is on his own in the dark. He's scared.

ARTIE

(aloud, not to anyone)

I'm not scared. If you're wondering. I
just think I ought to turn the lights
back on.

(CONTINUED)

16 CONTINUED:

16

He gets out of the bed. Walks through the waxworks towards the light switch.

Something's moving around behind him, perfectly silently. It's like grandmother's footsteps. It moves when he does.

Artie runs now. Reaches the light switch. Turns it on.

Close up on his face. He looks out at the room. He looks relieved.

His POV: It all looks completely fine.

We look back at him. We've pulled back enough to see that it only looks fine because the Cyberman is standing immediately behind him.

The New Model Cyberman is HUGE and Artie is little and he hasn't turned to see it, and now two silver hands come down to his shoulders, and he starts to scream, but a silver hand covers his mouth.

CUT TO:

17 INT. HEDGEWICK'S WORLD. BARRACKS. PARTY - NIGHT

17

Angie's with the soldiers. Two of the soldiers, Ha-ha and Psycho, are mock-fighting - some kind of martial arts dance. It looks dangerous.

HA-HA
Come at me! I won't hurt you. Come on!
Just come at me. Oh, I'm SO scared...

Some others are standing around and watching.

The Captain hands a large orange juice to Angie.

CAPTAIN
So. Tell me about the little bloke.

ANGIE
You must have seen him!

The Captain shakes her head as...

There's a bang on the door. Someone opens it, and it's Clara, out of breath. She is pointing at Angie. The Doctor is a little behind her. Everyone's attention is on Angie and Clara...

ANGIE (cont'd)
She has to turn up and spoil everything! I HATE her!

Angie marches angrily over to Clara.

(CONTINUED)

17 CONTINUED:

17

ANGIE (cont'd)
 I wasn't doing anything. Why can't you
 just leave me alone?

But before Clara has a chance to reply...

At the opposite end of the room...

The new model CYBERMAN is standing in an open doorway.
 Gleaming. Silver. Absolutely immobile.

CAPTAIN
 (to platoon)
 Cyberman. Attack formation.

They bumble, aren't quite sure what to do, and she's
 frustrated...

CAPTAIN (cont'd)
 No! ATTACK FORMATION -- QUICKLY!

And then the Cyberman is moving towards Clara and Angie. The
 Doctor in the background...

From our point of view, the Cyberman is practically a silver
 blur. From the Cyberman's point of view, the soldiers are
 almost standing still -- it's bullet time...

This all happens FAST. And the soldiers look puzzled. No-one
 has any weaponry to hand.

Ha-Ha steps out in front of it. The Cyberman stops dead.

Ha-Ha hits the Cyberman with all of his might. It reaches out
 casually and bats Ha-ha across the room.

The Cyberman takes another step forward.

Everything slows...

Three soldiers fling themselves at it in painfully slow motion.
 But it's already moved amazingly fast, beyond where they
 were...

It picks up Angie, who SCREAMS, and it moves through the room
 at hyper-speed, holding her.

It easily avoids everyone -- moving in "bullet time" through
 almost frozen people...

And it's gone. This all happens MUCH FASTER THAN IT TOOK TO
 TELL IT.

CLARA
 Angie!

(CONTINUED)

CAPTAIN
That was a Cyberman. But they're extinct.

THE DOCTOR
I'll get her back. Captain. Your platoon doesn't do much fighting, does it?

The Captain mutters something.

CLARA
What?

CAPTAIN
We're a punishment platoon. It's why they sent us out here, where we can't get into any trouble. Psycho gets drunk and breaks things. Ha-ha weirds people out.

THE DOCTOR
And why were you sent here?

The Captain just stares at him. The Doctor reaches out, takes a badge from her helmet and pins it to Clara's chest as he talks.

THE DOCTOR (cont'd)
A punishment platoon... right. As Imperial proconsul, I am putting Clara in charge. Clara, stay alive till I get back, and don't let anyone blow up this planet.

CLARA
Is that something they're likely to do?

THE DOCTOR
(he's leaving)
Get to somewhere defensible.

CLARA
Where are you going?

THE DOCTOR
I'm getting Angie. Finding Artie. And I'm looking for funny insects. Stay alive.
(Then general, to everyone)
No blowing up the planet!

CUT TO:

18 INT. WEBLEY'S WORLD. WAXWORKS - NIGHT

18

The room is as we left it, but we tilt up, from Artie's feet to his face: his eyes are open. He's like a doll. His face is in the shadows -- what's happened to him?

Beside him is Cyber-Webley, just waiting, ominously.

The New Model Cyberman puts Angie down.

ANGIE

Artie? What's happening.

Artie moves his head. We can see silver threads along the side of his face...

ARTIE

(voice treatment)

Please stand by. You will be upgraded.

Angie screams. And, screaming, backs away, towards the Webley-Cyberman. The Cyberman raises a finger to its lips, a gesture of silence.

CUT TO:

19 INT. HEDGEWICK'S WORLD. BARRACKS - NIGHT

19

It's feeling more like a barracks and less like a party space. Clara and the Captain, in front of a map of Hedgewick's World.

The platoon are changing into combat gear. A weapons chest is brought in carefully. This is going to travel with them.

CAPTAIN

Cyberiad class weaponry. I've taken it out of storage.

CLARA

Good. We need to find somewhere defensible. What's this?

The Captain points to places on the map. (It's like a Disneyland map.)

CAPTAIN

The Beach. The Giant's Cauldron. Natty Longshoe's Comical Castle.

CLARA

Real castle? Drawbridge? Moat?

CAPTAIN

Yes. But comical.

(CONTINUED)

CLARA
We'll go there.

CAPTAIN
(defying Clara, politely)
Ma'am... My platoon can deal with one
Cyberman. We were taken by surprise.
And there are protocols if we cannot
immediately find and destroy it.

CLARA
Blowing up the planet protocols?

CAPTAIN
Respectfully, ma'am --

CLARA
Somewhere defensible. No blowing up
the planet.

The Captain might do anything, she's so angry, but...

Porridge has come in and is listening to this. He says,

PORRIDGE
She's your commanding officer, now,
isn't she, Captain?

The Captain does not treat the arrival of Porridge as something straightforward. She knows who just came in. But she swallows and says simply:

CAPTAIN
Yes... sir.

PORRIDGE
You really saw a Cyberman? Webley
sometimes puts on the chess-shell when
he's drunk.

CAPTAIN
We really did.

PORRIDGE
Have you reported it to the Imperium?

CAPTAIN
No communicators.

PORRIDGE
So you're going to do what she says.
Let's all spend the night in Natty
Longshoe's Comical castle.

CUT TO:

20 INT. WEBLEY'S WORLD. WAXWORKS - NIGHT

20

The Doctor runs in.

THE DOCTOR
Artie?

Nothing. But on the bedside table, a Cybermite watches him.

The Doctor leans in to the Cybermite.

CYBERMITE POV -- colours distorted. The Doctor, huge, leaning down.

THE DOCTOR (cont'd)
Firstly, if anybody's watching this:
Those children are under my
protection. I'm coming to get them.
And secondly... little metal machine,
you are *beautiful*.

He's got out the sonic screwdriver and he ZAPS it.

Back to normal POV.

The Doctor picks up the now-deactivated thing.

THE DOCTOR (cont'd)
You're not even a Cybermat any more.
Cybermites? They've come a long way...

CUT TO:

21 omitted

CUT TO:

22 EXT. HEDGEWICK'S WORLD. SERVICE AREA - NIGHT

22

Clara and the Captain and Porridge are in the lead. The rest of the platoon behind them.

CLARA
What would the Empire do if they were alerted?

CAPTAIN
I told you. Tell me to blow up the planet.

CLARA
After they got us off?

PORRIDGE
Captain? You want to take that one?

(CONTINUED)

22 CONTINUED:

22

CAPTAIN

No, Ma'am. Just blow the sucker up.
 Missy. Stay behind here. Guard and report.

MISSY

Really? I don't think I'm very good at guarding things. I'm more of an administrator. Um. Right. Okay. Guard.

CUT TO:

INT. WEBLEY'S WORLD. CHESS ROOM - NIGHT

The Doctor, in the chess room. He registers the missing Cyberman suit. The hip flask. And the missing Webley.

Then he holds the Cybermite up between finger and thumb. Sonics it. The sonic noise starts getting higher and higher pitched...

THE DOCTOR

You've got a local transmat link open to your home. If I can just find the frequency --

A shower of sparks. The Doctor's gone.

23 INT. CYBER BUNKER - NIGHT

23

Sparks, and the Doctor appears.

THE DOCTOR

That really shouldn't have worked.

The Bunker is a small area, facing a wall that's filled with dark window-like shapes peculiarly familiar to anyone who's seen *Tomb of the Cybermen*.

THE DOCTOR (cont'd)

Angie! Artie!

ARTIE

Doctor! Help us!

ANGIE

Please help us!

And the Doctor runs down A CORRIDOR, towards...

Artie and Angie, standing like dressmaker's dummies...

And as the Doctor realises something's wrong, from the shadows behind him comes the Webley-Cyberman. Half person, half silver. Enough of the face visible through the damaged mask that the talking isn't weird.

(CONTINUED)

23 CONTINUED:

23

WEBLEY

We needed children, but the children
had stopped coming.

You brought us children. Hail to you,
the Doctor, saviour of the Cybermen!

CUT TO:

24 EXT. HEDGEWICK'S WORLD. NATTY LONGSHOE'S CASTLE. DRAWBRIDGE - 24
NIGHT

The soldiers are climbing towards the castle, with *Natty Longshoe's Comical Castle* on it. Big Cartoony COMICAL! Castle sign.

On top of the hill, an illuminated Castle. And a moat.

CLARA

Moat. Drawbridge. Brilliant.

BRAINS

With respect, ma'am. We ought to be
hunting the creature.

CLARA

The only reason I'm still alive is
because I do what the Doctor says. Can
you guarantee me you'd bring back my
children alive and unharmed?

Brains shakes her head.

CLARA (cont'd)

I trust the Doctor.

CAPTAIN

You think he knows what he's doing?

CLARA

I'm not sure I'd go that far.

CUT TO:

25 INT. CYBER BUNKER - NIGHT

25

Webley and the Doctor.

MR WEBLEY

As the battle raged between humanity
and the Cyberiad, the Cyber-Planners
built a Valkyrie, to save critically
damaged units, and bring them here,
and, one by one, repair them.

(CONTINUED)

THE DOCTOR

The people who vanished from the
amusement park. They were spare parts.
For repairs.

MR WEBLEY

We've upgraded ourselves. The next
model will be undefeatable.

THE DOCTOR

Nobody's undefeatable.

MR WEBLEY

We needed children to build a new
Cyber-Planner. A child's brain, with
its infinite potential, is perfect for
our needs. But we no longer need the
children. The Cybermites have been
scanning your brain, Doctor. It's
quite remarkable.

THE DOCTOR

Also completely useless to you.
Cybermen use humans as parts. I'm not
human.

MR WEBLEY

That was true long ago. We've upgraded
since then. Current Cyberunits work
with almost any living components.

Webley bows a little and opens its hands, to reveal a silver
cluster of crawling Cybermites filling its palms. Then it opens
its hands and tosses the Cybermites at the Doctor...

They hit the jacket. Clamber up it. The Doctor freezes...

A beat. The Doctor raises his head. One side of his face has a
cluster of Cybermites on it, silvering the area around his eye,
forming a lattice of silver, like a sculpture or an elegant
mask. It goes into his ear. Blinking lights glitter across his
face.

THE DOCTOR

Stop it. Stop it this minute. I will
not be...

He interrupts himself...

THE CYBERDOCTOR

Incorporated. Yes.
(runs right hand over self)
Unfamiliar Pulmonary set-up. Nervous
system hyperconductive. Remarkable
brain processing speed. aMAzing.

(CONTINUED)

25 CONTINUED: (2)

25

THE DOCTOR
Get out of my head.

THE CYBERDOCTOR
("please enjoy your journey
through this door")
If you relax you will find this a
perfectly pleasant experience. You are
being upgraded and incorporated into
the Cyberiad as a Cyber-Planner...

THE DOCTOR
OUT!!!

THE CYBERDOCTOR
Oh... this is brilliant. I'm so clever
already, and now I'm a million times
more clever, and what a brain, not a
human brain, not even slightly human,
going to have to completely rework the
neural interface, but this is going to
be the most efficient Cyber-Planner...
not a great name that, Cyber-Planner,
I could call myself Mister Clever...
so much raw data -- Time Lords!
There's information on the Time Lords
in here. Oh this is too good...

CUT TO:

26 INT: THE DOCTOR'S HEAD

26

A blank space. Inside the Doctor's head. There are two of them. The Doctor is dressed as the Doctor. The Cyberdoctor is, perhaps, dressed in something we've not seen the Doctor wear. Maybe metallic. Or simple and black. Or elegant.

THE DOCTOR
Stop rummaging in my mind.

Clara's face appears: as Oswin, as Victorian Clara, as herself...

THE CYBERDOCTOR
Just try and stop me. Who's Clara? Why
are you thinking about her so much?

THE DOCTOR
Enough.

All the information streams stop and go white. Behind the Cyberdoctor there are silver glowing representations of the Cyberweb.

THE CYBERDOCTOR
(Beat.) Fascinating. A complete mental
block. Highly effective.

(CONTINUED)

26 CONTINUED:

THE DOCTOR

You're in my head. And I'm in your...
 what is this? A network? A Hive?
 You're getting signals from every
 Cyberman everywhere... How many of you
 are there?

He's wandered to the Cybersignals, is examining them.

THE CYBERDOCTOR

So you've blocked me out. I'll wait
 until you go to sleep, take over the
 rest of your head.

THE DOCTOR

Won't work. Right, I'm allowing you
 access to memories on Time Lord
 regeneration.

Behind him, huge, a montage as Doctors die, ending on Chris or David exploding...

THE CYBERDOCTOR

Fascinating.

THE DOCTOR

I could regenerate now. Big blast of
 regeneration energy burn out any
 little cyber widgets in my brain,
 along with everything you're connected
 to. Don't want to. Use this *me* up,
 who's to say what we'll get next? But
 I can.

And now we're back in reality. He's talking to himself.

THE CYBERDOCTOR

Stalemate, then. One of us needs to
 control this head. We're too well-
 balanced.

THE DOCTOR

What did you say? No, I heard you.
 Rhetorical device to give me a few
 more seconds to think about it.
Stalemate.

The Mindscape: As he talks we see an animated schematic behind him: Half a brain, another half a brain, and a tiny sliver of unclaimed brain that glints like a jewel.

THE CYBERDOCTOR

We each control 49 point 881 percent
 of this brain. Point 238 of the brain
 is still in the balance. Whoever gets
 this, gets the whole thing.

(CONTINUED)

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26 CONTINUED: (2)

26

The Doctor reaches out and takes the jewel. Places it in the pan of an old-fashioned scales.

THE DOCTOR

Stalemate. Chess playing robot. Point 238 of a brain... Do you play chess?

THE CYBERDOCTOR

The rules of chess are in my memory banks. You're proposing we play chess for overall control? To end the stalemate?

THE DOCTOR

Winner takes all. Nobody can access that portion of the brain without winning the game.

The Cyberdoctor nods, reaches out. The Doctor and the Cyberdoctor touch the scales at the same time. It flares and is gone.

Slam back to reality: The Doctor is talking to himself.

CYBERDOCTOR

You can't win.

THE DOCTOR

Try me.

CYBERDOCTOR

You understand, when I do win, the Cyberiad gets your brain and memories. All of it.

THE DOCTOR

When I win, you get out of my head, you let the kids go, and nobody dies. You got that? Nobody dies.

CUT TO:

27 EXT. HEDGEWICK'S WORLD. SERVICE AREA - NIGHT

27

Missy standing guard. She turns on her radio...

MISSY

Hullo. Anything interesting happening? It's boring here.

BRAINS (V.O.)

Missy. Please stop calling in to say that.

She sees a momentary CYBERMAN shadow on the closed door.

(CONTINUED)

27 CONTINUED:

27

MISSY

It's Missy. Something's out there.
Should I do something?

BRAINS (V.O.)

What do you mean? Is it a Cyberman?

MISSY

I don't know. I couldn't see it. It
was only for a moment. Can I hide? Is
it okay if I hide?

Something makes a sound.

MISSY (cont'd)

Don't move! I'm in the army!

She dives down into a crawl space. She's under there as THE DOOR OPENS, and we see the legs of a New Model Cyberman walk past. Only odd thing is, it seems to be missing anything below its wrist...

The Cyberman moves away from us. It has missed her...

And as Missy breathes a sigh of relief, something rests on her shoulder. It's a silver HAND, trailing wires, walking like a crab.

She turns to scream, and it clamps on her mouth.

CUT TO:

28 OMITTED

28

29 EXT. HEDGEWICK'S WORLD. NATTIE LONGSHOE'S CASTLE. INNER COURTYARD
- NIGHT

29

Clara is doing a circuit around the Castle. She reaches the soldiers...

BRAINS

Ma'am? Missy said she saw something,
then she went quiet.

CLARA

It's on its way then. You said you had
weapons. Show me.

Ha-Ha throws open a very utilitarian weapons chest.

It contains: one weird serious big gun; Five dusty handheld pulsar Units: they sit in your palm and get pushed against something; a serious black object the size of a briefcase: The Bomb.

CLARA (cont'd)

Only one gun?

(CONTINUED)

29 CONTINUED:

29

CAPTAIN

Cybermen have been extinct for a thousand years. Even one Anti-Cyber Gun is a miracle. These things are hand-pulsars. Touch the back of a Cyberman's head: the electromagnetic pulse deactivates them...

Clara examines them. And now the shiny black box.

CLARA

What's this for? Just a mad guess here. It blows up the planet?

CAPTAIN

Implodes it. There's also a trigger - unit.

Clara takes the trigger - a small black unit with a red button. The Captain takes the bomb.

CLARA

I'll have that, then. Is there any other way to activate the bomb?

CAPTAIN

It's set to respond to my voice. I have the verbal code.

CLARA

You will not activate it without a direct order from me.

CAPTAIN

I will follow my orders.

CLARA

Your orders come from me. Don't they?

A staring match. The Captain nods.

BRAINS

You'll need to sign for that trigger unit, sir.

Clara shrugs. She signs her name. Porridge, who has been hovering, puts on a pulsar-unit glove.

PORRIDGE

Anyone mind me taking one of these? You never know. Might be handy. Heh. Handy.

CAPTAIN

Help yourself. I'll talk you through how to use it. Upstairs. Now.

(CONTINUED)

29 CONTINUED: (2) 29

Porridge nods.

CUT TO:

34 INT. THE CYBER BUNKER - NIGHT 34

An impromptu chess game - the board and pieces borrowed from the chess room. But they are in the Bunker, watched by Cyber-Webley. The Doctor's left hand moves for him, his right hand moves for the Cyberdoctor.

The Cyberdoctor has just taken a piece.

THE CYBERDOCTOR

There. That was easy.

THE DOCTOR

The game's just started.

THE CYBERDOCTOR

Doctor... If you are what you are and you've done what you've done in your memories, why have we no record of you anywhere in the databanks of the Cyberiad...? Oh. I see. You're good. You've been eliminating yourself from history. You know, you could be reconstructed by the hole you've left.

THE DOCTOR

Good point. I'll do something about that.

CUT TO:

30 EXT. HEDGEWICK'S WORLD. NATTIE LONGSHOE'S CASTLE. BATTLEMENTS 30
NIGHT

The Captain and Porridge are on top of the Castle. The captain is surveying the area, through field glasses. Porridge is trying out the hand pulsar unit.

PORRIDGE

How did you know it was me?

CAPTAIN

I was in the Imperial guard on Caspertime. Mostly just parades. But I had the honour to guard the old Emperor during the ice picnic.

A Cybermite is watching them from the wall. We see moments of this scene through the Cybermite's POV, green and distorted.

(CONTINUED)

30 CONTINUED:

30

PORRIDGE

When the snow-bears came and danced
for us. That was a day.

CAPTAIN

We're a punishment platoon. We can't
beat a Cyberman. The Imperium has to
know what's happening.

PORRIDGE

Like you said, the communicators are
out. The only way you can report this
now is to activate the bomb.

CAPTAIN

Yes.

PORRIDGE

I'm afraid I forbid you to do that.

Clara comes upstairs from below.

CLARA

I don't get it. Why would you blow up
a whole planet, and everyone on it,
just to get rid of one Cyberman?

PORRIDGE

We tried other ways. They only worked
sometimes. So now we take drastic
action. And it works.

The Captain stands up, walks over to the battlements.

CAPTAIN

*If you find a Cyberman and you can't
destroy it immediately, you implode
the planet. I was sent here because I
didn't follow orders. I can make up
for that.*

The Cybermite flashes as it transmits this information out.

CUT TO:

31 EXT. HEDGEWICK'S WORLD. NATTIE LONGSHOE'S CASTLE - NIGHT

31

The Cyberman is looking at the tower. It raises its arm. The arm is heavy and huge, as if it's built up into a weapon. Some kind of gun, perhaps...

We ZOOM in on it from the Cyberman's POV to see the Captain. A target appears, and locks on, follows the Captain as she moves...

CUT TO:

32 EXT. HEDGEWICK'S WORLD. NATTIE LONGSHOE'S CASTLE. BATTLEMENTS -32 NIGHT

The Captain takes a step forward. She holds up the bomb-case...

CLARA
I forbid you. Put that down.

PORRIDGE
Yeah... What she said.

CAPTAIN
You ran away. I will do what I was
brought up to do. Live for the Empire.
Fight for the Empire. Die for the
Empire. This is Captain Alice Ferrin,
Imperial ID 19-delta-13B. Activate the
--

A shot rings out. Not a bang - more like a metallic snap. And the Captain lurches forward. She's dead...

Porridge throws himself down. Shouts

PORRIDGE
Get down!

Clara just stands there. She's crying.

CUT TO:

33 EXT. HEDGEWICK'S WORLD. NATTIE LONGSHOE'S CASTLE - NIGHT 33

The Cyberman lowers its weapon.

CUT TO:

35 INT. DOCTOR'S MIND 35

Inside the mindscape: the two versions of the Doctor are playing opposite each other and talking. The Cyberdoctor's clothes are simpler and more severe.

THE CYBERDOCTOR
The rules of chess allow only a finite number of moves. And I can use other Cyberunits as remote processors. You cannot possibly win.

THE DOCTOR
I can. I know things you don't know. For example. Did you know... very early versions of the Cyber operating system could be seriously scrambled by exposure to things, like gold or cleaning fluid?

(MORE)

(CONTINUED)

35 CONTINUED:

35

THE DOCTOR (cont'd)
 And what's interesting is, you're
 still running some of that code.

CYBERDOCTOR
 Really? That's your secret weapon?
 Cleaning fluid?

Slam back to REALITY:

THE DOCTOR
 Nope. Gold.

The Doctor pulls the Golden Ticket, places it over the place in his face where the cyber stuff is. The twinkling lights go out, or dim. The Doctor lowers the card

THE DOCTOR (cont'd)
 Like a charm. Right. You. Cyber...
 Webley. And you kid... things. I'll
 bring the chessboard. Let's get out of
 here.

CUT TO:

36 EXT. HEDGEWICK'S WORLD. NATTIE LONGSHOE'S CASTLE. DRAWBRIDGE - 36
NIGHT

Clara, Ha-Ha and Beauty are standing together. Clara has see-in-the-dark field glasses.

CLARA
 The Doctor said to get somewhere
 easily defensible. But if we just stay
 in the castle, it'll pick us off one
 by one. We have to take it out.

BEAUTY
 Is that an order, ma'am?

CLARA
 Yes.

HA-HA
 Good. That Metal blighter killed the
 Captain. She was always proper nice to
 me.

Beauty is playing with her pulsar unit. Getting used to it.

CLARA
 It's circling the castle. It shouldn't
 be hard to intercept. You know what to
 do?

BEAUTY
 Pulse to the back of the head. Fry the
 brain circuit interface.

(CONTINUED)

36 CONTINUED:

36

CLARA

It's going to be hard to get in close
enough.

BEAUTY

They sent me here for killing a man. I
can get in close.

CUT TO:

37 OMITTED

37

38 OMITTED

38

39 EXT. HEDGEWICK'S WORLD. SERVICE AREA - NIGHT

39

BEAUTY is holding her pulsar.

She spots the Cyberman's head. The distinctive shadow. She
slips up towards it...

As she reaches the head, her arm out, about to pulsar, or
almost, she realises something...

...the head is detached. It's been placed on a wall. No body.

And as she realises that, the Cyberman body comes up behind
her, and the hands of the headless body GRAB HER.

She slumps.

We watch -- perhaps in shadowplay -- as the Cyberman body picks
up its head from the wall by the "handles" and places it down
on its neck, clicks it on.

CUT TO:

40 EXT. HEDGEWICK'S WORLD. SERVICE AREA - NIGHT

40

BEAUTY and MISSY -- dead or unconscious -- are being dragged
along the ground by the Cyberman.

HA-HA steps out into the street. Far ahead. Ha-ha shouts...

HA-HA

I've heard about Cybermen since I was
in my cradle. I'm not afraid of you.

The Cyberman drops the two bodies. It tips its head on one side
looking at Ha-Ha. And then...

ZIP -- it's moved 15 feet forward.

ZIP -- another 15 feet. This thing is FAST. Silent. Deadly...

And now it bogs itself up. Bristles, as if it's getting ready
to attack.

(CONTINUED)

CLARA (O.S.)

Now!

Ha-Ha throws himself to the ground. Standing immediately behind him is Clara, holding the big Cyberkiller gun. And before the Cyberman can move, Clara's fired...

The Cyberman becomes a silhouette of light: we can see a partial human skeleton inside, just before it implodes.

Before there's time to celebrate, we realise Missy and Beauty are now on their feet. They have cybersilver-headunits and they are walking slowly, intently, towards Clara.

CLARA (CONT'D) (cont'd)

One more step, and I fire.

BRAINS steps out from behind. She has a pulsar in each hand and claps her hands to the back of the women's heads.

BRAINS

Don't fire that. Waste of charge. We may need it again.

The pulsars she's holding activate: and Missy and Beauty crumple to the ground.

CLARA

You don't think that was the only one, then?

There's a BAM BAM BAM then. Back at the main gate.

They run towards it, Clara carrying the big gun.

CUT TO:

41 EXT. HEDGEWICK'S WORLD. NATTY LONGSHOE'S CASTLE. DRAWBRIDGE - 41 NIGHT

The Doctor holding the chessboard. At a distance, in the dark (it's night) Webley-Cyberman and cybered Artie and Angie.

THE DOCTOR

Hullo! Don't shoot! I'm nice! Clara, you haven't let them blow up the planet. Good job.

CLARA

Lower the drawbridge! Did you get the kids? Are they all right? What's going on?

THE DOCTOR (CONT'D)

Bit of a good news, bad news, good news again thing going on. Um.

(MORE)

(CONTINUED)

41 CONTINUED:

41

THE DOCTOR (CONT'D)

Good news, I've kidnapped their Cyber-Planner, and right now I'm sort of in control of this Cyberman.

CLARA

Bad news?

THE DOCTOR

Bad news, Cyber-Planner's in my head. And different bad news, the kids are - well, it's complicated.

CLARA

Complicated how?

The kids are now close enough that Clara can see the cyber-units on their foreheads. Their faces are impassive.

THE DOCTOR

Complicated like their personalities have been reformatted, and their brains are blank.

Clara reacts to seeing the kids. But she's holding it together and just asks,

CLARA

Can you fix them?

THE DOCTOR

Hope so.

CLARA

What's the other good news?

THE DOCTOR

There may be a few more repaired and reactivated Cybermen on the way soon. And the Cyber-Planner's installing a patch for the gold thing... That's not good news is it? Um. So. Good news, I think I have a very good chance of winning my chess game.

CLARA

What?

THE DOCTOR

Explain in a minute. Bit of a hurry. Get me to a table. And can somebody tie me up... Need hands free for chess. But immobilise me. Quickly!

BRAINS looks at Clara. Who shrugs and nods.

The kids walk dully past her, in step with Webley, little robots.

(CONTINUED)

41 CONTINUED: (2)

41

CLARA

Artie! Angie! I'm so glad you're back
 I was worried sick, look when we get
 home I'll make you blackberry crumble,
 your favourite --

They don't even react. Clara bites her lip.

CUT TO:

42 EXT. HEDGEWICK'S WORLD. NATTY LONGSHOE'S CASTLE. HQ - NIGHT 42

The Doctor is in leg-cuffs -- wooden ones for preference -- or is roped up, leaving his hands free. He is arranging the chess pieces on the chessboard, on a rough table. There's a pen and bit of paper on the left of the board. The children are standing like dummies at the far end of the room.

THE DOCTOR

That's good. I won't be able to get away. But, hands free. Good.

Cyber-Webley, deactivated, is lying in one corner.

CLARA

You're playing chess with yourself.

THE DOCTOR

And I'm winning.

He shakes his head suddenly as if waking up from a nightmare...

CYBERDOCTOR

(Northern)

Actually he has no better than a twenty five percent chance of winning at this point in the game. Some very dodgy moves at the beginning. Hullo flesh-girl. Fantastic! I'm the Cyber-Planner.

CLARA

Doctor...?

CYBERDOCTOR

(Mockney)

'Fraid not. I'm working the mouth now. Allons-y! Ohh, you should see the state of these neurons -- he's had some cowboys in here. Ten complete rejigs -- brain's all over the place.

CLARA

You aren't the Doctor.

(CONTINUED)

CYBERDOCTOR

Easy mistake to make. And I know who you are. You're the impossible girl. He's very interested in you.

CLARA

Why am I impossible?

CYBERDOCTOR

He hasn't told you? The sly devil. Listen, while I've got you, you killed the Valkyrie. But soon, we wake. We'll strip you down for spare parts, then we'll build a spaceship and move on.

CLARA

More Cybermen?

CYBERDOCTOR

They'll be leaving their tomb soon. You'll either die -- or live on as part of us.

CLARA

The Doctor will stop you.

CYBERDOCTOR

He can't even access the lips.

Clara looks down. The Doctor has written the words HIT ME with his left hand, on a piece of paper, without looking at them.

Clara whacks him, hard across the face.

THE DOCTOR

Ow. That hurt. No! Stop! Enough! Bit of pain, neural surge, what I needed. Thank you.

CLARA

Why am I the Impossible Girl?

THE DOCTOR

It's just a thing in my head. I'll explain later.

CLARA

Chess game. Stakes?

THE DOCTOR

If he wins, I give up my mind and he gets access to all my memories, along with knowledge of Time Travel. But if I win, he'll break his promises to get out of my head and kill us all anyway.

(CONTINUED)

CLARA

That's not reassuring. Tell me you can fix whatever's happened to the children.

THE DOCTOR

Children. Yeah. They're fine. Their brains are in standby mode right now.

CLARA

That is not "fine"!

CYBERDOCTOR

Right now, they have a better chance of coming out of all this alive than you do.

CLARA

...which one of you said that?

CYBERDOCTOR

Cyber-Planner. Mister Clever. Now. If you don't mind. I have a chess game to finish. And then you have to die, pointlessly and very far from home.

He moves a chess piece.

CUT TO:

42A EXT. HEDGEWICK'S WORLD. NATTY LONGSHOE'S CASTLE. INNER COURTYARD - NIGHT 42A -

We follow Clara OUTSIDE.

Brains and Ha-Ha are standing there, with Porridge.

CLARA

Apparently there are more Cybermen on the way.

BRAINS

There's at least a dozen more shots in the gun before it needs to recharge.

CLARA

We might have more than a dozen Cybermen to worry about. What's that cable?

PORRIDGE

Power line for the park.

CLARA

What would happen if you unhooked the end, dropped it into the moat and turned it on?

(CONTINUED)

42A CONTINUED:

42A

HA-HA
 Fry anything alive that entered the
 water.

CLARA
 Can Cybermen fly?

BRAINS
 No ma'am.

CLARA
 First good news of the day. Do it.

CUT TO:

43 EXT. HEDGEWICK'S WORLD. NATTY LONGSHOE'S CASTLE. DRAWBRIDGE - NIGHT 43

The soldiers are hauling a huge, pipe-sized power cable -- and they drop it into the moat.

CUT TO:

44 INT. HEDGEWICK'S WORLD. NATTY LONGSHOE'S CASTLE. HQ - NIGHT 44

The Doctor moves a chess piece.

Then he shudders, as if he just had a tiny seizure.

CUT TO:

44A INT. : THE DOCTOR'S HEAD. 44A

BLACK AND WHITE: The Doctor's in Pain. The Cyberdoctor is elegant, silvery, dangerous...

THE DOCTOR
 Stop that! I felt that.

CYBERDOCTOR
 Of course you did. *It's time to get up. Wakey wakey, boys and girls. Wakey wakey.*

CUT TO:

45 INT. CYBER BUNKER - NIGHT 45

And it begins.

A single tomb-cell lights up.

A hand presses against a gelatinous ice-wall...

And the Cyberman behind the wall begins to rise...

(CONTINUED)

45 CONTINUED:

45

We've seen this once, long ago. The *Tomb of the Cybermen* moment, as Dead Cybermen come back to life, and push their way out of their tombs... pushing through something jelly-like, as if they are being born... oozing gunk dripping from the cell...

But then we pull back as more and more come out. And we realise this wall is ENORMOUS... It's MILES HIGH. And in every cell is a Cyberman...

CUT TO:

46 INT. HEDGEWICK'S WORLD. NATTY LONGSHOE'S CASTLE. HQ - NIGHT 46

Dawn is starting to get lighter in the sky. The Doctor is staring at the chess-board...

CYBERDOCTOR

The pity of it is, the Cyberiad will win. Your kind are inevitably doomed. Your emotions cripple you.

THE DOCTOR

Emotions are what make life livable.

CYBERDOCTOR

Nonsense. I'll show you. If you sacrifice your queen, I'll give you back the children.

THE DOCTOR

You say that knowing that if I sacrifice my queen I'll lose the game.

CYBERDOCTOR

You'll lose the game anyway Doctor. We both know that. But this way you could give the children a chance.

And then he takes a piece.

CUT TO:

47 EXT. LANDSCAPE - MORNING

47

Cyberman feet are marching. Silently. We move along at foot level... there are definitely a lot of them. And whenever we see more than one Cyberman march or move, they are, as near as we can possibly get it, IN PERFECT UNISON.

CUT TO:

48 EXT. HEDGEWICK'S WORLD. NATTY LONGSHOE'S CASTLE - MORNING 48

Outside the HQ. Clara and the soldiers. Porridge has made them all soup, and he's standing on the table, serving it up.

(CONTINUED)

PORRIDGE
Get that in you. Warm you up.

CLARA
Thank you, Porridge.

THE DOCTOR (O.S.)
OY! CLARA!

CLARA
I'll see what he wants. Call me if
there's any change.

We follow her into the HQ.

CUT TO:

49 **INT. HEDGEWICK'S WORLD. NATTY LONGSHOE'S CASTLE. HQ - MORNING** 49

The Doctor is sitting there, very smiley. All of this is the Cyberdoctor playing the Doctor...

CYBERDOCTOR
Clara. Quick rundown. What's our weapons strength?

CLARA
One big gun. Five of those hand pulsar units. And a shiny black bomb that implodes the planet.

CYBERDOCTOR
Yeah. That one. Does it happen, possibly to have a remote sort of triggery thing?

She takes the trigger out of her pocket. Shows it in left hand.

CYBERDOCTOR (CONT'D) (cont'd)
Brilliant. Pass it here.

CLARA
No.

CYBERDOCTOR
Why not?

CLARA
In case you're not you right now. Or even if you are you, just in case.

CYBERDOCTOR
Don't worry. The Cyber-Planner's hibernating between moves right now.

(CONTINUED)

CLARA

Prove you're you. Tell me something
only the Doctor knows.

He looks at her. Hesitates. It's a classic love scene --
utterly sincere.

CYBERDOCTOR

...Clara... I suppose... I'm the only
one who knows how I really feel about
you. How funny you are, and how...
really pretty. How I'm actually
starting to like you in a way that's
more than just --

She SLAPS him with her right hand. Hard.

THE DOCTOR

Ow! Yes. Right. It's me! How did you
know that was him?

CLARA

Because even if any of that was true -
which it's obviously not - I know you
well enough to know you'd rather die
than say it. Finish your stupid game.

But the Doctor's right hand has caught her by the left wrist,
and is holding it really tight.

CLARA (CONT'D) (cont'd)

Doctor. Let go.

THE DOCTOR

I can't. He's controlling the right
arm.

Her hand opens --

The trigger falls --

And the Doctor's right hand lets go of her wrist and snatches
the trigger from the air, slamming it against the table.

It's destroyed. A mess of black plastic and parts.

CLARA

Doctor?

THE DOCTOR

He got what he wanted. He destroyed
the trigger. My move.

CLARA

What do you mean, he got what he
wanted?

(CONTINUED)

49 CONTINUED: (2)

49

CYBERDOCTOR
 He means, good news, boys and girls!
 They're he-ere...

CLARA
 Who's here?

She runs out...

CUT TO:

50 EXT. HEDGEWICK'S WORLD. NATTY LONGSHOE'S CASTLE - DAY

50

Clara and the soldiers, in the tiny castle. Pull back. The sun's coming up, and now we can see the land around them.

The world looks metal, and silver.

Standing PERFECTLY STILL, are -- what, a hundred thousand, a million, *three million?* -- New Model Cybermen.

It's Zulu.

It's worse than Zulu.

The rising sun is glinting off the ranks of Cyberman that cover the whole world, stopping at the edge of the moat.

And then, as one, We CLOSE IN ON A HANDFUL OF THEM AS each Cyberman raises his metal hand to his metal chest in perfect unison, and there is one noise, a metallic BOOM that shakes the world.

And then, once again, total and perfect silence.

And we pan around from these millions upon millions of lethal warriors, pristine and silver and shining, and then spin into the little castle --

...and the half-dozen defenders, standing there in the castle suddenly realising what they've got to deal with.

CLARA
 One gun. Five hand pulsars. And a planet smashing bomb that doesn't work any more.

BRAINS
 Why not?

CLARA
 Broken trigger unit.

(CONTINUED)

50 CONTINUED:

50

BRAINS
But you signed for that.

CUT TO:

51 INT. HEDGEWICK'S WORLD. NATTY LONGSHOE'S CASTLE. HQ - DAY 51

The Cyberdoctor moves a piece.

CYBERDOCTOR
I've learned so much from you, Doctor.
It's been an education. But now, it's
time for the endgame.

CUT TO:

52 EXT. HEDGEWICK'S WORLD. NATTY LONGSHOE'S CASTLE - DAY 52

The Cybermen are marching. On the move. And moving AS ONE. In
as near perfect unison as we can get.

They reach the moat.

A pause. One of them steps into the water. A blue electrical
flash, and it STOPS. It's DEAD.

CLARA
Brilliant.

AND THEN WE HEAR...

CYBERVOICE (V.O.)
Upgrade in progress.

C/U on the dead Cyberman. It moves. It's not dead.

CUT TO:

53 EXT. HEDGEWICK'S WORLD. NATTY LONGSHOE'S CASTLE - DAY 53

Clara and the remaining soldiers. And Porridge, who holds his
pulsar unit nervously...

CLARA
Who's our best shot?

HA-HA
Probably it's Me.

Clara hands Ha-Ha the Cyberkiller gun.

CLARA
Shoot any of them who make it across.
The rest of you, take defensive
positions. Porridge?

(CONTINUED)

53 CONTINUED:

53

PORRIDGE

Yes?

CLARA

Keep yourself safe.

CUT TO:

54 EXT. HEDGEWICK'S WORLD. NATTY LONGSHOE'S CASTLE - DAY

54

The first Cybermen come SILENTLY through the main gate, in perfect unison.

Ha-Ha starts shooting, laughing maniacally as he shoots.

A Cyberman's head explodes. It keeps coming. Another shot, and it blows.

55 EXT. HEDGEWICK'S WORLD. NATTY LONGSHOE'S CASTLE - DAY

55

Porridge heads up the inside of the castle, to the roof, where the CAPTAIN is still dead, the planet-smasher bomb still in her hand.

PORRIDGE

Alice Ferrin. You should have destroyed this planet when you had the chance.

And we hear more explosions. Porridge grabs the bomb.

CUT TO:

56 INT. HEDGEWICK'S WORLD. NATTY LONGSHOE'S CASTLE. HQ - DAY

56

The noises of the battle are in the background...

CYBERDOCTOR

They're nearly here. Now: You can take my bishop and keep limping on for a little longer. Or you can sacrifice your queen, and get the children back BUT it's mate in five moves. And I'll get your mind.

The Doctor moves his queen into danger.

THE DOCTOR

Take my queen. And give me back the children.

CYBERDOCTOR

Emotions. Can't you see how foolish a move that was? You've lost the game.

(CONTINUED)

THE DOCTOR
Kids. Back. Now.

The Cyberdoctor is upset by this, takes the Queen as several of the Cybermites on his face send SIGNAL LIGHTS...

The signal lights on the Cybermites on the kids' faces blink, then fall off. And the kids collapse to the ground, unconscious or asleep...

CYBERDOCTOR
Emotion, Doctor, for two human children you barely know. And it was a pointless sacrifice anyway.

The Webley-Cyberman is getting to its feet once more, reactivated.

CYBERDOCTOR (cont'd)
So, Doctor. Do you think the children's death will spoil your friendship with Miss Clara?

Artie's still asleep, but Angie's waking up. Webley flexes his hands.

CYBER-WEBLEY
Welcome to Webley's World Of Wonders, Children. Now presenting, Delights, Delicacies and Death.

ANGIE
Doctor!

Webley's approaching them... The Doctor is struggling with the rope and leg-cuffs. He's stuck there.

And as all hope is lost... Porridge comes in, carrying the bomb. He takes in the situation.

He slams the bomb into the back of Webley's human, unprotected knees. As Webley falls to his knees, Porridge slams the Pulsar in his hand against into the back of Cyber-Webley's head. Webley collapses and goes dark - one last twitch sending Porridge down near the Doctor.

THE DOCTOR
Angie. Just stay where you are. Look after Artie. Do you understand me?

Angie nods, terrified.

THE DOCTOR (cont'd)
Your move. But before you take it. Just so you know. Sacrificing my queen was the best possible move I could have made.

(MORE)

(CONTINUED)

56 CONTINUED: (2)

56

THE DOCTOR (cont'd)

The Time Lords invented chess. It's our game. And if you don't avoid my trap, it gives me mate in three moves.

CYBERDOCTOR

How?

THE DOCTOR

Oh come on. Call yourself a chess-playing robot?

CYBERDOCTOR

HOW?

THE DOCTOR

You figure it out. Or don't you have the processing power?

And it stares intently at the Chess board, Cybermites glittering...

CUT TO:

57 EXT. HEDGEWICK'S WORLD. NATTY LONGSHOE'S CASTLE - DAY

57

A horde of Cybermen SILENTLY marching, in unison, into the castle.

One of them casually kills a surviving soldier.

HA-HA blasts it into bits.

Immediately a host of Cybermen swivel towards Ha-ha, and he's firing at them, but as each one falls another steps in and they've almost reached him...

Brains is half-hidden, and has her Pulsar: Raises the hand with the pulsar on it - reaching for the unprotected back of the Cyberman's head...

And the head SPINS AROUND, so the face is looking straight at us. Uh-oh...

Another Cyberman has reached Clara. It reaches out two arms for her and then...

Ha-Ha fires -- but his gun is almost out of charge. The blast knocks the Cyberman back, but doesn't take it out.

But as the Cyberman attacks Ha-Ha... Its arm moves REALLY slowly. It stops.

Clara takes a step back and the Cyberman that was about to strangle her doesn't move.

(CONTINUED)

57 CONTINUED:

57

All the Cybermen are moving REALLY SLOWLY... And now they're all STOPPING...

CUT TO:

58 INT. HEDGEWICK'S WORLD. NATTY LONGSHOE'S CASTLE. HO - DAY 58

Porridge is unconscious.

THE DOCTOR
What are you doing?

THE DOCTOR
That's cheating.

CYBERDOCTOR
Just taking advantage of the local resources. (as if receiving information) There's no way you can get to mate in three moves.

The Doctor's left hand has taken something from Porridge, who, stunned, is getting up...

THE DOCTOR
Three moves. Want to know what they are?

CYBERDOCTOR

THE DOCTOR

The Doctor's left hand has taken the pulsar, and doing everything with his left hand, also grabs the sonic screwdriver and...

THE DOCTOR (cont'd)
Move one. Turn on sonic screwdriver.
Move two. Activate Pulsar. Move three,
amplify the pulsar...

And he puts the pulsar to his head, screwdriver boosting it.

CYBERDOCTOR

58 CONTINUED:

58

And the Doctor spasms, as if he's having some kind of seizure.
SUCH PAIN. His head falls to the table.

And then, one by one the Cybermites around his eyes and on his forehead fall to the table, dead. He lifts his head up.

THE DOCTOR
No. Just taking advantage of the local resources.

Clara comes in at a run with the surviving members of the platoon...

THE DOCTOR (cont'd)
Hullo. Can you untie me, please?

CLARA
Do you think I'm pretty?

THE DOCTOR
No! You're too short. And bossy. And your nose is all wrong.

CLARA
Good enough.

Clara frees him.

CLARA (CONT'D) (cont'd)
What happened to the Cyber-Planner?

THE DOCTOR
Out of my head and redistributed across three million Cybermen, right now. And about to wake them all up, kill us and start constructing a spaceship.

BRAINS
We need to destroy this planet before they can get off it.

THE DOCTOR
Yeah.

The Doctor sonics the Bomb.

THE DOCTOR (CONT'D) (cont'd)
It has a fallback voice activation.

HA-HA
The Captain. But she's dead...

ANGIE
I think you should ask Porridge.

(CONTINUED)

CLARA
Why?

ANGIE
He's Emperor. I bet he knows the activation codes... Oh, come on. It's obvious. He looks just like he does on the coin. And the waxwork. They made him taller, but. Look, am I the only one paying attention to anything around here?

CLARA
You. Are full of surprises. Porridge?

PORRIDGE
...She's right.

CLARA
So you can save us?

PORRIDGE
We all die in the end. Does it matter how?

BRAINS
What do we do?

SURVIVING PLATOON MEMBERS
(in unison)
Live for the Empire. Fight for the Empire. Die for the Empire.

PORRIDGE
I don't want to be Emperor. If I activate that bomb, it's all over.

THE DOCTOR
And if you don't, three million Cybermen spread across the galaxy... Isn't that worth dying for?

PORRIDGE
Doctor. The bomb, the throne, it's all connected. I just have to say "This is Emperor Ludens Nimrod Kendrick called Longstaff, the forty-first, defender of humanity, imperator of known space. Activate the Desolator." And it's done.

As he says this a pattern of lights start blinking on the bomb's side. It's activated. And Porridge is changing. Becoming more imperial. More in command.

(CONTINUED)

58 CONTINUED: (3) 58

PORRIDGE (CONT'D) (cont'd)
 It'll blow in about eighty seconds.
 Easily long enough for the Imperial
 Flagship to locate me from my
 identification, warp-jump into orbit,
 and transmat us to the state-room...

We're closed in on his face as he says this.

Now we pull out, to reveal...

CUT TO:

59 INT. IMPERIAL SHIP. STATEROOM - SPACE 59

A huge impressive room that doesn't instantly say "Spaceship". Except one wall is glass, and looks out on Space and the planet below. The Doctor immediately heads over to someone in authority...

THE DOCTOR
 Oh! Nice ship. Bit big. Not blue enough. Listen. There's a large blue box at coordinates 6 delta nineteen P. I need it transmatted up here right now.

The Guard looks at Porridge.

PORRIDGE
 What he said.

The guard touches a control.

ARTIE
 (waking)
 Hello Clara. Oh, this is better than the Spacey Zoomer.

Clara hugs him.

CUT TO:

60 OMITTED 6061 INT. HEDGEWICK'S WORLD. NATTY LONGSHOE'S CASTLE. HQ - DAY 61

The Cybermen are marching into the place in the castle where the chess game was taking place. The black box is now a flickering mass of lights and colours...

CUT TO:

62 INT. IMPERIAL SHIP, STATEROOM - SPACE 62

PORRIDGE
 And that's that. 76, 77, 78, 79...

(CONTINUED)

Below them, through the glass window, we watch the planet blow up... and implode spectacularly.

The room is hit by shockwaves, and shakes. Porridge doesn't seem to notice.

PORRIDGE (CONT'D) (cont'd)
 You know... it was good. Good to run away. Good not to be lonely and Emperor of a thousand galaxies with everybody waiting for me to tell them what to do.

ARTIE
 Can't you run away again?

PORRIDGE
 They'll be keeping a closer eye on me this time. They do that when you're Emperor... loneliest job in the Universe.

CLARA
 You don't have to be lonely.

PORRIDGE
 I don't. Clara... Will you marry me?

CLARA
 What?

ARTIE
 He said...

ANGIE
 She heard what he said.

PORRIDGE
 You're smart and you're beautiful, and I've never met anyone like you and being Emperor won't be as hard if you're by my side. And you'll rule a thousand galaxies.

CLARA
 But I... don't want to rule a thousand galaxies.

Porridge is heartbroken.

PORRIDGE
 Silly of me.

CLARA
 I'm really sorry.

Angie looks at Clara in disbelief.

(CONTINUED)

62 CONTINUED: (2)

62

ANGIE

But that's stupid. You could be queen of the universe? How can you say no to that? When somebody asks you if you want to be queen of the universe, you say YES.

Porridge is amused.

ANGIE (CONT'D) (cont'd)
You watch. One day, I'll be queen of the universe.

Porridge laughs, good-humouredly. Then, dismissively...

PORRIDGE

I could have your head cut off for saying that. Get out of here. All of you. Before I change my mind.

CUT TO:

63 OMITTED

63

64 INT. TARDIS

64

LANDING NOISE. The TARDIS has arrived outside Angie and Artie's house. Clara opens the door. It's dark outside. The Doctor's by the controls. Artie shakes his hand, formally.

ARTIE

Thank you for having me. It was very interesting. And a bit scareciting.

Artie heads for the door.

The Doctor hands a new mobile phone to Angie, then walks with her to the door.

THE DOCTOR

New phone. It's not from me. It's from the Tardis.

ANGIE

I've been thinking. If I'm going to be queen of the universe one day, I'm going to have to start doing my homework. Aren't I?

THE DOCTOR

I don't know. Are you?

ANGIE

Obvi. Otherwise they'll start calling me Queen Thicko, when they dig up the archeological records.

(CONTINUED)

THE DOCTOR

Good point. Lots of school reports in archeological records. It's what they care about most.

Angie goes. Clara's last of all. She's been looking at him as if she isn't sure how she feels, then she says,

CLARA

Thank you, Doctor.

THE DOCTOR

For what?

CLARA

Kids' day out? Getting us off that planet alive? Whatever you were doing with the Cybermen? Goodnight. See you next Wednesday.

THE DOCTOR

Well. A Wednesday, definitely. Next Wednesday, last Wednesday. One of those.

He trails off, talking to himself. She's gone with her charges. He watches her. Then he closes the TARDIS door.

THE DOCTOR (CONT'D) (cont'd)

(to himself)

Impossible girl. A mystery wrapped in an enigma squeezed into a skirt that's just a little bit too tight. What are you?

CUT TO:

Porridge is getting more and more Imperial with every passing moment.

PORRIDGE

Signs of any Cybertech remaining?

GUARD

Scans show nothing, majesty.

PORRIDGE

You ever wanted to be Emperor, Gloria?

GUARD

No, majesty.

PORRIDGE

That's the right answer. Come on. Let's go home.

66 **EXT. SPACE**

66

The Imperial Ship, in space. And then it activates some kind of warp drive and is gone.

There's nothing left.

Everything's destroyed. Huge floating meteorites. Except...

Floating in space.

ONE DEAD CYBERMITE.

It's dead, but then... as we watch...

it shivers...

And the light goes on. It's alive. And BLIP BLIP BLIP it's sending out a signal.

END