

CAPTAIN BRITAIN

Spec Written by

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Practice in adaption

INT. ROMA'S BEDROOM- NIGHT

The bedroom is a circular room; an opening with no door adjoins to a darkened corridor. Flickering light can be seen slowly illuminating the corridor as ROMA is asleep in her bed. An elderly hand reaches and rests upon her shoulder, gently she awakens and looks to the owner of the hand. MERLIN smiles warmly.

MERLIN  
The pieces have arrived...

Roma's eyes narrow at this news.

MERLIN (cont'd)  
...Would you like to play?

INT. INTERSTELLAR ROOM- NIGHT

The room is vast and ancient in appearance; stone walls and floor but magic has been used to decorate it. The ceiling is the universe; the lighting is from torches that burn different colors depending on the mood of the occupant.

Several chessboards are floating around the vicinity of MERLIN. He watches with curiosity as translucent beings form and vanish randomly as game pieces upon the chessboards. ROMA enters the room and watches her father with apprehension before advancing toward him.

ROMA  
I'm here, father.

MERLIN  
Yes...

A chessboard fills entirely with translucent game pieces that turn to clay and form up into the molds of the translucent pieces.

MERLIN (cont'd)  
...Our board is ready.

The ground below the floating chessboard animates and forms upward into a table of stone; adjacent stone chairs form with it as Roma arrives. Merlin extends his hand for Roma to sit and she complies. Merlin sits as well.

Roma looks at the board, then up to Merlin.

ROMA  
So, father... what is the game?

Merlin forms a dangerous smile. A clay game piece that looks like BRIAN advances on the board.

EXT. DARKMOOR CIRCLE- DAY (EARTH 323)

A circular formation of rocks beneath an interstellar sky seen through a blue sky.

BRIAN lies in the middle of the Darkmoor Circle, he is asleep. He opens his eyes and sees the majestic vision in the sky. He raises himself with his elbows and stares awestruck.

JACKDAW (O.S.)  
(concerned)  
...Hey buddy?

Brian can't stop looking to the sky.

BRIAN  
Can you see that? What's going on  
with the sky?

JACKDAW (O.S.)  
Whatcha mean? That's how it always  
looks...

BRIAN  
I don't recognize the constellations...  
I mean, I shouldn't be able to see  
them during the...

Brian looks over and sees JACKDAW, a diminutive Elf/person dressed in military fatigues, he is more confused. All around Jackdaw, is a bombed-out battlefield with giant craters and scattered military vehicles burning or hollowed out. The Darkmoor Circle is the only pristine green grass location in the vicinity.

BRIAN (cont'd)  
...day.

JACKDAW  
You must not be from around here? You  
from Essex?

BRIAN  
(timid)  
Mm-Hmm.

JACKDAW  
Yeah, thought so...

Jackdaw exaggeratedly looks about the battlefield.

JACKDAW (cont'd)  
Um, this ain't really the place to  
nap, so... thought I'd get you up and  
moving...

A screamer sound is faint, Jackdaw's posture stiffens and  
Brian notices this.

BRIAN  
What's that?

Jackdaw seems saddened.

JACKDAW  
Means we're too late... The moment you  
hear it, means they've locked on to  
you...

In the sky, a red flash is dropping toward Brian and  
Lockjaw's position.

JACKDAW (cont'd)  
It's probably for me... You should  
start running.

Brian looks at Jackdaw as he sits down and waits for fate;  
Jackdaw nods to Brian as if to reassure him. Brian takes  
this cue to start running. As he runs the red flash begins  
to follow him; he sees this, Jackdaw sees this and stands,  
he starts cheering Brian on.

JACKDAW (cont'd)  
(Screaming)  
It's You! Go! Go!

The red flash is nearly upon Brian, Brian leaps and never  
lands as he is flying. The red flash collides with the  
ground and a new crater is formed. Brian stares from the sky  
at the new crater, he then looks to Jackdaw whose jaw has  
dropped.

BRIAN  
What's happening?

JACKDAW  
(calls out)  
...You're flying

BRIAN  
(to himself)  
Yeah...

(MORE)

BRIAN (cont'd)  
 (calls out)  
 ...Is that normal here?

Jackdaw shakes his head "no". Distracted by the flying, another red flash is nearly upon Brian; he flinches just as the blur of a figure flies to it and intercepts it, casts it aside to explode further away. Brian unclenches and sees CAPTAIN U.K. hovering before him. Brian and Captain U.K. look at each other.

CAPTAIN U.K.  
 You're new.

BRIAN  
 ...I guess.

CAPTAIN U.K.  
 Come on... Let's get you settled..

Captain U.K. begins moving down; Brian tries to follow but stays in place.

BRIAN  
 Um?

CAPTAIN U.K.  
 (understands)  
 ...Got it.

Captain U.K. floats up and grabs Brian's hand and pulls him down with her.

EXT. JASPARS SPACE STATION- SPACE

A Militaristic Space Station orbits the planet; as a satellite nears it, a red blast fires and destroys it. The myriad amount of space debris can be seen in the background.

INT. JASPARS' SPACE STATION- SPACE

JIM Jaspars, seemingly in suspended animation, in a cryo-like chamber watching multiple video-screens mounted before him. The screens suddenly bleed together to form one revealing the footage of CAPTAIN U.K. helping BRIAN float down.

INT. SEWERS- DAY

CAPTAIN U.K. hovers while BRIAN and JACKDAW walk in mucky puddles as they walk in the sewers.

Brian is revolted with each splash; he covers his nose and mouth. Captain U.K. stops moving and turns to Brian.

CAPTAIN U.K.  
 Alright, we should be clear of the  
 Vids'... This is not your world.

Brian looks down at Jackdaw and then back to Captain U.K. nodding obviously.

CAPTAIN U.K. (cont'd)  
 You were presented with a choice,  
 right?

Brian shakes his head "no". Captain U.K. is confused as she ponders this answer.

CAPTAIN U.K. (cont'd)  
 ...Then you found that amulet lying  
 about somewhere?

Brian looks and is surprised that he is holding the [Amulet] in lowered his hand. Captain U.K. sees his puzzlement.

CAPTAIN U.K. (cont'd)  
 You don't know what that is...

Brian shakes his head "no".

CAPTAIN U.K. (cont'd)  
 ...Okay. Start talking, maybe we can  
 piece this together.

Brian lowers his hand to speak.

BRIAN  
 Could we talk somewhere less smelly?

Brian returns his hand. Jackdaw snorts and starts moving.

JACKDAW  
 Come on, Cap... He's with us, Jaspars'  
 fired on him. Let's get him out of  
 the foyer. Place ain't fit for  
 someone from Essex.

Brian eyes signal with the name drop; he lowers.

BRIAN  
 Jim Jaspars?

Jackdaw turns and nods "yes"; Captain U.K. watches Brian.

BRIAN (cont'd)  
He's a nationalist here, too?

JACKDAW  
Probably, everywhere he goes... Come  
on, bud.

Brian follows Jackdaw with Captain U.K. watching their backs as they proceed.

INT. SEWER: HEADQUARTERS- DAY

Tunneled out opening in the Sewer; reinforced by wood, concrete, stone and metal material that could be scavenged. The room extends far with adjoining makeshift rooms.

FUMAH, Human, sits beside a Cone-style door which opens revealing the sewers; JACKDAW enters with BRIAN behind and CAPTAIN U.K. follows closing the door.

JACKDAW  
Just us, Fumah.

Brian nods to her as she gives him a skeptical look.

FUMAH  
He smells... off.

Brian blushes. Captain U.K. is watching.

JACKDAW  
He's not from around here, luv...  
(to Brian)  
...She don't mean nothing, she's  
powered by smells and can create  
pheromones... You'll notice the change  
in aroma?

BRIAN  
(smells)  
Is that chamomile?

JACKDAW  
Probably? My nose still burns from  
the crap we just walked through... Come  
on, I'll introduce you to the gang..

CAPTAIN U.K.  
Later, Jackdaw... I need to talk to..

BRIAN  
Brian. Brian Braddock.

JACKDAW  
 You're the boss, Cap. I'll be around  
 Bri...

Brian smiles appreciatively as Jackdaw walks away. Brian turns to the stern Captain U.K. and the smile fades. Captain U.K. now touches the ground and walks to a nearby door, she opens it and Brian enters.

INT. SEWER: CAPTAIN U.K. ROOM- DAY

Small room with a table constructed into the wall, a stool; then a bed across from it. Hard living conditions. Brian enters and doesn't know where to sit.

CAPTAIN U.K.  
 Sit anywhere...

Brian walks to the stool and sits. Captain U.K. appreciates this as she walks to the bed and sits on it; she takes off her helmet and eyes him.

CAPTAIN U.K. (cont'd)  
 Jackdaw likes you...

BRIAN  
 I like him... I've... never met anybody  
 like him before...

CAPTAIN U.K.  
 (dead serious)  
 I know. These aren't your people,  
 they're mine. This is my world. I  
 protect them... Jim Jaspars and his  
 hate-army are hunting us, and it  
 takes all my focus to keep us alive...  
 You're not supposed to be here, and I  
 don't know why you are... You're a  
 distraction that I can't afford... But  
 you're here...

Captain U.K. stares at Brian contemplating. Brian looks away and then at the amulet and offers it to Captain U.K.

BRIAN  
 Will this help you?

CAPTAIN U.K.  
 That's yours...

Captain U.K. points to the corner of the room at a discarded sword leaning against the wall.



CAPTAIN U.K. (cont'd)  
 ...I chose the sword.

BRIAN  
 (confused)  
 But I didn't make a...

CAPTAIN U.K.  
 ...Someone did.

Captain U.K. stares at the amulet for beat before she comes to a decision.

CAPTAIN U.K. (cont'd)  
 I can't let you be a factor... Even if they haven't given you the instruction, you got the power... I'll give you some rudimentary training, and at some point, we'll make it to the lighthouse... See if Merlin will still speak to me?

BRIAN  
 Merlin? I'm going to have to learn a lot of nicknames, huh... You're Cap, right?

CAPTAIN U.K.  
 Captain. Captain U.K.

BRIAN  
 We've got someone named like you on my world... Well, across the pond...

Captain U.K. smiles at this; the smile makes Brian feel at ease.

CAPTAIN U.K.  
 ...Go have Jackdaw show you around.

Brian nods and leaves. Captain U.K. looks to the sword and her unease returns.

INT. SEWER: HEADQUARTERS- DAY

BRIAN exits Cap's Room as JACKDAW is leaning against the wall across from it.

JACKDAW  
 You stay'in with us?

BRIAN

(shrugs)  
...I think so.

JACKDAW

Come on. You can stay in the  
squat...er...

Jackdaw starts walking with Brian in tow.

BRIAN

I hope it's more pleasant than it  
sounds.

JACKDAW

It totally is... kind of...

INT. SEWER: SQUATTER ROOM- DAY

The door to the small single-bed room opens revealing  
JACKDAW, he flips the light switch on. BRIAN peeks his head  
in.

BRIAN

This is me?

JACKDAW

Yeah... if you don't snore, maybe  
you'll get to move in with somebody  
with a closer room to Fumah.

Brian begins to sniff before entering. He stands by the bed  
and looks at it.

BRIAN

So, this is my cell?

JACKDAW

Not a cell... Just thought you might  
want some you time since you found  
out you're on a whole new world and  
everyone outside wants to kill you...  
and you can fly... Thought you might  
want to come to terms with it... I'll  
come back later and see how you're  
doing.

Jackdaw closes the door. Brian sits on the bed and is in  
thought.

INT. INTERSTELLAR ROOM- NIGHT

ROMA and MERLIN sit at the game table. Roma looks at the pieces before Merlin (Captain U.K., Jackdaw, Miracle Man, Jaspars)

ROMA  
Some of these have played before.

MERLIN  
..Or maybe they're still playing.

Roma looks to her pieces (Brian, Jamie, Betsy, Jaspars, Lord James, Sonny, Helen).

ROMA  
We have matching pieces.

MERLIN  
Indeed.

ROMA  
I didn't think that possible.

Merlin stares at the game board; Roma looks to him for reassurance.

ROMA (cont'd)  
Father?

MERLIN  
..I think the game is still forming.

INT. SEWER: SQUATTER ROOM- NIGHT

The door opens revealing JACKDAW with a climbing rope strewn over his shoulder. BRIAN is awake and lounge against the wall.

JACKDAW  
Get any rest?

BRIAN  
It smells... so bad...

JACKDAW  
Kind of the other reason it's called the squatters.

BRIAN  
..Nice.

JACKDAW  
Come on then, let's get you some  
fresh air.

EXT. WOODED AREA- NIGHT

JACKDAW and BRIAN are walking in the woods. Brian is carrying a rope.

BRIAN  
...I can't see anything? Did you bring  
a torch?

JACKDAW  
Relax, I can see in the dark.

BRIAN  
I guess, I'd relax more if I could  
see in the dark...

JACKDAW  
Look, this is the only way Cap would  
let us practice...

BRIAN  
Yeah, and let me ask you about that.  
What's the rope for?

JACKDAW  
(sighs)  
So, I can pull you back down.

BRIAN  
That still makes no sense to me! I  
feel like I really need to give you a  
lecture on the science of flight.

JACKDAW  
There's no science to flying, you  
just do it... Or in my case, I don't.  
(looks about)  
This is good.

Brian holds one end of the rope and drops the rest; he ties it to his belt. Brian looks at Jackdaw with annoyance.

BRIAN  
...This feels ridiculous.

JACKDAW  
Only if you don't do it.

BRIAN  
So, I just jump?

JACKDAW  
Far as I know. Remember how you did it yesterday, just like that but less, we only got thirty meters of rope.

Brian nods "yes" way too much before he stops. He looks upward. Jackdaw holds the other end of the rope.

BRIAN  
Am I doing it?

JACKDAW  
Still on the ground..

BRIAN  
Alright. Thought I'd try happy thoughts first..

JACKDAW  
What?

BRIAN  
Nothing.

Brian jumps up and lands. He tries again. He makes several little jumps leading to a big one that still keeps him on the ground. Jackdaw looks at the rope in his hand, then to a nearby tree.

JACKDAW  
Keep at it, I'm gonna tether you for now..

Jackdaw begins tying the rope in a knot as Brian continues angry jumping. Jackdaw completes the knot just as Brian rockets upward; the rope tightens and then a ripping sound as Brian's pants have fallen to the ground. Jackdaw walks to the pants and shakes his head.

JACKDAW (cont'd)  
...This was a flawed plan.

Jackdaw looks upward for a beat.

JACKDAW (cont'd)  
I hope nothing else falls from up there... Should probably move... actually... Oh, I just don't see him anywhere... Better tell, Cap..

Jackdaw starts walking away.

EXT. TOWN: SKY- NIGHT

BRIAN, half-naked, is skyrocketing but with a smile. He looks to his arms and puts them outward to slow his ascension. He slows and comes to a hover.

BRIAN  
This defies... No, wait, different  
world, different science? No, science  
is always science... There's a variable  
I haven't found..

Brian looks across the horizon, he smiles.

BRIAN (cont'd)  
...Enjoy it while I can, right?

Brian tilts himself toward the ground and begins descending. He spins and loops erratically. He tests his ability to control his flight. He puts his hands behind his head and floats on his back as though he were in a hammock.

BRIAN (cont'd)  
Jamie's going to be jealous...

Brian spins over and looks down to the ground. His expression changes from newfound joy to unease. Brian changes his posture to fly down close to the ground and he hovers above a fenced in tent city. Scunthorpe containment camp.

Spotlights hum and blind him as they illuminate his hover. A siren blares and an unseen tank fires. The tank round connects with Brian and sends him hurtling across the town and he crashes into a department store.

INT. DEPARTMENT STORE- NIGHT

BRIAN bounces through several clothing displays before impacting and becoming mounted into the wall. He drops from the wall and falls to the ground. He shakes his head and realizes he is okay.

BRIAN  
I'm... okay...

He stands up and sees his shirt in tatters from being been blasted, he assumes his pants must have as well.

BRIAN (cont'd)  
 ...That was a tank... Shot me out of the  
 sky... And I'm okay...

Brian's face contorts with rage.

BRIAN (cont'd)  
 They shot me!

Brian looks to the ground and picks up some red sweatpants and puts them on, he starts walking before seeing a red sweatshirt with a yellow lion on it. He begins walking purposefully toward the hole he crashed in from. At the last moment, he grabs a union jack style neck gaiter and puts it on. Brian walks out of the department store hole.

EXT. DEPARTMENT STORE- NIGHT

Spotlights from military vehicles immediately illuminate BRIAN as he walks out.

SOLDIER  
 (loudspeaker)  
 On the ground now, Warpy! We will  
 open fire!

Brian extends his arms outward and begins to float into the air.

SOLDIER (cont'd)  
 Burn him!

Brian tucks in defensive posture instinctively and closes his eyes for the impact. Several flamethrowers light and fire; multiple muzzle flashes from mounted machine guns erupt. Smoke and fire cloud the area.

EXT. TOWN: SKY- NIGHT

BRIAN is still tucked defensively as he opens his eyes and realizes he is being pulled into the sky by CAPTAIN U.K. She lets go of him by spinning him around and the two face off.

CAPTAIN U.K.  
 What are you doing!

BRIAN  
 They shot at me!

CAPTAIN U.K.  
 Why'd they even see you? You were to  
 fly the length of rope I gave you!

BRIAN  
 Yeah, well... I figured out the flying  
 thing.

Captain U.K. floats above Brian slightly, scolding parent.

CAPTAIN U.K.  
 Good for you! You're grounded!

BRIAN  
 What! For that! They couldn't hurt  
 me...

CAPTAIN U.K.  
 They could hurt the others, Brian! My  
 world, my people, remember!

BRIAN  
 Your people? What was that camp,  
 then?

Captain U.K. flies at Brian and grabs him by the scruff of  
 his collar and stares him down.

CAPTAIN U.K.  
 There's a ten thousand people  
 scattered about Britain and one of  
 me!  
 (points to sky)  
 There's a madman orbiting the planet  
 with the ability to final solution  
 all of them at once! If we force his  
 hand, I don't know how to save them  
 all!

Captain U.K. releases Brian and pushes away from him.

CAPTAIN U.K. (cont'd)  
 ...Why'd they offer it to you? You're  
 just a reckless kid...

Captain U.K. flies away.

BRIAN  
 Nobody offered..

Brian sulks and then looks to the blinking lights in space.



BRIAN (cont'd)  
...Why am I here?

INT. SEWER: HEADQUARTERS- DAY

BRIAN enters the headquarters; he looks to FUMAH guarding the door.

BRIAN  
Just me.

FUMAH  
I know, luv. I could smell the shame..

BRIAN  
...Just a fountain of perspective,  
aren't ya?

JACKDAW comes rushing from an adjoining room; he has genuine concern on his face.

JACKDAW  
Hey?

BRIAN  
Hey.

JACKDAW  
You okay?

BRIAN  
Yeah...  
(looks to Cap's closed door)  
...Cap's had it with me.

JACKDAW  
Yeah, well she don't get many good  
days... Come on.

BRIAN  
Where?

Jackdaw starts walking to a further door; Brian follows. Jackdaw stops at the door.

JACKDAW  
Proper introductions are needed after  
tonight.

Jackdaw opens the door revealing a staircase. Brian climbs them first with Jackdaw behind.

Int. Pub: Backroom- Night

BRIAN enters the backroom where Twenty PATRONS are standing, waiting along the walls each with a mug in their hands. A small table is set in the middle of the room with a single stein upon it.

JACKDAW enters and walks to the table. He picks up the stein and hands it to Brian.

JACKDAW (cont'd)  
 Alright, you wankers... This is Brian  
 from Essex... This is the man who  
 Streaked the Scunthorpe!

PATRONS  
 Hear, hear!

The patrons erupt in celebration and rowdy acceptance of Brian. Brian lifts the stein and the others follow suit. Brian drinks and the others celebrate.

Time has passed and Brian leans against the wall watching the Patrons all joke and talk jovially to one another. Jackdaw walks away from one nearby and Brian kneels to talk to him.

BRIAN  
 Should we go get Cap?

JACKDAW  
 No. She's on guard duty.

Jackdaw points upward and continues on.

EXT. PUB: SKY- NIGHT

CAPTAIN U.K. is hovering above the Pub, scanning periodically. BRIAN floats up beside her with a mug of beer.

BRIAN  
 Didn't know you were here.

He offers her the mug and she takes it.

CAPTAIN U.K.  
 ...You're a hero now. Thought the boys  
 could use it.

The two hover in silence for a beat.

BRIAN  
I'm sorry about tonight...

CAPTAIN U.K.  
...We don't have the luxury of sorrys,  
Brian. Just try to behave...

BRIAN  
...Yeah.

Brian descends back to the pub. Captain U.K. takes a sip.

INT. JASPARS' SPACE STATION- SPACE

Jaspars is watching the screen of CAPTAIN U.K. and BRIAN floating down to the pub. The screen pauses and in-screen markers begin to highlight Captain U.K.

Graphic:  
Known Terrorist Captain U.K.  
Theta Level Threat  
Option Available: Ready Fury Protocol

Then the in-screen markers highlight Brian's new outfit.

Graphic:  
Unknown Enhanced Terrorist  
Possible Theta Level Threat  
Recommended: Activate Fury Protocol

Jaspars presses 'Standby'

EXT. HILLS- NIGHT

JACKDAW and BRIAN are lying on their backs staring up at the sky.

JACKDAW  
...I don't get it.

BRIAN  
I don't either.

JACKDAW  
But it's from your world. You just  
told me it happened to you.

BRIAN

Yeah, it happened. I turned to dust and then returned in the same spot five years later... I don't know what or how it happened... They say they're going to release the report and turn it into a movie, so I guess I gotta wait for the real story, that way...

JACKDAW

What if... You turned to dust again and this is what happens when that happens and when you go back, you won't remember this, like the last time...

BRIAN

What if...?

JACKDAW

That's just weird.

BRIAN

Weirder than talking to an Elf?

JACKDAW

Hey, you're starting to sound like Jaspars now... Break's over!

BRIAN

Sorry bud. We don't have your kind on my world.

JACKDAW

No warpies?

BRIAN

Warpy?

JACKDAW

Careful, now. You don't get to use that word...

BRIAN

Well, that felt like a trap.

Brian sits up and walks to a pile of large boulders nearby. Brian kneels and grips onto a boulder, he picks it up and walks it to pile of larger boulders. He sets it down as Jackdaw watches.

JACKDAW  
What're you anyway?

BRIAN  
Don't know... Same as Cap, something to  
do with the amulet?  
(reciting)  
...Find out whenever we can go to the  
lighthouse?

JACKDAW  
(ponders)  
Can you fly and lift a boulder?

BRIAN  
Hmm, intriguing dynamics...  
(lost in thought)  
...I should think about publishing. Do  
you have any paper?

JACKDAW  
We got boulders. Wanna just try it?

BRIAN  
...Wanna just try it? Typical warpy.

Jackdaw points his index finger warningly at Brian.

JACKDAW  
Seriously, be careful who you say  
that around.

Brian starts hovering and grabs boulder, he easily raises  
upward with the stone.

JACKDAW (cont'd)  
(ponders)  
Damn... Probably the equivalent of  
jeep?

Brian drops the stone.

BRIAN  
Nope.

JACKDAW  
What?

BRIAN  
You're scheming what kind of weapon I  
can be.

JACKDAW  
Weapon? I would have said hero.

BRIAN  
Well forget it. I'm not stepping on  
Cap's toes. I'm behaving until she  
says otherwise.

JACKDAW  
She's not going to say otherwise,  
Bri... She's stalling.

BRIAN  
Why?

JACKDAW  
Don't know. She keeps to herself  
about it, doesn't she.

BRIAN  
Maybe it's the numbers?

JACKDAW  
Nah, Miracle said our powers surpass  
the army.

BRIAN  
Miracle?

JACKDAW  
Miracle Man. You met him at the pub...  
the baby-faced scot.

BRIAN  
Why is he a Miracle?

JACKDAW  
Cause he's a scot you could  
understand... Anyway, said he had  
Android Andy run the numbers...

BRIAN  
Wait? Did I meet an Android at the  
pub?

JACKDAW  
(cynical)  
Do you remember taking to a robot at  
the pub?

Brian goes silent for a beat. He steps to a boulder and  
lifts it with ease.

BRIAN

I feel like you should start talking to me with a bit more respect... I'm not from around here and I have a lot to learn.

JACKDAW

...Fair enough.

Brian drops the boulder haphazardly and it cracks in two breaking off several stones. This startles both men.

BRIAN

...Sorry.

JACKDAW

Don't know your own strength, huh?

The two chuckle. Jackdaw looks back up to the sky.

JACKDAW (cont'd)

Ah, we gotta head back underground.

BRIAN

Why?

JACKDAW

(points up)  
Jaspars' watching.

Brian looks upward and sees the red blinking satellite light in the sky; he picks up a stone.

BRIAN

(annoyed)  
How does one man hold the entire planet hostage...

Brian throws the stone up into the sky at the satellite. A beat passes before the red blinking light glows brighter, then ceases. Jackdaw and Brian look to each other.

JACKDAW

Nah... No way.

Jackdaw and Brian look up.

BRIAN

I mean... My luck isn't that...

A streak of light like a meteor entering the atmosphere is seen.

JACKDAW  
 ..We gotta tell, Cap. Now!

Jackdaw scurries off while Brian watches a beat before running after.

INT. INTERSTELLAR ROOM- NIGHT

ROMA and MERLIN sit at the game table. The game board begins to warp and the chessboard is now has space for three players to have a side (Fury is the only game piece). An empty chair has also risen to the table. Roma is showing signs of worry while Merlin stares at the pieces.

ROMA  
 Father?

MERLIN  
 Yes?

ROMA  
 Is someone joining us?

MERLIN  
 No. He's already here. Has been here from the beginning..

ROMA  
 ...What beginning?

Merlin looks to his daughter and smiles at her question.

INT. SEWER: CAPTAIN U.K. ROOM- NIGHT

CAPTAIN U.K. is lying in bed; asleep. The door is knocked off the bottom hinge as JACKDAW bursts in. Captain U.K. awakens, sits up with a fist ready and sees the fear on Jackdaw's face.

CAPTAIN U.K.  
 What?

EXT. COUNTRYSIDE: SKY- NIGHT

CAPTAIN U.K. is flying in the lead with BRIAN slightly behind/beside her. She slows as they approach the crash site, Brian follows. The two hover upright, she faces him.



CAPTAIN U.K.  
 You've never encountered something  
 like Jaspars. If I fall, fly away..  
 The others need a fighting chance.  
 Understood.

Brian simply nods. Captain U.K. flies forward to the crash site, Brian staggers his follow.

EXT. CRASH SITE- NIGHT

There is a crater with rocket parts scattered behind in; small fires and smoking ground litter the area as CAPTAIN U.K. lands at the lip of the crater. BRIAN hovers in the sky above.

CAPTAIN U.K.  
 (calls out)  
 I know you're here.

Captain U.K. waits a beat. Nothing.

CAPTAIN U.K. (cont'd)  
 (calls out)  
 Jim?

Captain U.K. steps forward and enters the crater. She walks to the remaining wreckage and sees the cryo-chamber is intact but the glass is broken on the ground; something got out of it after it crashed.

CAPTAIN U.K. (cont'd)  
 (herself)  
 ...no.

Captain U.K. flies up to Brian.

CAPTAIN U.K. (cont'd)  
 Come on!

Captain U.K. begins flying away and Brian follows.

EXT. CAPTAIN U.K.'S LIGHTHOUSE- NIGHT

Dilapidated lighthouse on a high cliff with calm waves below.

The Lighthouse roof and light have fallen into the structure; the exterior walls are worn and weapon made holes riddle it. CAPTAIN U.K. and BRIAN fly toward it and enter through the open top.

INT. CAPTAIN U.K.'S LIGHTHOUSE- NIGHT

Interior is dirty from a hundred days of an open roof; puddles and animals have made homes here.

CAPTAIN U.K. lands and walks to an empty stone lectern that stands undisturbed from the mess about it. BRIAN hovers as he looks about the mess. Captain U.K. looks disheartened as she looks back to Brian.

CAPTAIN U.K.  
...There's nothing here.

BRIAN  
What were you expecting?

CAPTAIN U.K.  
Answers.

Captain U.K. looks at the ground defeated; Brian glances about still confused.

BRIAN  
I don't understand. What is this place? Why would there be...

Captain U.K. gets angry and turns to the lectern and kicks it over; it shatters as it hits the ground.

CAPTAIN U.K.  
Aargh! This is my portal! This is where we get our power from the corps! Someone sent you to me and I don't know why! This is where I would go to find out!  
(advances on Brian)  
...Are you here to help? Are you some test I must overcome? Are you nothing more than a distraction? I don't know!  
(yells to the ether)  
But there's always a game being played, isn't there!  
(looks to Brian)  
...If there's one thing, remember that.

Brian takes in this spectacle.

BRIAN  
...You cracking up?

Captain U.K. sees Brian is still hovering.

CAPTAIN U.K.  
Come down here.

BRIAN  
What?

CAPTAIN U.K.  
Put your feet on the floor.

Brian eyes Captain U.K., then the dirty floor.

BRIAN  
...It's dirty.

CAPTAIN U.K.  
You can do it or I can...

Brian understands where this is going and lands abruptly.

CAPTAIN U.K. (cont'd)  
...close your eyes.

Brian does reluctantly.

CAPTAIN U.K. (cont'd)  
What do you remember from your world?  
The last thing you were doing?

Brian opens his eyes and looks at a disgruntled Captain U.K.; he closes them again and plays along.

BRIAN  
Um... My brother... He was going to, huh,  
he was going to fly for the first  
time...  
(opens eyes)  
...He got a sponsorship to join a  
wingsuit crew. He's the adventurous  
one.  
(closes his eyes)  
He should be here...

Captain U.K. gets frustrated and double-fisted strikes Brian across the head and he collapses to the ground and then through the floor.

EXT. MOUNTAINS- DAY (EARTH 616)

Three WINGSUIT PILOTS are flying in line over trees and over cliffs; the BRADDOCK brand is on their sleeves. The speed is phenomenal and the sounds of swishing over treetops is deafening.

One Pilot veers off and plummets toward a dangerous slope in the tree line. The Pilot drops down to a dangerous level close to the ground and then rises upward to narrowly escape collision with a series of fallen rocks. The sudden change in course effects the streamline nature of the suit and the pilot's form buckles. The pilot pulls his chute and mangles through the turbulence but lands in the forest unscathed.

EXT. FOREST- DAY

Pilot disentangles from parachute. He removes his helmet and reveals himself as JAMIE BRADDOCK. He turns the helmet in his hands to point the camera attached to it at himself.

JAMIE

(beaming)

Told you! Told you I'd fly!

INT. BRADDOCK MANOR: BRIAN'S ROOM- DAY

Basic bed, full bookcases and cluttered academic desk.

BRIAN BRADDOCK is seated at desk watching the footage of JAMIE celebrating his adventure on a laptop. He is relieved his brother is okay but annoyed at the revelry before him.

BRIAN

I mean... I don't have the heart to tell you all you were doing is falling..

Footage: Jamie begins to realize he is in the forest alone.

Brian takes more interest in this new footage.

JAMIE (O.S.)

Shit... Brian call the jump team and tell them..

Brian closes the laptop and cancels the audio.

BRIAN

Nope... You earned that walk.

Brian walks away.

INT. BRADDOCK MANOR: HALLS- DAY

Rich ancestral British manor; scarce decorations, poor.

BRIAN walks through the lengthy halls and down a magnificent flight of stairs to the grand foyer. Brian glances at the family portrait before leaving the room; Family Portrait of Lord James Sr, Lady Elizabeth, James Jr, Brian and Betsy.

Brian walks to the panel wall that has a secret door fixed into it; the servant access.

He enters the narrow servant accessway and follows it until he comes to an old door with a keypad. He presses the code and the door beeps, opening ajar. He enters.

INT. BRADDOCK MANOR: MASTERMIND LAB- DAY

Mastermind Lab is the servant kitchen refurbished to hold an enormous computer mainframe with wall-to-ceiling electronics and databases; there is also tanks of medical supplies and refrigeration units; Robotic arms attached to gurneys; Medical Imaging technology; the lab is expansive and seemingly all inclusive.

BRIAN enters the lab, he rolls his eyes as he hears what content is playing on the old FM radio on the counter.

JASPARS (O.S.)

...we cannot allow these strangers to pass through our island unchecked. I'm for asylum, I am, but we do not have the capabilities to allow for enhanced persons to enter our country and hide under the blanket of sanctuary. This goes beyond color of skin, culture, or religion... If one is capable of what happened to our neighbors, then we should be allowed to know who is coming into our house..

Brian steps to a cabinet and opens it, he takes out a lab coat and puts it on while scanning the lab. LORD JAMES BRADDOCK SR. has his back to the door and is typing on a monitor; DR. HELEN CHO is working from a tablet and touching a standing visual screen of a human outline.

JASPARS (O.S.) (cont'd)

...The UN believed in the Sokovia Accords but still..

Brian turns off the radio; James looks back and smiles. Helen doesn't react.

JAMES

Not your cup of tea?

BRIAN  
 Didn't think it was yours either?

JAMES  
 It's important to know what is being  
 said..

James turns back and returns to work

JAMES (cont'd)  
 ..you don't have to listen to it.

Brian starts walking toward Helen.

BRIAN  
 I'm not turning it back on.

JAMES  
 (to himself)  
 ..thank god..

Brian gets to Helen and activates a screen next to her.

BRIAN  
 Good morning.

Helen doesn't react. Questioningly, Brian gently reaches over and touches her shoulder, startling her. Helen breathes heavy as she understands it was just Brian. She pulls out her earbuds that were covered by her hair.

BRIAN (cont'd)  
 Sorry.

Helen tries to hide her anxiety; Brian looks at her mournfully as he didn't mean to scare her. Helen will try to hide her scars and self as she interacts.

HELEN  
 It's fine.. He was listening to  
 Jaspars' again.

BRIAN  
 Yeah, I turned it off.

HELEN  
 Thank god..

Brian smiles as Helen starts to step back, awkward moment.

BRIAN  
 (hesitant)  
 I need to test the processor..

HELEN

...Oh. Yeah. Of course, tonight, right?

Brian smiles reassuringly. Helen nods, eyes watering.

BRIAN

I'm sorry for startling you...

Helen waves her hand and turns to walk away and then she keeps walking out of the lab. Brian watches her go and then sees James watching him.

JAMES

(deadpan)

Smooth... Maybe you want to talk to me about your Mother?

James turns and follows after Helen. Brian looks to the ground before turning and looking back at the screen he activated. He punches in a code and a nearby control panel opens up revealing a deconstructed but visibly apparent ULTRON Head with several attachments connecting into the computer.

Brian begins typing into his activated screen; he begins running programs, an inlaid clock in the computer screen dictates the time-lapse to night but demonstrates Brian's unwavering ability to focus on his work.

Brian starts blinking as the words "complete" comes into view on the screen. He rubs his eyes and looks about, realizes he is alone. He frowns as he walks to the cabinet and takes off his lab coat. He exits the lab.

INT. BRADDOCK MANOR: FOYER- NIGHT

BRIAN exits the servant's access and hears his father and older brother before seeing them.

JAMES (O.S.)

I don't care...

JAMIE (O.S.)

(interrupts)

...I realize that, father. But they are investors in...

JAMES

(interrupts)

...Investors in your work! Not mine.

Brian walks up on JAMIE and JAMES SR.

JAMIE  
If you think my business ventures  
haven't been paying the bills...

BRIAN  
...Hey?

Jamie and James eye each other into a ceasefire. Jamie rears up on Brian.

JAMIE  
...Besides, this is all Brian's fault.

BRIAN  
What?

JAMIE  
I missed my lunch meeting cause I was  
hoofing it through a forest... So, now  
that meeting is here and now...

JAMES  
Fine, Brian can "schmooze" the  
Americans...

BRIAN  
(confused)  
Can what?

James walks to the access and enters. Jamie swoops to Brian and begins leading him to another room.

JAMIE  
Schmooze... These guys are interested  
in tech, so just bore them with  
whatever you actually do, but you  
know, don't... bore them too much...

BRIAN  
(concerned)  
...Can I pee first?

JAMIE  
(unconcerned)  
No.

Jamie opens the door and pushes Brian in first.

INT. BRADDOCK MANOR: RECEIVING ROOM- NIGHT

BRIAN enters followed by JAMIE.



The most decorated room in the house; vintage coat of arms and valuable paintings adorn the walls; a quaint bar table is surrounded by Four INVESTORS and SONNY BURCH. The investors eye up Brian as he enters, Sonny smiles wide as he walks toward them.

SONNY

There he is. Brian, right?

Sonny extends his hand for a shake but Brian just looks at it.

JAMIE

Forgive him, Sonny... He's a lab rat,  
well, mostly just a brat...  
(to the others)  
...You guys been helped?

Jamie wanders to the others as Sonny lowers his hand and makes eye contact with Brian.

SONNY

Heard you get to play with some  
serious toys down there?

BRIAN

Toys? No nothing fun, I mean, well,  
we do have a [tech]... I guess, I find  
those fun...

SONNY

Yeah, them are cool... I heard that you  
guys...  
(steps closer/whispers)  
...Got an Ultron?

Brian gets flushed; he stands upright confident.

BRIAN

(angry)  
Who told you that?

SONNY

Whoa, ease the jets, bud...

Sonny glances back at Jamie and then returns the look to Brian.

SONNY (cont'd)

...Nobody said it, per se... Just a  
little rumor been floating around...  
Any inkling as to its validity?

Brian stares daggers at Jamie before returning his eye contact with Sonny.

BRIAN  
Excuse me, I have to pee.

Brian turns and leaves the room with a perplexed Sonny.

SONNY  
...Well, I don't know if that was a yes  
or no?

INT. BRADDOCK MANOR: HALLS- NIGHT

BRIAN storms up the stairs and walks the halls until he finds the bathroom.

INT. BRADDOCK MANOR: BATHROOM- NIGHT

BRIAN lifts the seat and unzips his pants but stops as the toilet bowl shatters; gunshot is heard. He stumbles back in shock.

BETSY (O.S.)  
Dad!

BRIAN  
...Betsy?

Brian rushes out of bathroom

INT. BRADDOCK MANOR: HALLS- NIGHT

BRIAN exits the bathroom and bumps into his twin BETSY BRADDOCK. The two eye each other.

BETSY  
Was that a gun?

BRIAN  
Bollocks. Jamie!

Brian turns and begins running and gets to the staircase just as SONNY is walking to the top; he is holding a gun.

SONNY  
There he is... Come on, Bri... We got a  
thing to discuss.

BRIAN  
Where's Jamie?

SONNY  
He's fine, come on...

Sonny sees Betsy walks up behind Brian; she sees Sonny.

SONNY (cont'd)  
God damn... This is the difference  
between Americans and you Brits, you  
guys hear a gun and you "keep calm"  
and walk toward it... Quite the anti-  
survivalist instinct, you got there.

HELEN walks up behind Betsy and Brian.

HELEN  
Did you guys hear that?  
(sees Sonny)  
Who's that?

SONNY  
Crikey! ...You people say that, right?  
Should we wait longer or is that  
everybody?

BRIAN  
That's everyone... Nobody else... Keep  
the gun on me, fine?

Helen yelps as she sees the situation fully.

SONNY  
...As frog hairs.

Brian walks to Sonny; Helen and Betsy start walking ahead of them. They walk down the stairs and see JAMIE on his knees and hands on head with the Four INVESTORS who are now brandishing pistols. Jamie nods to Brian that he's okay. Jamie is saddened when he sees Betsy and Helen.

JAMIE  
Let my Sister and her friend go...

SONNY  
Jamie, I love your spirit... I like  
that you think you have a say in  
this... but how about, I run the show  
from now on...

JAMIE  
(interrupts)  
(MORE)

JAMIE (cont'd)  
Just let them...

SONNY  
Lester.

Investor Lester punches Jamie; Betsy and Helen rush forward to him while Brian finds himself just watching.

SONNY (cont'd)  
Now...Y'all have a lab with an Ultron head...

JAMIE  
Damn it! We do not have a...

SONNY  
(interrupts/agitated)  
...Betsy's friend is actually Doctor Helen Cho, leading scientist in the field of [plastodynamics] and lone survivor of an Ultron attack in [location]...  
(turns to grab Helen)  
If I'm wrong, she won't have a scar across her...

Brian steps forward.

BRIAN  
We have a head... Sorry... we'll take you to it.

SONNY  
Finally...  
(looks to Helen)  
...Threatening women is incredibly cowardly and I don't like doing it. Please accept my apology.

Helen simply nods. Sonny extends his hand in a lead the way manner. Brian starts walking, Helen follows and Jamie is allowed to get to his feet. Betsy takes a step but Sonny puts his hand up.

SONNY (cont'd)  
Betsy stays... No funny business... Otherwise, you find out what Lester is short for.

Investor Lester makes an outraged face to Sonny.

LESTER  
Come on, man.

SONNY

Sorry. I was on a roll with the fear-making..

LESTER

I just don't want that moniker following me, had enough of it growing up..

SONNY

You're an adult now, you can change your name.. You know, file it with HR when we're done here..  
(to Brian)  
Squabbling aside, Lester will kill Betsy if you all act up..

LESTER

Yes, I will..

Sonny gives him a final look before giving Brian a go-ahead motion. Brian puts Helen ahead of him as he follows; Sonny follows behind Brian; Jamie behind Sonny followed by the remaining three Investors.

Helen enters the servant access. Everyone is following, tension slow.

INT. BRADDOCK MANOR: SERVANT PASSAGEWAYS- NIGHT

HELEN leads the procession; BRIAN, SONNY, JAMIE, then three INVESTORS. Sonny eyes the narrow accessway as they move.

SONNY

Why do y'all have these secret passageways, anyway? In case the poor revolt?

BRIAN

They're the servant hallways. They connect throughout the house, so that they could move about the house without being seen..

SONNY

(joking)  
Heh, like Ninja maids?

JAMIE

(mocking)  
Yeah. Like ninja maids.

SONNY

Don't be a dick, Jamie... We can be civil-like during, save the bitter for after... Continue please, Brian.

BRIAN

That was it, really.

SONNY

Oh.

Helen gets to the lab door, her shaky fingers begin to punch in the access code; code fails. Brian eyes the door panel beside him, he looks back to Sonny after the code fails.

SONNY (cont'd)

We got a problem?

BRIAN

She's just nervous... Try again, Helen.

Helen presses the code in again; the door beeps and opens ajar.

SONNY

Bingo.

Helen opens the door fully revealing JAMES holding an old over/under hunting rifle aimed outward. Brian grabs Helen and pulls her down; Sonny stares blankly at his fate before him. James pulls the trigger, the hammer drops and sparks emit from the chamber but no gunshot.

Sonny blinks for a beat before he raises his pistol. Brian clicks his panel door and falls back into it. Jamie advances on Sonny and grabs him from behind; the gun goes off, Brian watches James get shot and fall back into the lab. Helen crawls into the lab to help James.

When Jamie grabbed Sonny, he spins him around in the passageway to use as a human shield against the other Investors. Helen closes the door and it beeps shut. Sonny smiles at the situation as Jamie has him in a clinch against; its only a matter of time now.

SONNY (cont'd)

Sounds like that door's locked... Not many options for you...

A gunshot is heard from the foyer. Brian shrinks in the passageway.

SONNY (cont'd)  
...Sounds like Betsy's out of options.

Jamie's face turns to rage as he understands; Jamie starts backing up with Sonny. He gets close to Brian's passageway.

JAMIE  
(heavy breathing)  
I am going to kill you all.

Jamie shoves Sonny into the Investors and then launches himself into the passageway; Brian slams the door. Jamie grabs Brian and the two run up a set of adjoining stairs; the door behind them bursts open a beat later.

Brian and Jamie continue running through passageways, making quick sharp turns to get further away from their pursuers. They get to dead end; Jamie hugs the wall and looks down the corridor for the Investors. Brian sees the light switch and clicks it. The lights go out but the moonlight fills in from narrow windows aligning the corridor.

Jamie looks to Brian, sincerely.

JAMIE (cont'd)  
I never told them about the head...  
These guys were new investors that  
just approached me...

BRIAN  
Is Betsy dead?

The lights go back on. Tears have fallen on Jamie.

JAMIE  
I love you, Brian.

Brian nods, he looks at the surroundings.

BRIAN  
...We're on the west wing. Quail guns?

JAMIE  
At the Gamekeepers...

BRIAN  
Shit.

JAMIE  
Brian... You have to go.

BRIAN  
The gamekeeper's? That's like a  
kilometer into the woods...

JAMIE  
No...

Jamie reaches into his pocket and pulls out a set of keys.  
He begins pulling one off.

JAMIE (cont'd)  
You have to go. Get help...

Jamie hands over a key; Brian looks at it.

BRIAN  
You want me to ride the rocket?

JAMIE  
You need to go get help fast... You  
need to fly.

BRIAN  
What about you?

Jamie stares off.

JAMIE  
(telling himself)  
I'm going to get to my room, go to my  
climbing gear, get my axes, I'm going  
to kill them all...  
(returns to Brian)  
If I don't, you need to get help here  
fast...

BRIAN  
...Okay.

Jamie and Brian look to each other and nod. Brian hits the  
light switch again and starts running with Jamie until Jamie  
turns off. Brian rushes to staircase and runs down it;  
gunshots are heard a beat later but Brian keeps running.

Brian opens a panel door.

INT. BRADDOCK MANOR: REAR STUDY- NIGHT

Sparse room with glass doors leading to the backyard.



BRIAN enters the Study. He listens before he starts walking to the glass doors. He opens them and slips into the backyard.

EXT. BRADDOCK MANOR: GROUNDS- NIGHT

BRIAN walks around the manor, clinging to the walls as he moves. He looks to the nearby garage and then to the front of the house; he sees the Jamie's Motorcycle parked in front.

BRIAN

...Bollocks.

Brian begins sneakily advancing toward the motorcycle. He continues to glance at the house, he gets to the motorcycle and climbs on top of it. He studies the start up as he is unfamiliar with it; puts the key in ignition and is ready to attempt.

He looks to the house again; the front door is ajar and he can see BETSY inside, she is staring at him. Brian is about to abandon his escape but realizes that Betsy isn't blinking, just watching him. Brian gets choked up and returns to his escape. He starts the motorcycle and it is excessively loud. LESTER emerges immediately from the house and opens fire.

Brian peels out around the roundabout fountain which takes bullets as he speeds down the driveway.

EXT. COUNTRYSIDE- NIGHT

Tears on Brian's face, emotional or wind caused, as he speeds down the darkened road. He looks to his speedometer and realizes he can go faster; he goes faster. Light reflects from his mirror and he looks behind to see headlights pursuing him.

He turns back to the road and he realizes he's going too fast for the turn ahead; he attempts it and the bike wobbles and throws him and skids. Brian slides across the ground and bounces into a minimal but noticeable circular rock formation. His momentum stops instantly as he hits a rock.

EXT. DARKMOOR CIRCLE- NIGHT

A circular formation of rocks beneath an interstellar sky.

Bloodied and broken BRIAN opens his eyes and looks to the infinity of stars above him; a FACELESS CLOAKED MAN stands before him. Brian struggles to sustain consciousness.

BRIAN  
I need to... get help...

CLOAKED MAN  
This I can offer...

BRIAN  
There are men... attacking my family...

CLOAKED MAN  
Ah...

Cloaked man pulls a sword from sheath.

CLOAKED MAN (cont'd)  
...Will this do?

Brian attempts to lift his arm, fails.

BRIAN  
I can't... my arm...

CLOAKED MAN  
Another option, is it?

Cloaked Man lowers his head as he removes a rectangular purple/black shiny amulet necklace and dangles it before Brian. Brian squints at it.

BRIAN  
...Phone? ...the phone...

Cloaked Man scrunches his face as he hears this response; he ponders and raises the sword in one hand and the amulet in the other.

CLOAKED MAN  
I'll need you to be clear. Which do you want?

Brian's hand with a broken index finger lifts and points to the amulet.

CLOAKED MAN (cont'd)  
You've made your choice.

The stars begin spinning above and seem to drop and envelope Brian. Everything goes black.

INT. LIGHTHOUSE: GROUND FLOOR- NIGHT (EARTH 323)

BRIAN is under the collapsed floor he was dropped through. He rises through it in an uncontrollable rage and throws the rubble across the vacant room.

BRIAN  
(howls)  
BETSY!!

Brian's head is on a swivel as he looks about desperately; he realizes where he is and looks up at the hole in the ceiling with CAPTAIN U.K. staring down at him.

CAPTAIN U.K.  
Welcome... Captain.

BRIAN  
(points at U.K.)  
How do I get back!

Brian looks at his hand is gloved; Brian looks to his wrist and then to his body. He is wearing the CAPTAIN BRITAIN costume.

CAPTAIN BRITAIN  
...What is this?

CAPTAIN U.K.  
You made a choice...

CAPTAIN BRITAIN  
...I did... But... I needed... I needed to  
get help...

CAPTAIN U.K.  
How long ago was that?

It dawns on Captain Britain that two days have passed. Captain Britain flies up to Captain U.K.'s level.

CAPTAIN BRITAIN  
(pleads)  
Wait... no... time is different here,  
right? I go back and it's when I  
left, right? Please?  
(U.K. just watches)  
...Why would they not give me help if I  
made the choice... Is my family safe?

Captain U.K. watches as Captain Britain has broken.

CAPTAIN U.K.  
We'll have no answers here... Come on...

Captain U.K. turns to leave, Captain Britain takes a beat to follow.

INT. INTERSTELLAR ROOM- NIGHT

ROMA sits at the game table alone. She looks up and sees her father is gone. She looks to the other game board side. Jaspars is sitting at the table.

ROMA  
You were in the game.

JASPARS  
I believe I still am... Where's your father gone?

Roma looks to the game board and it is now returned to a two-player game with Jaspars across from her in Merlin's original spot. Merlin is now a game piece.

ROMA  
...You've taken his spot and he's taken yours.

JASPARS  
Is that what's happened?

Roma stares intently at Jaspars.

ROMA  
You're not magic. You're something else...

JASPARS  
(winks)  
No, you're something else.

EXT. DARKMOOR BATTLEFIELD: SKY- DAWN

CAPTAIN U.K. and CAPTAIN BRITAIN are flying; each with their own morose. They drop down and land by Darkmoor Circle where JACKDAW is sitting.

EXT. DARKMOOR BATTLEFIELD- DAWN

JACKDAW has a mug of beer that he is sipping from; there is a wound in his side and blood across his brow. CAPTAIN U.K. and CAPTAIN BRITAIN land.

JACKDAW  
(sees the new digs)  
Heyyyy Caps...

CAPTAIN U.K.  
You okay?

JACKDAW  
...Yeah. You missed a good tussle,  
though.

CAPTAIN U.K.  
Jaspars?

JACKDAW  
Nah, not yet... We got Scunthorpe  
liberated. Everybodies' taking down  
fences and scattering to the wind..  
We've won the day...

CAPTAIN U.K.  
We don't rest til Jaspars...

JACKDAW  
Yeah, yeah, yeah... What's up with  
"stone's-throw"?

CAPTAIN U.K.  
He knows... the choice he made now...

JACKDAW  
Oof, hate to see the other guy.

CAPTAIN BRITAIN  
Is that Andy?

Captain Britain points behind Jackdaw. FURY, onyx colored, corrosive skinned robot, stands on the other side of Darkmoor circle.

JACKDAW  
(throws down mug)  
Nope... Not Andy...

Captain Britain sees Captain U.K. get rigid; Jackdaw's hand reaches toward his holster.

CAPTAIN BRITAIN  
 (looks to U.K.)  
 ...Is this something I can hit?

CAPTAIN U.K.  
 I don't know what this is.

CAPTAIN BRITAIN  
 ...I'll find out.

Captain Britain leaps and flies at Fury; he strikes Fury. Fury takes the blow but doesn't move as Captain Britain is bounced across the ground. He looks to his suit and sees a bone sticking out of his arm through the costume.

CAPTAIN BRITAIN (cont'd)  
 (woozy)  
 Wait... A tank didn't hurt me?

Captain Britain looks back to Fury as it watches him as though studying; Captain U.K. flanks it to get its attention as Jackdaw rushes up to Captain Britain.

JACKDAW  
 Oh, that don't look good...

CAPTAIN BRITAIN  
 ...I'm the other guy, aren't I.

Jackdaw unfortunately nods "Yes".

JACKDAW  
 Wanna fly us out of here?

CAPTAIN BRITAIN  
 ...Yeah.

Everything slows down as Captain Britain stands up; Captain U.K. is tossed over his head out of control, he turns to see Fury's arm has augmented into a blaster and it is firing; Jackdaw shoves Captain Britain over and takes the full energy blast from Fury.

Knowing his demise, Jackdaw looks to Captain Britain and gives him a wink before falling to the ground dead. Captain Britain screams in rage as he looks to the Fury's arm charging up again; Captain U.K. grabs Captain Britain from behind and pulls him away to the air.

INT. SEWERS: HEADQUARTERS- DAY

FUMAH is perched ready to fight at the door. The door is ripped out of the wall and thrown behind revealing CAPTAIN U.K. and CAPTAIN BRITAIN holding his injured arm.

FUMAH AND CAPTAIN U.K. UNISON  
(to U.K.) (to Fumah)  
It's coming!

Captain U.K. understands as she sees behind Fumah; MIRACLE MAN, ANDROID ANDY, and several of the PUB PATRONS dressed as fighters are ready to defend the headquarters.

CAPTAIN U.K.  
(to everyone)  
RUN!!!

The Heroes standfast; they've made their decision. Captain Britain sees this and steps up to Captain U.K.

CAPTAIN BRITAIN  
They don't know what it can do... You  
have to force them to leave.

CAPTAIN U.K.  
We don't have time...

CAPTAIN BRITAIN  
No. I don't have time... You do...

Captain Britain steps out of the sewer headquarters and back into the sewers as Captain U.K. understands what he means.

INT. SEWERS- DAY

CAPTAIN BRITAIN begins walking through the sewers. He stops and waits; he looks at his arm and tries to use it but winces from the pain instead. FURY appears from the darkness at the opposite end of the sewer; his glowing blaster illuminates the tunnel.

CAPTAIN BRITAIN  
You killed my friend!

Captain Britain lets his wounded arm drop as he makes a fist with his remaining weapon.

CAPTAIN BRITAIN (cont'd)  
(to himself)  
...just need to slow it down...

Captain Britain flies down the tunnel and watches the Fury's blaster as it lights up. At the last moment, he flies toward the ceiling and avoids the energy blast. The ceiling collapses on top of Fury and Captain Britain flies backward watching for the next attack to come; there is too much smoke and darkness.

The energy blast comes again from the debris and Captain Britain ducks the blast but realizes it was just to clear the rubble. Fury stands before Captain Britain.

CAPTAIN BRITAIN (cont'd)  
 (waves his hand for attention)  
 HEY! ...that should have been enough  
 time.  
 (makes fist)  
 This is for Jackdaw!

Captain Britain leaps at Fury and unleashes as many blows (punches, kicks and even biting) as possible before Fury simply catches the working arm and rips it off Captain Britain's body. Fury then blasts a staggered Captain Britain center mass and disintegrates the remainder of his existence. Fury begins to advance toward the headquarters.

MERLIN steps from the shadows, watching carefully as the Fury disappears into the headquarters. Merlin kneels and picks up the severed arm of Captain Britain.

EXT. DARKMOOR CIRCLE- DAY

MERLIN walks with the severed arm and enters the circle. JIM JASPARS walks into the circle. The two face off.

JASPARS  
 I do find this game fascinating.

MERLIN  
 (anxious)  
 You realize this is no longer part of  
 the game...

JASPARS  
 (grows rabbit ears)  
 ...Isn't it?

INT. INTERSTELLAR ROOM- NIGHT

ROMA stares at the gameboard as Merlin's game piece is removed from it. Roma turns from the table and walks away from it.



EXT. DARKMOOR CIRCLE- DAY

Merlin and Jaspars are waiting for the others' move like a game of chicken; Merlin blinks. Merlin howls a battle cry and swings the severed arm from behind his back over his head and slams it into the center of Darkmoor circle. Jaspars simply looks at the exhausted effort from Merlin and the severed arm sticking out of the ground like a newly planted tree.

JASPARS

...Was that it?

Merlin begins laughing maniacally before Jaspars' snaps his fingers and Merlin ceases to live. Jaspars wiggles his nose as he stares at the arm.

JASPARS (cont'd)

Hmmm?

EXT. DARKMOOR CIRCLE: EARTH 616- DAY

The gloved hand is sticking out of the ground like a newly planted tree; fingers out. The hand makes a fist, then opens and bends at the ground as though using the ground for leverage.

CAPTAIN BRITAIN climbs out of the dirt from the center of the circle; his eyes grow wide as he inhales wildly as if just returning from the dead.