

Fan script:

INDIANA JONES

and the Fate of Atlantis

By

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Action/ Adventure/ Comedy

Based on a character created by George Lucas

Movie adaptation of the video game Indiana Jones and the Fate of Atlantis

2nd version

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PREMISE:

It's the fall of 1939. Hitler has began his war against Europe by invading Poland. America is still neutral, and Indiana Jones is busy raiding tombs and temples. Unfortunately, Indiana gets fooled by a Nazi spy Klaus Kerner, who steals from Indy a statue of unknown origin. Indiana discovers that the Nazis are also after his friend and former colleague Sophia Hapgood, archaeologist turned psychic. Indiana goes to rescue Sophia and together they find out that Nazis are after everything relating to the Lost City of Atlantis. Nazis want mysterious metal called orichalcum that powered Atlantis and use it to create bombs more powerful than the atomic bomb. Indy aids Sophia to stop the Nazis. They travel places like Iceland, Monte Carlo, Algeria and Crete, in their quest to get to Atlantis before the Nazis. Both parties are unaware of the horrors awaiting for them in the lost city.

MAIN CAST:

Doctor Indiana Jones – Chris Pratt
Doctor Marcus Brody – Stephen Fry
Sophia Hapgood – Rachelle Lefevre
Mr. Smith/ Klaus Kerner – Michael Fassbender
Doctor Hans Ubermann – Patrick Stewart
Ernie Givens - Bernie Mac
Omar Jabbar – Isaach De Bankole
Frankie Cirillo – Paul Giamatti
Alain Trottier – Vincent Cassel
Bjorn Heimdall - Mads Mikkelsen
Nur-Ab-Sal – Tony Todd (voice)

WARNING!

Contains violence and gore, body horror

FADE IN

1.INT

CHICAGO/ SKYSCRAPER/ PENTHOUSE

NIGHT

Paramount mountain logo cross-fades to Egyptian Goddess Isis statue's nose and we back away from the nose to see fully the sitting small statue on a pedestal. Room is dark and dim light reveals pillars behind the statue, making it appear that it's somekind ancient crypt. Light beam appears centre of the room, coming from the ceiling, and the light becomes bigger. Moaning and moving can be heard from the light source. Dangling rope drops from the light on the floor. More moving and moaning. Indy's brown fedora hat drops from the light source on the floor. Silence for a while. Title: INDIANA JONES AND THE FATE OF ATLANTIS appears above the hat.

Jump scare! INDIANA JONES drops front of the title upside down, rope wrapped around his leg. He dangles in the air and grins. He is wearing his familiar outfit, brown leather jacket, beige pants and a satchel.

JONES

Whoa...Nngh...dammit!

Indy takes out a knife and twist towards the rope around his leg. Indy uses the knife on the rope by rubbing the blade on it. Rope gets cut and Indy drops on the floor, impact blows the air from his lungs. Indy moans in pain and crawls to his hat and puts it back on his head. Indy springs up and wipes the dust from his shoulders. His eyes turn huge when he sees a golden shiny statue on stone pedestal at the distance.

Indy goes and takes a closer look of the mysterious golden statue, head like a bucket helmet, horns coming from the sides and hands pointed to the air, body is cylindrical, like somekind ancient robot.

JONES

(whisper) What are you? (checks the pedestal)...Pressure plate.

Indy licks his lips and takes his knife out again. He takes out small weight bag and places it between his teeth. He puts the knife blade on the pressure plate and push it down, with other hand he lifts up the mysterious golden statue. Suddenly turnable door is opened at the distance, front of Indiana.

Woman in pink bathrobe, slippers, gray hair is filled with curlers, cookie in her mouth, glass of milk in other and plateful of sandwiches in the other. Indy freezes like a statue. Woman flips the lights on and the crypt is revealed to be a modern exhibit area in a two storey penthouse. Woman sees Indy, both stare each other totally surprised, Indy, bag in his mouth, and woman, cookie in her mouth, stare each other, not sure what to do.

Suddenly the woman drops the cookie from her mouth.

WOMAN
Frankieeee!!

Indy drops the bag from his mouth and shouts to the woman.

JONES
No! Shh! Don't!

Someone yells from behind a door on the second floor balcony.

FRANKIE
What is it, mother!?

Frankie in striped bathrobe comes from the door and leans on the railing. Frankie looks down. Mother points at Indy. Frankie sees Indiana. Frankie is not happy.

FRANKIE
You again!? That statue is mine!

JONES
This belongs to a museum!

Frankie runs back to the door. Indy is surprised about it.

JONES
Frankie? Where did you go?!

Indy's eyes turn huge from terror when Frankie comes back to the balcony with a TOMMY GUN.

JONES

Oh shit!

Indy releases his knife from the pressure plate and runs away, this activates the alarm. Frankie screams and fires full automatic fire towards Indy. Surroundings of Indy explode to pieces as he runs out of the room. Mother runs away screaming, dropping her milk and sandwiches.

Indy comes to a hallway and doors are kicked open at the other end of the hallway. Two gangsters in suits come out of it, alarmed from the alarm. Indy puts on brakes and runs towards other end of the hallway. Gangsters pull out pistols and shoot the hallway to pieces after Indy. Indy runs to a guest bedroom, locks the door and pushes a big heavy wooden cabinet against the door. Frankie runs to the hallway and meet with the other gangsters.

FRANKIE

Where did he went!?

GANGSTER 1

There!

Gangster goes to try the handle, but it's locked. Frankie reloads his tommy gun.

FRANKIE

Get out of the way!

Gangster moves away and Frankie unloads the tommy gun clip in the door. Inside the bedroom Indy gets scared when bullets rip the door. Indy looks around the room and sees a huge I-beam hanging front of the window from a crane. Indy puts the mysterious statue in his satchel, opens the window wide open, takes distance for a run and pulls out his trusty bullwhip. Frankie bashes his head through the bullet holes on the door.

FRANKIE

Here comes Frankie!

Indy just glances at him and runs towards the open window. Tommy gun comes to the door hole next and shoots after Indy, hitting everything else than Indy. Indy run jumps out of the window and whips the whip around the I-beam and swings himself over the skyscraper still being under construction next of the building. Below is 1939's city of Chicago, it shines brightly middle of the darkness from various street lights, billboards and tall buildings.

Frankie and others have managed to get through the door with force and come to the window. Frankie fires his tommy gun after Indy, as he runs and jumps on the buildings I-beam framework. Bullets richocet and bounce all over the place. One bullet scratches Indy's butt cheek and Indy yelps in pain. He loses his balance and drops in a garbage container below.

Frankie forces one gangster to jump on the hanging I-beam. Gangster jumps and grabs the other end, but his weight tilts the beam and he drops screaming towards the street level.

INTERCUT STREET

In the alley between of the skyscrapers and next of the sidewalk is a yellow taxicab. In the cab is a black and sturdy African American taxi driver, ERNIE GIVENS. He's wearing a cap and a sweater of red and black squares. He's doing a crossword puzzle on a newspaper and talking to himself.

ERNIE

...26 sideways. Are you sa-tis-fied now?...Who makes a puzzle a question...yes?...no?

No!?! Too hard. I'm never satisfied! Next 27, sweetie...Aa! Babycakes...(chuckle)

Gangster drops through a car roof parked front of Ernie. Ernie flinches from fright.

ERNIE

...What the hell!?!?

INTERCUT PENTHOUSE

Frankie just looks down and goes back inside. Three more gangsters come inside the bedroom. Frankie yells to them.

FRANKIE

Intruder is in the next building. One of you go and check that my mother is okay, capish!
Rest with me. We will hunt down that slippery weasel and get back my stolen property!

Frankie and others leave the room in a hurry.

2.EXT

CONSTRUCTION SITE

NIGHT

Hatless Indy's head springs up from the garbage. Face twists from pain. He strokes his hair and notices that his hat is missing. Indy frantically searches his surroundings. Finally he locates his hat on a toolbox near a metallic garbage chute, one I-beam away, and below the beam is a 40 floor drop through the framework. Indy without hesitation walks on the narrow beam to get to his hat. Out of the blue pigeons fly and land near the hat. One jumps on the toolbox, it wobbles and hat wobbles. Indy slows down and talks to the pigeons.

JONES

Good, birds...good, birds...don't move...Who's a good bird?

Pigeon starts to poke the fedora hat.

JONES

No! Don't touch it!

Pigeon is startled and flies away. Wings of the bird push the hat and it drops. Indy jump slides and reaches to catch the hat, he catches it, but he reached too far and drops from his own weight in the chute. Pigeons push the toolbox full of tools after Indy. Indy screams as he slides down the chute.

INTERCUT STREET

Ernie has left his cab to look at the gangster dropped through the car roof. It's a bloody mess.

ERNIE

Lord Jesus in heaven!...It's raining men, damn!

Frankie with the tommy gun and three other gangsters with pistols run pass Ernie to the construction site. Ernie figures it out.

ERNIE

Gosh darn it!...Only Indiana makes this kind of ruckus!

Ernie runs back inside his cab.

INTERCUT CONSTRUCTION SITE

Indy is blown out the curvy end of the chute and drops into another garbage container in the basement level. Tools and the toolbox come right after Indy. Indy screams when he sees the toolbox, hammers, monkey wrenches, screwdrivers and bolts coming right at him. You only can hear the impact sounds and Indy's scream from the container.

JUMP CUT

Hatted Indy climbs the concrete stairs on the ground level, all bruised and scuffed up. Gangsters come inside the fenced construction site and have eye contact with Indy.

JONES

Oh no! Here we go again!

FRANKIE

Ahaa!! There he is! Give me back my statue!

Indy runs stairs to the upper floors, his ass bleeding. Frankie and gangsters shoot the stairs to pieces. Frankie yells one of the three gangsters.

FRANKIE

You stay here and make sure he won't backtrack!

Gangster stays at the gate. Frankie and other run after Indy to the second floor. Frankie takes shots at Indy through the I-beam gaps. Indy jumps down from the second floor to a solid looking concrete

on the ground, but he surprisingly sinks waist deep in wet concrete.

JONES

You gotta be kidding me!?

Jones keeps his arms up, as he slowly walks through the wet concrete. Frankie is running to the edge of the second floor, he reaches it and looks down and see only the impact crater on the wet concrete and Indy's struggle out from it, but Indy himself is nowhere to be seen.

INTERCUT STREET

Ernie silently drives his yellow cab near the entrance gate of the construction site, trying to take a peek of what is going on there.

INTERCUT STREET 2

Indy running the sidewalk next of the wooden fence of the construction site, his pants are all covered from wet concrete. Running turns to a fast paced walk, because the concrete starts to harden. Fast paced walk turns to a normal walk, and that turns to a slow crawl. Indy arrives the street corner and stop completely, the concrete around Indy's legs has hardened completely and he's stuck on the street. Indy is panicking, he sees Ernie's yellow cab in the distance near the entrance, but Ernie doesn't see him. Indy shouts and waves his hands to Ernie.

JONES

(whisper) Ernie...(louder) Ernie!....Givens!!

Indy's voice attracts the attention of the gangster left to the gate. He walks to the street and see Indy. Indy is frightened, he tries to pull out his revolver, but it's hardened stuck in the concrete.

JONES

Give me a break!...Ernie!!

Ernie wonders what the gangster is wondering about and finally see Indy at the street corner.

ERNIE

Holy smoke!? Indy?

Gangster pulls out his gun and smiles as he aims at Indy. Gangster is unaware how the yellow cab speeds up and comes towards him. Baddie hears the car and turns only to get hit by the cab, he rolls over the taxi and hit the street, passing out. Ernie stops front of Indy and shouts from the window.

ERNIE

What did I do, oh God!?

JONES

Ernie! Help me!

ERNIE

I just did! C'mon, get in the car!

JONES

I can't! I'm stuck in the ground!

ERNIE

Hell, get unstuck and get in the car. I'm not getting my lazy ass out of the car!

JONES

Look, Ernie! I'm literally stuck in the street...(sees Frankie)

Frankie and other gangsters run from the construction site on to the street to wonder the ruckus.

JONES

...Drive over me! Ernie, push me with the car!

ERNIE

Hell no!

Frankie sees Indy and makes a evil grin. Frankie fires his tommy gun at Indy, hitting the cab. Ernie

yelps and puts pedal to the metal. Yellow cab hits Indy and he gets unstuck from the street. Horrified Indy grabs the nose of the cab, as his concrete feet slide on the street, shooting sparks as they go. Soon after a 36 Ford sedan drives next of Frankie and the guys, they enter it. Frankie takes front passenger seat.

FRANKIE

After them!

3.EXT

CHICAGO/ DOWNTOWN

NIGHT

People on the sidewalks of the busy downtown turn to look at a source of the horrible screeching sound that comes from Indy's concrete feet, as he is pushed by the yellow cab. Ernie shouts from the window.

ERNIE

In what did you involve me, Indy!?

JONES

Slow down, Ernie!

ERNIE

I probably killed that guy! They can easily find me! Do you know how many black people are in Chicago?! I'll give you a hint, I know them all by name! Do you know how many of them are cab drivers!? Two! And I'm filling in the second one, I'm so dead!

JONES

Ernie! Slow down!

Jones turns his neck to look where they are going. They are coming to a crossroad, lights turn red.

JONES

Ernie! Stop! Stoop!

Car stops front of Indy and the cab. Indy gets crushed between the two cars. Ernie gets out of the

car to watch in horror what happened to his car. Indy holds tight from the cab's nose and keeps his eyes closed.

ERNIE

Hell no! Not the cab! Moe is so going to kill me for this!

Indy open his eyes one by one and looks down at his feet, the hardened concrete has broken off from the impact. Indy starts to chuckle little by little and dances around. Ernie is confused.

ERNIE

What are you so happy about! Look what you did to my cab, Indy!

Indiana's joy turns to sour when he sees Frankie's car coming after them in the distance.

JONES

Get back in the car, Ernie!

ERNIE

What? Why!?

JONES

They are still coming! (Turns Ernie around)

ERNIE

Oh crap!

Indy jumps over the hood to get in the passenger seat. Ernie jumps in his driver seat and starts the car. Indy checks his revolver free from concrete. Frankie fires his tommy gun from the window at the cab. Indy and Ernie try to keep low. Pedestrians run for their lives screaming.

ERNIE

Sweet Jesus, all mighty! I'm going to die!

JONES

You're not going to die, Ernie!

They drive away from the pursuers. Indy uses his elbow and gun to break the window next to him.

ERNIE

What the hell!? Why did you break it!? You did see that there is a handle for it!?

Indy bends out to shoot back at Frankie. Ernie sees Indy's bleeding ass.

ERNIE

Indiana! Your ass is bleeding! You're bleeding ass blood all over my seats!!

JONES

(shoot, shoot) Stop talking about my ass! (shoot)

ERNIE

What!? No, I'm not talking to your ass, I'm telling you about your ass!

JONES

Turn left!

Ernie turns to the left and drive away from the downtown. Ernie then with other hand puts the newspaper on Indy's seat. Frankie shoots from the pursuit car. Indy sits back down and notices the paper under his ass.

JONES

What the hell, Ernie?!

ERNIE

You're not bleeding your ass juice on my leather!

The chase leads them to a beer factory. They reach the wooden barrier of the factory's checkpoint.

JONES

Drive through it!

Yellow cab bashes through the barrier, and gangster's car follow suit. Guard in the booth is confused. They drive through big doors and enter the factory floor. Cars curve around conveyor belts and factory vats. Ernie honks his horn to get the workers out of the way. Cars go through another set of doors and enter huge storage area filled with barrels of beer, stacked on each other. Frankie shoots machine gun fire from the pursuit car, hitting the cab and barrels around it. Beer spews from the barrels on the cars, inside the cab. Ernie uses the wipers and grins as beer flies in his face.

ERNIE

Ngaah! I'm covered in beer and shit!!

Indy, all wet in beer, bends out of the window to shoot, while Frankie reloads his tommy gun. Ahead of them are bunch of workers hauling a big beer barrel on wheels, it's cover is pointed at the cars. They get scared and run away. Indy looks ahead of the incoming barrel, he holsters his gun.

JONES

Keep it steady!

They drive by a strut, on the strut is a big fire axe on a rack, Indy quickly picks up the axe.

JONES

Drive from the left side of the barrel!

ERNIE

What? What are you going to do!?

Ernie does what he is told. Frankie has reload his tommy gun and peeks out the window. Yellow cab drives from the left side of the barrel on it's side, Indy is ready to swing the axe. Indy hits the axe in the bottom of the barrel. Barrel explodes from pressure and shoots out like a rocket towards the gangsters. Barrel hits the engine and the whole car explodes on fire. Indy is surprised about it. Cars come out of the factory onto the docks. Yellow cab curves just before the edge of the dock. Flaming gangster car continues its plunge straight forward and dives over the edge into the lake Michigan.

Jones cheers, chuckles and smiles, makes glances at deadly serious Ernie. Jones slowly stops from smiling and chuckling, joy sucked out by serious Ernie.

ERNIE

You seriously need to check your head! That was not cool! You said you were going to get us pizza! Instead we get all four flavours of gangsters up our ass! You just couldn't leave it alone! Could you!?

JONES

We could still go and get pizza, I know a good place at 5th.

Ernie makes series of glances at Indy. Ernie starst to smile slowly and chuckle.

ERNIE

Oh, hell, I can't be mad at you. (quickly serious) But you're buying!

JONES

Whatever you say, Ernie. Whatever you say.

Car rides towards the rising sun of dawn.

4.EXT

WORLD MAP

DAY

Train leaves Chicago, goes through Cleveland and Pittsburgh and finally arrives New York.

5.INT

NEW YORK/ BARNETT COLLEGE/ INDY'S OFFICE

DAY

Barnett College, in Indy's dusty office, filled with relics from all around the world. Jones is wearing a grayish suit and red tie. He pulls out the mysterious statue from Chicago and puts it on his desk. There are two men with him in the office. Mysterious trench coat man, with chiseled chin and blonde hair and MARCUS BRODY. They notice Indy's bruises and bandages on his face.

BRODY

(British accent) Indy? Your face...

????

(German accent) You don't look well at all, Dr. Jones.

JONES

Treasure hunting can be sometimes dangerous, Mr. Uhh...What was your name again?

SMITH

Smith. So, you found the lock to my key.

JONES

You bet I did.

SMITH

What are you waiting for? Let's open it.

JONES

You know this is obviously a fake, right?

SMITH

You may think so, doctor. But I believe we are opening a new chapter in history.

Smith gives Indy a mysterious round object, centre of the object is a key shaped extension. Indy tries to fit it in the bottom of the mysterious statue. It's a perfect match. Indy turns the round key and removes it. Metal bead drops from the statue on the desk. Indy takes it between his fingers.

BRODY

My word, look, Indy, a small metal bead. Jewelry perhaps.

JONES

I still think it's a fake.

Smith pulls out a luger (gun) and points at Brody and Jones. Smith takes the statue.

SMITH

Then you won't mind if I take it.

BRODY

Really, Mr.Smith!?

SMITH

Give it to me now, Dr. Jones!

Smith extends his open hand. Jones is acting like he's going to give the bead. Indy intentionally drops the bead pass Smith's hand.

JONES

Whoops...

Smith looks down, Indy takes advantage of this and attacks Smith. Indy pushes them both over the office table. On the floor, Indy is over Smith, he punches Smith in the face. Smith tries to aim the luger at Indy. Indy grabs the gun hand with both hands, and they struggle for the gun. Smith punches Indy to the face and kicks him over him. Brody takes a vase from Indy's collection as a melee weapon. Smith gets back up and aims at Indy. Indy jumps behind shelves filled with relics and trinkets. Smith shoots after him, hitting vases and statues.

Brody tries to sneak behind Smith with the vase, but he suddenly turns and smiles. Smith shoots the vase to pieces from Brody's hand. Brody faints and falls on the floor. Smith takes the bead from the floor and runs out of the office. Jones comes from hiding and checks Brody's condition.

JONES

You'll be fine, old friend.

Jones runs after Smith. Indy passes the frightened secretary at her desk.

JONES

Call the police, Jenny!

Indy runs through the hallways of the college. He sees Smith running ahead of him. Suddenly the school bells ring. Doors open and in the hallway pours hundreds of students at the same time. Indy and Smith has to struggle to get through the students. Smith even punches one out of his way. Indy changes direction and climbs stairs next to him to the upper floor. Indy runs through the second floor with less students. One student runs after Indy with a paper.

BILLY

Teacher! Teacher! I have the signed permission of absence for the Alamo trip!

Jones takes the paper and checks it while they are running.

JONES

Yup, checks out! We're gonna really miss you, Billy!

BILLY

Take care, teacher!

Billy stays behind, as Indy continues his run behind a corner. Indy sees from the windows to the courtyard, there is Smith running through the school's inner yard. Indy runs past girls in colourful dresses, they giggle to Indy. One girl shouts after Indy.

WENDY

Teacher! What are good sources for my Aztec presentation!?

JONES

Read Dickenson, Boone and Jacques! And tell your brother to come to school!

WENDY

I will!

Indy bashes through a door and goes through the secretary's room towards principal's office.

SECRETARY

You can't go there!

Indy bashes through the principal's office door. Principal is at his table in a meeting with two parents.

PRINCIPAL

Indy!? I'm middle of a meeting!

JONES

Sorry! Just passing by!

Jones goes to the window, opens it and jumps out. Principal and parents look at this jaw open.

Indy drops on Smith and they both fall on the walkway near the college entrance. Statue flies from Smith's hand. At the same time Smith's getaway car drives next of the sidewalk. Smith tries to get the statue while Indy pulls him from the trench coat.

JONES

Where do you think you're going?!

Smith undresses the trench coat, revealing a greenish suit. Smith picks up the mysterious statue and turns around with the luger. Indy still lies on the ground with the trench coat. Smith smiles, fixes his hair and aims at Indy with the gun. Police sirens stops Smith from pulling the trigger. Getaway driver shouts to Smith.

FRITZ

(In German) Herr, Kerner! Komm, ist die Polizei hier!

Smith leaves his coat and runs in the car. Car drives away and police go after it. Students go help Indy to stand up. Indy wonders the coat left behind.

6.INT

BARNETT COLLEGE/ INDY'S OFFICE

DAY

Indy comes back to his office with a bag of ice and Smith's trench coat. Marcus Brody has gotten up from the floor, stroking his hurt head. Indy throws the bag of ice to Brody. Brody puts it on his head and moans in pain.

JONES

Here, ice for your head.

BRODY

Nngh...Thanks. Is...Is that Smith's coat?

JONES

Yeah...

Indy checks the pockets and finds Smith's ID card. Card is filled with nazi symbols and stamps, and mug shot of Smith. But the ID reveals his real name: KLAUS KERNER.

JONES

Look at this, Marcus. Smith's real name is Klaus Kerner, huh.

BRODY

Good lord, Indy. The man's some sort of agent of the Third Reich. What does a SPY want with a PHONY STATUE?

JONES

(sigh) I lied, Marcus...I don't think it's a phony. I can't place the style, but it's old, very old.

BRODY

Look, what else your friend was carrying.

Brody pulls from the coat's pocket a newspaper. Specific opening has been turned open and marked. Indy and Brody take look at it. There is an article titled ICELANDIC ANTIQUITIES. Dr. Jones and some woman are depicted on the article, their names are circled with a red marker.

BRODY

That's old copy of National Archeology, and there you are in Iceland.

JONES

Yeah...Field supervisor for the Jastro Expedition. My first real job.

BRODY

Who's the woman?

JONES

Sophia Hapgood. She was my assistant, a spoiled rich kid from Boston rebelling against her family.

BRODY

Where is she now?

JONES

She gave up archaeology to become a PSYCHIC.

BRODY

How odd.

JONES

You can say that again.

BRODY

Indy...Kerner found you, what if he finds her? We should warn the woman.

JONES

You're right, I want to know more about the statue.

Indy is about to leave when he turns around.

JONES

You know, Marcus, the coldest year of my life was the one I spend in Iceland with Sophia.

7.INT

NEW YORK CITY/ MADAME SOPHIA'S HOME

EVENING

New York City, Sophia Hapgood's fortunateller shop is below smokey street level, end of a set of stairs in a small alley between tall brick building and street. There is a big display window filled neon advertisements: PSYCHIC READINGS, MYSTICAL ASTROLOGIST, OPEN. Neon crescent

moon, stars and palm. There is a sign that reads: Madame Sophia Hapgood, will help you with love, marriage, health, career & business. Open from 11am to 6pm.

In a velvet room is a table covered with purple cloth, on the table is a crystal ball. Sophia is sitting on a over the top golden chair with a triangle back and eye middle of it. Sophia has a long red hair, is dressed in over the top violet dress, with sharp shoulder paddings and mix of gypsy and egyptian jewelry. She has a customer and she waves her hands over the crystal ball and chants.

SOPHIA

Mantra, mantra, mantra, mmm, (chant) I see dark, tall man coming in your life...

JUMP CUT

Sophia has another customer and Sophia gives another reading.

SOPHIA

Manta, manta, giant manta, mmm, (chant) I see dark, shadowy thin man in your future...

JUMP CUT

Sophia has another customer and Sophia gives another reading her eyes closed.

SOPHIA

Hamster, hamster, furry hamster, (chant) mmmm, I see dark, big hairy man in your future...

YOUNG MAN

Aa, excuse me, Madame Sophia, I'm a...man.

SOPHIA

(Opens her eyes) Oh...Look, I think you are maybe living in a denial. I'm not here to judge you...

JUMP CUT

Sophia has another customer, woman costumer, and Sophia gives another reading her eyes closed.

SOPHIA

(chant) Clark Gable, Clark Gable, Clark Gable...

OLDER WOMAN

Excuse me, Madame Sophia, does that chant really work?

SOPHIA

Yes, of course, it helps me to concentrate all my psychic power into the question.

OLDER WOMAN

But Clark Gable?

SOPHIA

Trust me! Madame Sophia has done this for years...Wait, what was your question again?

OLDER WOMAN

Yes, I was asking, does my Timmy come back home for thanksgiving?

SOPHIA

(chant) Hamada-amada-pippedi-poppedi-poo. I see Timmy, he's living with his family, he's happy, he's working in the...navy. He's going to go over the sea...

OLDER WOMAN

Timmy is my cat.

SOPHIA

...He works as a mascot for the navy, yes, I can see it now. He brings joy to hundreds of sailors in far away lands...OH MY GOD!?

OLDER WOMAN

Eek!? What? What!? Is it my cat?!

Sophia suddenly in one fast move removes the over the top fortune teller costume, revealing a violet shirt and black skirt.

SOPHIA

What? No! It's not your cat. I'm late from my own lecture.

Sophia takes her handbag and rushes out.

OLDER WOMAN

What about my cat!?

Sophia comes back and kneels front of the customer and holds her hand.

SOPHIA

I see...Timmy comes back for thanksgiving! Bye!

Older woman is confused. Sophia tries to leave again and then comes back and pulls the woman with her out of the shop.

8.EXT

NEW YORK CITY/ THEATRE

EVENING

Taxi drives front of a theatre, Indy in gray suit and fedora, climbs out of the cab. Indy sees the bright neon signs informing above the door: MADAME SOPHIA TONIGHT. Indy walks to the ticket booth and see board pavement sign: Lost world lectures: ATLANTIS, THE LOST CITY by Sophia Hapgood. Indy groans and shakes his head, he goes to the ticket booth window.

JONES

How much is a ticket?

BOOTH BOY

Are you sure, mister? The lecture is halfway through.

JONES

Yes. Is there a meet and greet?

BOOTH BOY

No, 10 dollars.

JONES
10 dollars?!

Booth boy shrugs his shoulders. Jones sighs loudly and pays the boy.

9.INT THEATRE/ MAINSTAGE EVENING

Indy walks inside the dim theatre and takes a seat behind pretty filled theatre. Sophia at the pedestal on the stage, next of her is a big projector screen. Silent black and white film is shown on the screen with cheap special effects, small scale models and people dressed in "futuristic" clothes made from tinfoil and cardboard boxes.

SOPHIA
...this is Atlantis, as it might have appeared in it's heyday, glorious, prosperous, socially and technically advanced, beyond wildest dreams! Towering buildings, flying cars...

On the screen appears toilet paper cores on strings and wings made from paper. They fly around.

SOPHIA
...floating trains. 5000 years ago, while everyone else wore animal skins...

On the screen appears futuristic city made from cardboards, polystyrene, tape and glue.

SOPHIA
...The mighty spirits of Atlantis dared to build a city where knowledge and power were united in true happiness. Centuries later, the famous philosopher Plato wrote about it...

On the screen appears a painting of Plato, and bearded bust statue of him. Soon after that the overlay of Atlantis.

SOPHIA
...He placed Atlantis on a continent out in the deep ocean, and described how it was divided into 3 circular parts, such as you see here. What befell this serene city...

On the screen appears still pictures of Atlantis being destroyed by waves and fire. People run in horror away from fire and water. City sinks in the sea.

SOPHIA

...Was it the sea level, slowly creeping higher? Or the Earth itself, suddenly shifting?
However it happened, panic must have gripped the citizens on that fateful day when
proud Atlantis sank beneath the waves, perhaps it was volcanic eruption...

On the screen appears Sophia's drawings about strange man, wearing robes and strange helmet.

SOPHIA

...And something remains even now. On some questions, the great
spirit who guides my thoughts, the all seeing NUR-AB-SAL...

Indiana makes a facepalm and sighs.

JONES

(sigh) Oh boy....This is going to be a long night.

JUMP CUT

Sophia has ended his lecture and people leave the theatre. Indy pushes through them to get to the stage. Indy follows how Sophia goes towards backstage. Indy freezes when he sees Klaus Kerner in white tuxedo and black long coat. Indy is about to warn Sophia.

JONES

Soph...What the?

Sophia kisses Klaus and they smile each other. Indy is totally surprised. Klaus glances at the leaving crowd. Indy turns fast and hides among the crowd.

10.EXT

NEW YORK CITY/ FRONT OF RESTAURANT

NIGHT

Indy back of a taxi, follows Sophia and Klaus getting out of a taxi and going inside a restaurant.

Indy pays his cab ride and runs after Sophia and Klaus.

11.INT

RESTAURANT ROCHELLE

NIGHT

Indy walks pass the restaurant's reception to peek in the crowded dining room to see where Klaus and Sophia are. Male receptionist in tuxedo stops Indy.

RECEPTIONIST

Excuse me! Do you have reservation?

JONES

Huh? Yeah, under the name (peeks reservation book) Hol-loway.

RECEPTIONIST

There's no Holloway.

JONES

Connely, Mc-Dougan...

RECEPTIONIST

Sir, are you just spouting random names until you get it right.

JONES

No...Alright. I want a table.

RECEPTIONIST

(chuckle) Are you serious, there is like 3 week waiting list.

JONES

Are there any cancellations?

RECEPTIONIST

Sir, no one cancels a table in Rochelle. If you don't have reservation, I must ask you to leave.

12.EXT

NEW YORK CITY/ OUTSIDE RESTAURANT

NIGHT

Indy rushes out of the restaurant and walks around the corner. He sees people unloading a truck and taking food inside the restaurant. Indy goes to the truck and takes on crate of food and waltzes inside the restaurant like one of the workers.

13.INT

RESTAURANT ROCHELLE

NIGHT

Indy takes the crate to the storage and right after slips away, walks through the kitchen hiding his face behind the fedora hat. He gets to the dining room and takes a bottle of champagne from ice and continues to walk towards the table of Klaus and Sophia. Sophia is dressed in violet long dress and she has a necklace of some sort strange metallic face made from squares and triangle shapes, with a vortex on the forehead. Klaus is in white tuxedo. They giggle and talk.

KLAUS

(German accent) But really, you should think about it. You are as talented as you are beautiful.

SOPHIA

(giggle) Oh, please. I like to keep it small and there's war almost everywhere...

Open champagne bottle is tilted over Klaus's glass.

JONES

Let me fill that.

KLAUS

What?...

It's Indy who's pouring in the glass, he then "accidentaly" pours champagne on Kerner's pants.

KLAUS

What the hell?! You idiot!...Dr.Jones?

Sophia and Klaus are surprised to see Indy.

JONES

Oh, I'm sorry, I didn't mean to spill it. Can I join you two?

Indy pulls a chair from another table and sit at the same table as Sophia and Klaus.

SOPHIA

Indiana!? What are you doing here?!

JONES

I could ask the same! Dining and wining with a Nazi stooge like him.

SOPHIA

What are you talking about?!

KLAUS

Don't listen to him, Sophia. He is obviously deranged.

SOPHIA

Indy, he's not a Nazi. He's Matt Dusseldorf from Icon publishing.

JONES

Oh yeah? Dusseldorf, you say. I thought your name was Smith, oh wait...

Indy digs his pocket and takes out Kerner's ID and throws it to Sophia, she checks it out.

JONES

...Herr Dusseldorf here is really a SS Colonel Klaus Kerner.

KLAUS

There's no need to make a scene...

JONES

Scene! You tried to kill me, you son of a bitch!

SOPHIA

Is this true, Matt, Klaus or whatever your name is?!

Host comes to the table.

HOST

Do we have a problem here?

KLAUS

Yes, we have a big problem.

Kerner takes the host and throws him on Indy, both fly on the floor. Klaus fixes his hair and tells Sophia.

KLAUS

Sorry, dear, but I think we are done. Thanks for the memories.

Sophia is left jaw open as Kerner escapes. Indy crawls from under the host and goes after Kerner.

JONES

(to Sophia) Stay put!

Indy runs outside the restaurant and looks around, Kerner is nowhere to be seen, he has escaped.

14.EXT

NEW YORK CITY/ STREETS

NIGHT

Moments later. Sophia and Indy sitting back of a taxi. Gloomy Sophia looks outside the window.

JONES

I can't believe that's the second time Kerner slipped away. Are you telling me, you didn't know who he was, and what he was after?

SOPHIA

No! I'm psychic, not a mind reader!

JONES

And what's up with your attitude? You should be thanking me for saving you from that Nazi.

SOPHIA

Why now? After all these years since you called me fat.

JONES

Really!? You're still mad about it? I never called you fat!

SOPHIA

You said you're fondling my handles!

JONES

I didn't say that! I said "I can handle the cold". We were naked under the blanket, trying to survive the cold, you were half delirious and didn't hear it right!

SOPHIA

Please! You were fondling my love handles!

JONES

Listen, ginger, you'll know when I'm fondling your handles!

Taxi driver checks his rear view mirror, as he listens in horror at the conversation.

15.INT

NEW YORK CITY/ MADAME SOPHIA'S HOME

NIGHT

Indy and Sophia enter Sophia's fortunateller shop and home. Sophia puts on the lights. Light reveals the shop and apartment trashed and searched through. Sophia is in shock.

SOPHIA

Oh no!? What has happened to my place!?

Sophia runs around like headless chicken and checks that his valuables are still intact. Indy ventures calmly deeper in the apartment and checks out Sophia's psychic stuff.

JONES

It looks like Kerner kept you busy while his henchmen trashed your apartment.

SOPHIA

Everything relating to Atlantis has been stolen, all my research! And artifacts!

JONES

Atlantis? Don't tell me you really believe that place exist.

SOPHIA

I was once like you, but then Dr. Jastro introduced me to Edgar Cayce.

JONES

Who?

SOPHIA

Really, Indy?! The famous prophet, Edgar Cayce!

JONES

I'm sorry, I don't dabble in mumbo jumbo.

Sophia runs upstairs and downstairs and changes rooms as they talk.

SOPHIA

He had visions about Atlantis and helped us to fill the blanks. Indy,
Atlantis pre-dates the garden of Eden! He said that evidence can
be found under the Sphinx's paws and Yucatan peninsula.

JONES

I have been under the paws of the Sphinx and searched through Yucatan peninsula.
Never come across with anything related to Atlantis. It's a tall tale told by Plato.

SOPHIA

Well, Nazis believe in this "tall tale", they funded our research.

JONES

Wait, "our"?

Sophia comes to Indy to talk face to face.

SOPHIA

Indy, if everything you told is true, then our team is in danger. Matt...I mean Klaus knows everything I know, our dig sites around the world. Our team is in danger!

Sophia goes behind a changing screen and starts to change her clothes. Sophia throws from there a newspaper in Indy's face.

SOPHIA

Have you seen the news paper? The splitting of atom?

JONES

Yeah, what about it?

Indy sees in the news paper an article about "German wizard splits atom". Dr. Hans Ubermann's mug shot, bearded bald guy with glasses.

SOPHIA

Read it!

JONES

Germans claim victory in the worldwide race to smash the atom. Chief scientist Hans Ubermann announces plan to harness new sources of energy for the Third Reich...So? They'll never find enough uranium.

SOPHIA

Of course not. That's why they are after the POWER OF ATLANTIS.

Sophia comes back from behind the screen dressed in new outfit, leather jacket similiar to Indy's, violet shirt, greenish pants.

JONES

Be serious! I used to think you'd make a good scientist. Yet you've been concealing important artifacts and making money from hocus pocus.

SOPHIA

Really, Indy, Is it really that hard to believe that there could be a lost civilization. After everything you've been through. Everyone thought that Troy was a myth, until they found it, didn't they!

JONES

Okay, I'll give you that one.

SOPHIA

Fine, I'll prove you! Take that lowest drawer out, it has a secret locker under it.

Indy looks at what Sophia is pointing. He goes and pulls out the lowest drawer of a desk and checks the bottom, slides it open and finds a BEAD inside. Indy shows it to Sophia.

JONES

The mysterious coppery bead, I've seen this before. What is it?

SOPHIA

Orichalcum. Give it to me and watch this.

Indy gives the bead to Sophia. Sophia open her shirt from around the neck, revealing the mysterious face necklace.

SOPHIA

Kerner missed the grand prize...My necklace. Watch closely.
The bead is made of ORICHALCUM, mysterious metal first mentioned by Plato. Now I'll place it in the medallion's mouth.

Sophia places the bead inside the medallion's mouth. Otherworldly humming comes out of the metal face and it's eyes start to glow mysterious blue light. Lights of the apartment start to flicker. Indy

looks around, he misses a blue ghost appearing front of him, the mysterious helmet man from Sophia's drawings, NUR-AB-SAL. His lips move, but no voice comes out of it, he disappears as soon as the lights stop from flickering. Indy looks at Sophia.

SOPHIA

Did you see that?!

JONES

Yeah, is your electric bill paid up?

SOPHIA

Don't tell me you missed that!? (groan) That was Nur-Ab-Sal. His spirit is close!

JONES

Closer than Atlantis, that's for sure. Suppose I gave this orichalcum business any credence, which I don't, we have no idea where to find your mythical lost city.

SOPHIA

(Raises her hands) Shhh! I'm getting something!

Sophia puts one hand over her necklace and other over her forehead and wiggles her behind.

SOPHIA

Nur-Ab-Sal speaks! He bids us find the...what...
a book, yes...THE LOST DIALOGUE OF PLATO!

JONES

(chuckle) Really? Okay, I play along for now. You want us to go after another myth?

SOPHIA

No, Nur-Ab-Sal wants us to go after it. What if the
Nazis have already found a copy, you ever think of that?

Sophia crosses her arms and acts defiant.

JONES

Well, where do you think we should start?

SOPHIA

We? My, my, has Dr. Jones become a believer?

JONES

I'm intrigued, that's as far as I'm willing to go.

SOPHIA

Dr. Bjorn Heimdall in Iceland is continuing the work that Dr. Jastro began.
He knows more about Atlantis than I do. I'm sure the Nazis go after him next.

JONES

Dr. Heimadall you say. Let's pay him a visit.

16.EXT

WORLD MAP

DAY

On the world map. Red arrow leaves from New York to Reykjavik, Iceland.

17.EXT

ICELAND/ BARREN LANDSCAPE

MORNING/ OVERCAST

Lonely truck drives through huge, barren, rocky landscapes of Iceland. Indy is driving the truck, dressed in his familiar outfit, brown leather coat, beige pants, fedora hat, equipped with revolver and bullwhip. Sophia sits next of Indy, still dressed in getup from New York.

JONES

Why did you kiss him?

SOPHIA

Kiss who?

JONES

Kerner, back in New York.

SOPHIA

How long did you stalk me?!

JONES

I wasn't stalking you, I was making sure you weren't in danger! I saw you two in the theatre.

SOPHIA

He claimed that he was working for publishing house. They funded my Atlantis research, with one condition, exclusive book deal about my journey to discover Atlantis.

JONES

And you kissed him to seal the deal.

SOPHIA

Oh, jeez, one thing led to another. Can you blame me, he was a handsome man. If I were a betting woman, I would think you were jealous.

JONES

Jealous!? Hah! (chuckle)

SOPHIA

That's a fake laugh!

JONES

No, it's not, it's totally real laugh!

18.EXT

ICELAND/ EXCAVATION SITE

DAY/ OVERCAST

Indy parks the truck near the excavation camp. Indy and Sophia exit the truck and walk towards the camp. Sophia suddenly stops and extends her hand.

SOPHIA

Indiana! Stop. I sense grave danger.

JONES
C'mon, Sophia...

Rifle fire echoes through the landscape. Bullet hits near them.

JONES
...Get down!

Jones pulls Sophia with him behind rock formation. Someone shouts from a distance.

????
(Scandinavian accent) Who are you?! Identify yourselves!

JONES
Great! Shoot first and ask questions later!

????
Yup, pretty much like that, American!

SOPHIA
Dr. Heimadall! Is that you!?

BJORN
Sophia?! Sophia Hapgood?

Indy and Sophia come out of the cover and see at the distance a man in brownish winter outfit, grayish long hair, in his 50's, coming out from a rocky hill with a rifle.

19.EXT EXCAVATION SITE/ GRAVES DAY/ OVERCAST

Indy is checking out Hitler-Jugend knife in his hands, while Heimdall explains in the background.

BJORN
...They came in the cover of darkness. Trashed the place and took every artifact they

(MORE)

could get their hands on. Years of work ruined in one night.

JONES

This is Hitler-Jugend knife. They were Nazis. That's for sure.

Indy, Sophia and Bjorn Heimdall at five graves covered with rocks.

BJORN

I was able to fight them off, took two of them down. Axel, Emil and Johanne weren't so lucky.

SOPHIA

I'm so sorry, Bjorn.

JONES

How did they get here so fast?

BJORN

They came from the sea, and there they fled. I suspect a submarine.

JONES

U-boat, great.

BJORN

They didn't die for nothing. Sophia, you should see something.

20.INT

EXCAVATION SITE/ STONE HUT

DAY/ OVERCAST

Inside a stone hut build inside a mound. Heimdall, Indy and Sophia are staring at a engraving of a stick figure with a spear and next to him is a middle point enclosed by three curvy closed rings.

SOPHIA

Alright!

JONES

What? I don't get it?

SOPHIA

Really, Indy!? That's Atlantis! Look, that is the centre city enclosed by three circular moats.

Next of it is Nur-Ab-Sal, the last king of Atlantis. Sign left for the future generations.

JONES

Okay, I need a second opinion from Dr. Heimdall. What is this place?

BJORN

I think this is the key to Hyperborea, that's what the Greeks called Iceland, you know.
You've read how they sailed north to a fog shrouded land, and they never set foot upon it?

JONES

I've read something.

BJORN

They travelled thousands of miles, mere fog wouldn't stop them. Some idiot claimed that they were repelled by ghosts. Poppcock! You know what actually stopped them, Dr. Jones?

JONES

Maybe they didn't allot any time on their itinerary.

BJORN

No, no, no! They were stopped by a FORCE FIELD. Put here by beings not of this Earth.

JONES

Force field? And these beings?

BJORN

Aliens, Dr. Jones! Travelers that came from space
to form colonies like Atlantis on Earth, using
Hyberborea as a spaceport. It's a perfect landing site.

JONES

Right, for the space ships. (whispers to Sophia) I think the deaths of his friends took more of him than he realizes.

SOPHIA

Oh, God! Is it really that hard to be open minded?!

JONES

I am, I am! I'm trying here, Sophia! (to Bjorn) Did the Nazis left anything behind?

Heimdall digs from his pocket old rusty coins.

BJORN

I manage to save these coins. I believe they depict the appearance of the otherwordly beings.

Indy takes one of the coins and checks it closely.

JONES

I have seen these. There's nothing otherworldly about them.

SOPHIA

You have?!

JONES

This is Minoan coin, you see this "being", it's a octopus. (flips the coin)

Other side is the maze of the Minotaur. You found these here?

BJORN

Yes, it's strange. Dr. Jastro reacted the same.

SOPHIA

What do you mean?

BJORN

He came here two years ago to see how we were advanced. I showed the coin to him, and he babbled something about that he knows where to find the world stone.

JONES

World stone?

BJORN

I asked, what is this world stone. He explained that it was a STONE DISK, one of the three disks that used together would open the gates of Atlantis.

SOPHIA

Oh my God! Indy, I had one of the disks, it had the sun on it in different positions. It was among the artifacts that Kerner stole from me!

JONES

Why would Dr. Jastro be searching keys to Atlantis, if he doesn't know where it is?

SOPHIA

Unless he knows where it is! Where is Dr. Jastro?

BJORN

I haven't heard a peep from him since we last met. I don't know where he went.

JONES

If Jastro was that close, he would have already found Atlantis. He would've asked for the disk you had, Sophia. (to Bjorn) Have you ever heard of the lost dialogue of Plato?

BJORN

It's a myth. There are many fakes going around.

SOPHIA

Was Jastro working with someone?

BJORN

Alain Trottier, but he's a hack.

JONES

Why is that?

BJORN

He believes that Atlantis was build by the mole people of Hollow Earth.

JONES

(sigh) Oh boy, where can we find this Trottier?

BJORN

He lives in Monte Carlo.

21.EXT

WORLD MAP

DAY

Plane leaves Reykjavik, Iceland to London, England. From there to Monte Carlo, Monaco.

22.EXT

MONTE CARLO/ ALAIN TROTTIER'S HOME

EVENING

In the city of Monte Carlo. Door knocker shaped like a lion is used by Indy. Indy and Sophia wait for a while and door opens. Man dressed in reddish suit and orange bow tie, orange flower on the left jacket label, he has partially gray hair and a beard, appears to the door.

????

(In French) Alors, comment puis-je aider?

JONES

Bonsoir, are you Alain Trottier?

ALAIN

(French accent) Yes, I'm Alain Trottier, amateur scholar, part-time poet, professional dreamer. And who are you?

JONES

I'm Indiana Jones, archaeologist, part-time school teacher.

ALAIN

Jones....Jones....Jones, yes, I believe I've heard of you, the famous archaeologist!

JONES

Really a simple professor. We heard that you knew Dr. Jastro...

ALAIN

Aren't you going to introduce me to your beautiful friend?

JONES

Oh, she's Sophia Hapgood.

ALAIN

Madame Sophia!? The famous psychic!

SOPHIA

Yes, that's me in the flesh.

Indiana Jones is confused about Alain knowing Sophia. Alain waves to them to come inside.

ALAIN

Come in! Come in!

23.INT

TROTTIER'S HOME/ LIVING ROOM

EVENING

Indy, Sophia and Alain are sitting in a luxurious living room around a table and drinking coffee.

ALAIN

I haven't seen monsieur Jastro since we last talked to each other, that was two years ago.

I'm afraid that he's gone missing. I've tried to contact him anyway I could but all in vain.

JONES

What did you talk about?

ALAIN

He wanted to see the Sternhart's translation of HERMOCRATES.

JONES

What is that?

ALAIN

The lost dialogue of Plato, of course.

SOPHIA

Wait! You have the lost dialogue of Plato!?

ALAIN

Yes. In my private collection.

JONES

That's...great. Can we see it?

ALAIN

No.

JONES

Wait, what? Why not?

ALAIN

I don't know you.

JONES

Yes, you do, I'm Indiana Jones and she is Sophia Hapgood.

ALAIN

How do I know that you're really friends of Jastro?

JONES

We both were in his Jastro Expedition in Iceland. We've worked with the guy.

ALAIN

Prove me, if you're true pursuer of Atlantis, answer me this. Why did the Atlanteas build their huge colossus?

Indy is confused, he turns to look at Sophia.

SOPHIA

Why are you looking at me?

JONES

I thought you two were in the same club?

SOPHIA

I don't know what he's talking about.

JONES

(whisper) Use your psychic ability to find out the answer.

SOPHIA

Again, it doesn't work like that, I'm a psychic, not a mind reader!

Alain stands up and buttons his suit jacket.

ALAIN

It's clear that you're not worthy for the information. I must ask you to leave.

JONES

Listen, buddy! We are not the only ones after it. There...

Suddenly Sophia springs out of her seat and offers her hand to Alain.

SOPHIA

My apologies for disturbing you in these late hours, monsieur Trottier.

ALAIN

Well...it was no trouble. I hope you will find your friend.

Alain grabs Sophia's hand and she gets brief flashes of Alain handling and putting the Hermocrates in his hidden pocket of his jacket. Their hands separate.

SOPHIA

Listen, Alain. I'm holding seances at the Hotel Hermitage, room 214. I would like to give you a free reading tonight. I see this...interesting aura around you that I want explore more.

ALAIN

Well, I don't know about that. I'm not into that stuff...

SOPHIA

Come on, I'm only for this night. Take a chance and I'll read your fortune. I'm after all Madame Sophia.

ALAIN

I don't need anything...but I'm curious...so, I'll do it. When?

JUMP CUT

Indiana and Sophia leave Trottier's home and stop at the end of the walkway.

JONES

What are you doing?!

SOPHIA

Trottier has the Hermocrates in his hidden pocket of that jacket. He keeps it with him all the time.

JONES

How do you know that!?

SOPHIA

I'm psychic, I saw it!

JONES

Listen, ginger, we don't have time for fantasy!

SOPHIA

You wanted me moment ago to read his mind!

JONES

I thought you didn't do that?!

SOPHIA

(sigh) I don't. Look, we lure Trottier in my hotel room and
I will distract him while you take the Hermocrates.

JONES

You mean steal.

SOPHIA

What do you think the Nazis will do? They probably steal it too
and even kill Trottier. How I see this, we are doing a favour to him.

JONES

Whatever helps you sleep at night.

SOPHIA

Come on! Madame Sophia has to get ready.

Meanwhile in Germany. Klaus Kerner marches in his SS colonel uniform through bunker hallway towards a metal door guarded by two soldiers. Soldiers make Nazi salute and open the metal door for Kerner. Kerner goes through the doorway and comes to a huge laboratory with all kind of fancy equipment. There is a shadowy bald figure working at a desk. Klaus shouts to him.

KLAUS

Dr. Ubermann!...Fantastic news!

Shadowy figure turns around and is revealed to be old bald scientist with a beard and glasses. He's Dr. HANS UBERMANN.

UBERMANN

(German accent) Kerner!...At last!

KLAUS

See what Herr Jones has kindly provided.

Kerner goes to the table and puts the mysterious statue on the table.

UBERMANN

What on Earth!?

KLAUS

Isn't it amazing?

UBERMANN

You fool! You've come back to show this...this...this...prehistoric knick-knack!?

KLAUS

Herr Doktor, I believe this knick-knack, as you call it, comes from the Lost City.

UBERMANN

Then we have failed! I see no evidence here of the magical metal Plato called ORICHALCUM!

Klaus digs from his pocket the coppery bead.

KLAUS

Look at this. Concealed in it's base was this small shiny bead.

Dr. Ubermann takes the bead and looks closer at it.

UBERMANN

And it glitters like fire, exactly as Plato described!

KLAUS

It's my guess we've found the treasure we seek.

UBERMANN

I never guess, we must TEST!

JUMP CUT

Bead placed on a pedestal in a bomb proof chamber behind a bulletproof glass. Klaus and Ubermann other side of the glass. Ubermann controls with joysticks two robotic arms armed with positive and negative needle ends.

UBERMANN

Herr Kerner! Is the camera recording?

Klaus checks the old tripod camera behind them.

KLAUS

Jawohl, everything looks good.

UBERMANN

This is for the history books.

Ubermann controls the robot arm needles both sides of the bead. Electricity goes through the bead.

Just at that moment the chamber explodes, bulletproof glasses blow out and shockwave topples everything around the chamber, the camera, Kerner and Ubermann. Electricity escapes the chamber and goes around the lab exploding every electric equipment. Moment of silence. Ubermann with messy beard and twisted glasses rises from the floor. Klaus with messy hair rises from floor. Both are smudged with ash. Ubermann checks counters.

KLAUS

Mein Gott!?

UBERMANN

We've done it! The energy of URANIUM without any radioactivity!

And those smug American scientists know nothing!

KLAUS

And that gives me idea...

Klaus goes inside the chamber and takes the bead from the pedestal. He takes the bead to the mysterious statue.

KLAUS

Suppose I placed the bead inside the statue's mouth.

Klaus puts the bead in statue's open mouth. Statue vibrates and makes buzzing sound. Klaus flinches from fright and drops the statue on the floor. Ubermann and Klaus avoid as the statue hums and moves by itself around the floor like toy robot. Suddenly it jumps like a rocket towards the concrete wall and bright flashes of energy cuts the wall like butter, and it jumps outside like yellow and green meteorite. It goes through the military compound hitting in parked trucks and exploding them to pieces and puts tents on fire, blasting through crates and jeeps. German soldiers are confused and the compound goes full alert, sirens scream. People are in panic.

Finally mile away of the research lab, the statue stops from drilling through things, green and yellow energy fades away, and it drops on the ground smoking. Klaus and Ubermann look jaws open at the chaos through the hole in the wall.

KLAUS

You saw that!? Think of trucks powered by these beads, think of tanks, think of airplanes!

UBERMANN

Use your imagination, Kerner! Think big like the Americans...Think of BOMBS!

25.INT

MONTE CARLO/ HOTEL HERMITAGE/ ROOM 214

NIGHT

Indiana Jones in gray suit without the fedora hat in Sophia's bedroom holding a sheet with eye holes cut into it. Sophia is in violet shirt and jewelry and black skirt posing front of the mirror. Her red hair is put into a beehive shape. Jones puts his fingers through the bed sheet holes.

JONES

I'm not going to wear this.

SOPHIA

When I say the key word, you jump out wearing that and he gets so scared and runs away leaving the translation behind. Do I look good in this?

JONES

Yeah, you're charming, but...

SOPHIA

I mean, do I look slim enough?

JONES

(sigh) You're thinner than a broomstick.

SOPHIA

Wait! Am I too slim?

JONES

Ah, aa...back to matter in hand. How do you know he's going to get scared by this childish prank?

Sophia stops posing front of the mirror.

SOPHIA

Haven't you ever been in a seance? What I am talking about, of course you haven't! You don't know how spooky things get when we sit in that dark room, only luminated by the dim candle light. You could hear the needle drop, what if it's a furious spirit attack. It doesn't matter how it looks like, it's not the details, but the mood.

JONES

Yeah, right. I'm not scared of ghosts.

SOPHIA

(sarcastic) No, you're not, but you are of snakes, that's much terrifying. Come here...

Sophia extends her hands towards Indy, Indy moves away.

SOPHIA

...Come here...

Sophia moves towards Indy and he moves again away of Sophia.

SOPHIA

...For Pete's sake, Indy! I'm not going to bite you!

JONES

What?!

SOPHIA

I'll read your fortune. I'll prove to you that psychic phenomenon is real.

Sophia grabs Indy's hands and closes her eyes.

JONES

Alrigh. What do I do?

SOPHIA

You shut up and let me do my thing. I see a distant future...I see you scared in a town...town's people are all...dolls, mannequins...you are scared of an atomic bomb...you hide in a lead covered fridge...explosion throws you middle of the desert inside the fridge and you...survive.

JONES

(chuckle) Are you saying that I survive an atomic bomb by hiding in a fridge. That's ridiculous. This future weapon doesn't sound very terrifying.

Sophia slaps Indys hands away and crosses her arms.

SOPHIA

Well, there are sometimes hit and misses! Trottier should be here soon, go and make sure he finds his way in here.

26.EXT

HOTEL HERMITAGE/ ENTRANCE

NIGHT

Outside the luxurious hotel. Indy goes outside. He follows how people exit and enter the hotel. Indy sees Alain Trottier walking towards the hotel along the sidewalk. Indy sees also a shadowy car following the unaware Trottier. Guy in black trench coat and gray hat jumps out the moving car and walks behind Trottier. Indy senses that something fishy is going on and goes to meet Trottier halfway.

JONES

Bonsoir again, monsieur Trottier!

ALAIN

Dr. Jones?

Shadowy men back down. Indy takes Trottier around his arm and guides him inside the hotel.

JONES

Madame Sophia send me to help you to find your way to her room.

ALAIN

She did?

Other shadowy guy parks the car and joins the other guy and follow Indy and Alain inside.

27.INT

HOTEL HERMITAGE/ LOBBY

NIGHT

Indy and Alain walk fast through the luxurious lobby of the hotel. Shadowy men follow them and Indy makes glances at them.

ALAIN

You...usually do this for her?

JONES

Yeah...yeah, I do this on the side.

They walk up stairs. Alain is going to the elevator, but Indy almost forces him to go up the stairs of the towering dome lobby. Shadowy men follow.

ALAIN

Aren't we going to use the elevator.

JONES

Nah, let's use the stairs, get some exercise.

Jones and Alain walk side by side the curvy stairs towards 4th floor. Shadowy men hurry to follow.

ALAIN

Are you and Sophia partners?

JONES

Yeah, business partners.

ALAIN
Is she...single?

JONES
Why do you ask?

ALAIN
I think we had...how do you say, chemistry between us.

JONES
How old are you?

Alain and Indy disappear behind a corner. The two following man try to reach Alain and Indy but lose them.

28.INT HOTEL HERMITAGE/ 4th FLOOR NIGHT

On the 4th floor. Jones pushes Alain ahead of him.

JONES
Just go ahead. Room 214. She's waiting for you.

ALAIN
O-Okay.

Alain walks away. Bellboy dressed in reddish outfit walks pass by Indy. Indy follows the bellboy and check is he same size as him.

INTERCUT ROOM 214

Alain knocks the door of 214. Sophia opens it and greets Alain with a big smile.

SOPHIA
Alain! I'm glad you came! Come in!

Alain walks in to the dark room. Round table with purple tablecloth, on the table crystal ball and one light up candle. Sophia removes the jacket from Alain.

SOPHIA

Let me take this.

ALAIN

There's no need...

SOPHIA

Nonsense. Take a seat.

Alain goes to sit at the table. Sophia puts the jacket on a rack and checks quickly if the book is there, it is. Sophia hurries to sit at the desk next to Alain Trottier.

SOPHIA

Ah! Monsieur Trottier. I'm so pleased to see you again!

ALAIN

Madame flatters me. It is I who am pleased to see you.

INTERCUT FLOOR 4

The two shadowy guys in black come to the 4th floor and disturb the cleaning lady.

NAZI SPY 1

(German accent) Excuse me, ma'am. Did you see a old man in reddish suit walking by?

CLEANING LADY

(French accent) Yes, he went that way just a moment ago.

Indy dressed as a bellboy comes around the corner behind the shadowy guys and is startled to see them, he goes back behind the corner and listens.

NAZI SPY 1

Thank you for your cooperation.

Shadowy guys continue their walk. Indy goes another direction trying to get ahead of them.

INTERCUT ROOM 214

Sophia waves her hands around the crystal and Trottier follows this.

SOPHIA

Well, what do you want to know? Love, business, marriage, career?

ALAIN

I'm single and I think I have that love aspect covered. (wink)

Sophia is startled about Alain's wink but keeps up her professional attitude.

SOPHIA

Alright...What if you could talk to Nur-Ab-Sal himself?

ALAIN

You mean...the Last King of Atlantis!?

SOPHIA

You see this necklace, I can communicate with him through this.

ALAIN

Really? I have so many questions, I don't know where to begin.

INTERCUT FLOOR 4

Shadowy guys walk along the hotel hallway. Indy disguised as bellboy comes around the corner pushing a dining cart towards the Nazi spies. Indy rams the cart into the feet one of the thugs. Nazi spy jumps around in pain.

NAZI SPY 2

Ayee! Sie flammend narr!!

JONES

Entschuldigung! I'm so sorry! Here...

Indy takes a pot of hot coffee and throws it into the face of Nazi spy 2, he screams and covers his face. Nazi spy 1 extends his arm towards Indy.

NAZI SPY 1

Hey!?...Wait an minute! You're that other guy!

Nazi spy 1 tries to hit Indy, but he takes the metallic cover dome from the cart and blocks the strike and hits the coffee pot on spy's head, breaking the pot to pieces. Nazi spy 2 recovers and Indy kicks the cart under him and he trips over it. Nazi spy 1 recovers and Indy takes him and throws him head first through the hallway wall. Woman in lingeries screams as she sees the spy's stunned face coming through the wall, it is quickly pulled back. Indy knee kicks the spy out and right after shouts through the hole.

JONES

Hi, I'm from house cleaning. No alarm, miss. Situation is under control!

INTERCUT ROOM 214

Sophia waves her hand in the air and holds the necklace in the other. Alain follows this jaw open.

SOPHIA

(chanting) mmm, al salam, sorru salam, alaam! I can sense
his presence. Speak and the great Nur-Ab-Sal shall listen!

ALAIN

Oh, ah, my name is Alain Trottier....

SOPHIA

Nur-Ab-Sal knows who you are, stop wasting his time and ask your questions!

ALAIN

Yes, yes...Is it true that you were the king of Atlantis?

SOPHIA

Yes, I was high priest and king of Atlantis and it's colonies!

ALAIN

What happened to you? How did you die?

SOPHIA

I was slain by...my own creations...those filthy animals killed me, but

I managed to survive...combined my essence into this necklace...for
my inevitable return!...I'm feeling weak...

INTERCUT FLOOR 4

Indy checks the ID's of the shadowy men, revealing them to be Nazi spies. Spies are tied together by rope and gagged by cloths, placed inside a broom closet. Indy closes the closet door. Indy flinches from forgetting something.

JONES

Oh! Yes, the seance!

Indy runs to his room that is next of Sophia's and opens the door connecting their rooms, silently.

INTERCUT ROOM 214

Door creak startles Alain Trottier, but Sophia is still in her trance like state.

ALAIN

What was that?!

SOPHIA

It's Nur-Ab-Sal...he's getting closer...stronger! Nnagh!

ALAIN

Tell me, Nur-Ab-Sal, what happened to Atlantis!?

SOPHIA

I...I don't know (voice changes) It was like million voices cried at once and silence fell upon them.

ALAIN

Tell me, where is Atlantis!?

SOPHIA

(Manly voice) Kazu-rhat! Finally I had my revenge on them, the savages, the murderers!

They cried and yelled in agony as their lives were extinguished one by one, and I rejoiced!

ALAIN

Where is Atlantis!? Will I find it!? Has Jastro found it?!

Flame on the candle becomes bigger and the room shakes. Sophia opens her pitch black eyes and slams her hands on the table and yells to Alain.

SOPHIA

(Monster voice) Jastro is dead and soon you'll be too!!!

Indy in the bed sheet ghost suit activates a flashlight under his sheet and yells to Alain right next to him. Alain sees the glowing "ghost".

JONES

Boo!!!

Alain screams like a little girl and falls on his butt with the chair. Frightened Alain runs out of the room screaming all kinds of things in French. Indy chuckles, removes the ghost sheet and flips the electric lights on. Sophia has turned back to normal. Indy closes the door and turns around.

JONES

How did you do that?

SOPHIA

Did...what?

JONES

That creepy voice?

SOPHIA

I don't know what you're talking about.

JONES

Okay, okay, if you don't want to share your craft secrets with me, that's fine.

Sophia is confused and goes to Trottier's jacket left behind. She takes the jacket on the table and pulls out the Hermocrates translation from the hidden pocket.

SOPHIA

Main thing is that we got the Hermocrates.

Sophia sees Indy's bellboy costume.

SOPHIA

What are you wearing?

JONES

Long story. Is it the real deal?

Sophia opens the book and both look it through.

SOPHIA

Charles Sternhart translated this in 1922. I know him. I read almost all his books about Atlantis. It says that the Greek original was lost, so he used Arabic copy found in Italy.

JONES

It says that Plato made a tenfold mistake about the location of Atlantis. Instead of lying 3000 miles away from Greece, it may have been 30 000 miles away or less than 300 miles away.

SOPHIA

I don't know how that helps us find Atlantis.

JONES

Turn the page.

Sophia turns the page.

JONES

Look at that. Atlantis founded two colonies, the lesser 240 miles to the north and the greater 490 miles to the south. Gates of the kingdom can be only opened with the aid of special stone discs. Sunstone, Moonstone and Worldstone. Jastro was after those stones!

Sophia turns the page.

SOPHIA

Atlantis had no horses nor any need of them. They used Orichalcum beads like coins and paid statues to do their work as it by magic.

JONES

This sounds familiar.

SOPHIA

What do you mean?

JONES

Turn the page.

Sophia turns a page.

SOPHIA

As the waters rose around their city, the Kings of Atlantis, one after another sought to hold of fate....Look, Indy. There's the answer to Trottier's question.

JONES

Yeah, why did they build the colossus? They knew that mortal men would never rule the sea, so they planned a huge colossus, which by use of orichalcum, ten beads at a time, would make them like the gods themselves.

SOPHIA

You mean they build a machine that turns people to gods.

JONES

Sounds like Plato downplayed their hubris.

Indy doesn't ask Sophia to turn the page, he instead turns the page.

SOPHIA

Look, it mentions Nur-Ab-Sal. He was the first who put men in the machine, but they all turned into freak of nature.

JONES

Not a promising start. That's all? There's no more?

SOPHIA

Yeah, that's all. It talks about the colonies, but there's no starting point. Atlantis's location is vague at best.

JONES

Where did you get the Sunstone that Kerner stole?

SOPHIA

I bought it from Algeria, from a man called Omar Jabbar.

JONES

(chuckle) Are you sure it was Omar Jabbar? (chuckle)

SOPHIA

Yes, what is so funny, Indy?

JONES

Omar sold you a fake, I'm sure of it. Jabbar deals fakes, makes copies of the real things and sell them forward, so he can make more money. I was once fooled by him. Omar has the real thing and knows where he got it.

SOPHIA

That bastard! We should pay him a visit, but before that....

Sophia offers Trottier's coat to Indy.

SOPHIA

...Someone should take this to lost and found.

29.EXT

WORLD MAP

DAY

Plane leaves Monte Carlo, Monaco and flies over the mediterranean sea to Algiers, Algeria.

30.EXT

ALGERIA/ ALGIERS/ MARKET PLACE

MORNING

Busy market place in North African city, Algiers, part of French colony, filled with middle easterns and blacks. In one shop out in the open, filled with vases and trinkets. Seller middle of it is black and wearing very colourful robes and men's kufi hat, colours range from blue to violet, purple to pink. He's OMAR JABBAR yelling in French and Arabic to people to come to buy. Omar turns his neck and see Indy and Sophia standing front of the desk in their raider outfits.

JONES

Salam alaykum, Omar!

OMAR

Indy?...Ho...How did you find me?

JONES

Well, it wasn't hard when you were wearing that.

OMAR

(chuckle) Oh, you noticed. It's my new attire. You like?

JONES

Yeah, you can be seen miles away. Hard to hide in a outfit like that.

Suddenly Omar runs away. Indy pulls out his bullwhip and swings it around Jabbar's leg and pulls. Omar falls on his face on the dirt. Indy goes and lifts up Omar from the collar.

JONES

Why are you running, Omar? It's like you've done something bad.

OMAR

No, have I done something bad, I don't know!?

Sophia walks next of Indy.

JONES

Do you recognize this woman?

OMAR

I don't know her, I have thousands of women clients.

JONES

I bet you have. But I think only few of them are white western women.

SOPHIA

You sold me the Atlantean artifact, called the Sunstone. Is it a fake?

OMAR

Indy! What have you been telling to this woman!? It's bad for business!

JONES

Imagine what happens to your business when I tell about it to the French authorities or the Arabs. We want to see the real thing, and you will tell us where did you find it!

OMAR

You're still mad about the Carthagian artifact, aren't you?

JONES

Yeah, pretty pissed.

31.EXT

MONTE CARLO/ TROTTIER'S HOME YARD

MORNING

Meanwhile back in Monte Carlo. Alain Trottier has get back his reddish coat and walking angrily back to his home. Talking to himself in French.

ALAIN

(In French) Those bastards stole it from me! I should've never trusted them! Stupid Alain!

Alain arrives to his front door and seems to be surprised that it's revealed to be slightly open.

ALAIN

(In French) What the...

Suddenly door open and black sleeved and leather gloved arm comes out of it and pulls Trottier inside.

32.INT

MONTE CARLO/ TROTTIER'S HOME

MORNING

Trottier is thrown on his living room chair. Three shadowy men in black trench coats surround him. One of them is Klaus Kerner and threatens Trottier with his luger. Alain is scared.

ALAIN

Who...Who are you people?!

KLAUS

I'm Klaus Kerner of the SS. Little birds told me that you have the Lost Dialogue of Plato.

ALAIN

Not you too!?

KLAUS

What does that mean?

ALAIN

It means you are too late. I don't have it anymore.

KLAUS

Are you saying that someone got it before us. Did they happen to be one fedora wearing douche and gorgeous red haired fraulein?

ALAIN

Yes, they tricked me out of my Hermocrates! If you hurry you can still catch them!

Klaus places the luger barrel on the forehead of Trottier. Trottier whimpers from fear.

KLAUS

If that is true, you have no worth to me, I should shoot you right here and now.

ALAIN

Please, don't! I want to live! I...I know the book by heart, yes! You don't even need the real thing!

KLAUS

(smirk) I hoped you would say something like that. Take him!

Bag is placed on the head of Alain and shadowy men carry him out of the room.

33.INT

ALGERIA/ ALGERIS/ ABBAR'S STORAGE

DAY

In a storage filled with all kinds of ancient artifacts from Carthage to Egypt. Indy is checking in his hand the real Sunstone disc. Omar closes his secret safe. Indy gives the Sunstone to Sophia.

JONES

Is it this?

SOPHIA

Yes, that's it. Two to go.

JONES

(to Omar) How do we know that is the real thing?

OMAR

Does it matter?

JONES

Yeah, it does.

OMAR

Yes it is! Now leave me alone, effendi!

JONES

Hold on, Omar, the deal was for the location where you found the disc.

OMAR

Dig site in the south.

JONES

And?...Who was running the dig?

OMAR

Some effendi called Jastro.

SOPHIA

Dr. Jastro had another dig site?

OMAR

You knew him? Well, when he ran out of money, he left, many years ago.

JONES

Did he find more of these discs? Think, Omar!

OMAR

No, I heard he found something else. The dig site is abandon.

JONES

You'll take us there.

OMAR

Come on, effendi! Anything worth stealing has been stolen from there. I'll draw you a map.

JONES

I'll be the judge of that, and do you really think I trust you after everything you've done.

You will take us there and we will pay all the expenses. It's a race againsts evil.

OMAR

Oh, one of those adventures. (sigh)

34.EXT

SANDS OF ALGERIA

EVENING

Miles and miles of sand dunes. Caravan of three people are crossing the huge desert, riding on camels, one extra camel at the back carrying equipment and supplies. Omar leads them, Indy is behind him, and Sophia behind them. They wobble on the camels as they move. Indy has has hard time riding because of his ass wound from Chicago.

SOPHIA

What's wrong, Indy?

JONES

What do you mean?

SOPHIA

It's like you're in pain. Wait, is it your ass?

JONES

Nngh...Lower back problem, okay!

OMAR

(chuckle) I didn't think you were that kind of man, effendi. You know that sodomy is in some countries a carnal sin. In Islam it's punishable by death!

JONES

It's nothing like that! Lower back problem! Not a lower ass problem!

OMAR

Whatever you say, effendi! (chuckle)

Indy sees in the distance a blue hot air balloon high in the air.

JONES

Omar, what is that?

OMAR

It's the French, they use their balloons to fly over the deserts, making survey, maps and photographs!

JONES

You think they will give us a ride?

OMAR

(chuckle) They probably shoot you or ignore you completely!

JONES

I don't know about that. I can be charming sometimes.

35.EXT

ALGERIA/ DIG SITE

MORNING

Indy, Sophia and Omar Abbar arrive to the abandon dig site. They see ruins of an ancient town, it's mostly under the sand, abandon truck and crates. Wooden struts and ladders coming from the pit middle of the ruins. Indy, Sophia and Omar dismount from their camels.

JONES

Looks like they left in a hurry.

OMAR

You go ahead, effendi, I'll stay here and keep watch.

JONES

Oh, no you don't. You're coming with us.

36.INT

DIG SITE/ UNDERGROUND

MORNING

Omar, Indy and Sophia climb down in the pit. There is a underground tunnel to a bigger underground complex. Indy lights up a torch and Sophia takes a lantern left behind and lights it up. They venture deeper in the stone structures.

SOPHIA

Indy, look at this architecture, the cuts and seams, I've never seen such things.

JONES

I've seen something similiar before.

SOPHIA

How did they made these cuts. Straight and sharp corners? Maybe high-tech laser beam tools, moved in place by sonic instruments.

JONES

It's done with tools I'm not familiar.

OMAR

Could we hurry, this place gives me the creeps.

JONES

What's the hurry, Omar? Hold this. (Gives torch)

Indy gives the torch to Omar. They venture deeper and end up in a bigger chamber with a pillared altar in the middle. Walls have murals. On the altar is a monolith and on it is carved three concentric circles and stickman with a spear next to it. Sophia runs to it.

SOPHIA

Look, Indy! Another sign of Atlantis! Three concentric circles and Nur-Ab-Sal!

OMAR

Atlantis?

JONES

Omar, bring the light here!

Omar brings the torch. Light reveals mural depicting the Ark of the Covenant and two women in white holding a stone disc over the ark.

JONES

Sunstone? It's over the Ark of the Covenant.

SOPHIA

What does that mean?

Indy moves to the next wall. Two women in blue hold the Worldstone over a labyrinth. Palace of Knossos is over the labyrinth and big head of a bull is under the labyrinth.

JONES

Worldstone over the labyrinth.

Indy moves with Omar to the next wall. It's depicting two women in green holding the Moonstone over a Viking kind of settlement.

JONES

This doesn't make sense...unless Omar has lied to us.

OMAR

What!? What have I lied!?

JONES

You didn't get the Sunstone from here, you got it from ruins of Tanis, Egypt. Am I right?

OMAR

It's hard to keep up with all my discoveries. It may have been found from there!

SOPHIA

What is it, Indy?

Jones walks around the chamber and kicks accidentally around a coin. He kneels down and picks up the coin. It is the octopus coin. Indy turns it around and sees the maze.

JONES

That coin again...Follow the money, Sophia. This is the same coin from Iceland.

SOPHIA

So?

Indy gets excited and almost runs around the chamber.

JONES

Dr.Jastro had the Moonstone from Iceland, from Jastro Expedition. He couldn't find Tanis,

(MORE)

until Nazis and Belloq discovered it in 1936. And the labyrinth was total mystery to him, until he made the connection, the coin, Sophia! Somehow these civilizations worlds apart traded the same currency.

SOPHIA

The tentacle money?

JONES

Yes! The Worldstone is in the labyrinth! That mural shows where the labyrinth is, it's between palace of Knossos and the head of the bull. We always thought it was solely Minoan money.

SOPHIA

Slow down! Are you saying that the Worldstone is in Crete!?

JONES

Yes! The moving statues, money, (chuckle) Dr. Jastro is probably there and in over his head!

A sinister voice interrupts their joy.

KLAUS

Very good, Dr. Jones! Now we know where to go next.

Klaus with his luger and four Nazi soldiers in desert camo, with MP 40 submachine guns, march in and surround Indy, Sophia and Omar.

JONES

Klaus! How did you find us!?

KLAUS

We have eyes, blabber mouths and spies everywhere.

JONES

Omar!

OMAR

No! I didn't tell them! (to Kerner) I'm not with them, they forced me here!

Omar tries to reach Kerner. Klaus turns his weapon against Omar. Omar backs away.

KLAUS

Keep your negro paws off me!

OMAR

Keep your cool, effendi! It's all cool.

JONES

Get here, Omar... What do you want, Kerner?

KLAUS

You have the Hermocrates. I want it.

JONES

We don't have it.

KLAUS

Your friend Trottier says otherwise.

JONES

Trottier? We don't know any Trottier, do we?

SOPHIA

Nope, never heard of the guy.

KLAUS

That's cute, you have a thing. Ziel ist ihre Waffen auf sie!

Suddenly soldiers lock and load their submachine guns and aim at Indy, Omar and Sophia.

JONES

Wait! Sophia, give me the book.

SOPHIA

Indy?

JONES

It's alright. Give it slowly.

Sophia pulls out the book containing the translation of the Hermocrates and gives it to Indy. Indy suddenly snatches with the other hand Omar's torch and burns the book with it.

KLAUS

Nein!

SOPHIA

Indy?!

Indy throws the burning book towards Kerner's feet. Klaus stamps the fire out. Klaus lifts up the burned pieces of the book and makes an angry look at Indy.

JONES

That was the only copy. Only place that it exist anymore is here. (taps his head)

KLAUS

Nehmen Sie dau Frau!

Two of the soldiers go and take Sophia with them. Sophia drops her lantern.

SOPHIA

Indy!

JONES

Hey! The only text is in MY head! Kerner!

Kerner and soldiers retreat with Sophia in the tunnel that leads outside. They aim at Indy and Omar with their weapons. Indy and Omar carefully follow.

JONES

Yeah! Run away! That's what you're good at Kerner!

OMAR

What are they doing, Indy?

Kerner and his soldiers stop near the entrance. Kerner extends his hand for one of the soldiers.

KLAUS

Soldat, gib mir deine Granate.

SOLDIER 1

Jawohl, der Oberst!

Soldier gives Kerner a stick grenade. Kerner removes the pin.

JONES

Oh no! Get behind the monolith!

Kerner throws the grenade at the chamber entrance. Indy and Omar jump behind the monolith. Grenade explodes and the tunnel collapses. Sophia screams and shrugs out from soldiers hold and slaps Kerner to the cheek. Kerner takes it with a grin.

SOPHIA

You bastard!

Kerner takes Sophia from her red hair and bends her neck.

KLAUS

I do what I please and take what I want! You better learn that about me.

Total darkness. Only the dim light from the fallen torch and the lantern lights the place. Dust from the explosion settle down. Indy and Omar cough for a while. Indy takes the torch. Omar gets up and walks around in panic.

OMAR

We are trapped!? Oh my God!? I'm going to die! I'm going to die!

JONES

Hey! I'm here too!

OMAR

We are going to die!

JONES

Shut up and look around! There has to be another way out. Take the lantern.

Omar takes the lantern and both start to check the walls.

OMAR

Indy, look!

Indy runs back to Omar and they look up, corner pillar has fallen on the wall of Ark of the Covenant and break the top, showing more darkness behind the wall. Indy looks around and sees the monolith.

JONES

Omar! Help me with this.

Indy and Omar go and push the monolith towards the pillar, even when it's damaged, it won't budge.

JONES

We need a higher grip!

Indy puts the torch aside and pulls out his bullwhip. Indy whips the whip around the monolith's top and Omar pushes and groans. Indy pulls and groans. Finally the monolith budes, it falls on the pillar and as domino effect the pillar keeps pushing through the wall and it collapses.

OMAR

Yeah!

Indy takes his torch and both continue into the other chamber through the collapsed wall. Another chamber is similiar, but on the floor are snakes. Indy grins and stops.

JONES

Snakes...Why'd it have to be snakes.

OMAR

What's wrong? Those are Algerian whip snakes, those are not poisonous.

JONES

I'm not worried about the poison.

OMAR

What are you afraid of then, effendi? Is this a dead end?

Indy sees a familiar statue at the other side of the chamber.

JONES

Omar, go and get that statue!

OMAR

Why won't you go?

Indy takes another look at the whip snakes.

JONES

Well, they are named after a whip, how bad can they be.

OMAR

What?

JONES

Nothing.

Indy takes careful steps around the slithering snakes. Omar is confused about how slow Indy is going.

OMAR

In the name of Allah!

Omar sighs and walks normally pass of Indy, takes the statue and gives it to Indy.

JONES

Ta...Thanks.

Statue is exact copy of the mysterious statue from Chicago. Golden, horns and hands up in the sky. Indy notices that the mouth is similiar that in Sophia's Atlantian necklace. Indy turns the bottom up and sees that it has been opened.

JONES

I wonder...Dammit! Omar, help me find a bead.

OMAR

A bead?

JONES

Yes! A small, glimmering, coppery bead. Like a round rock.

They start to look around the sand and snake filled floor.

OMAR

Why?

JONES

Just do it! They should glimmer when you shine light on them.

OMAR

Found one!

JONES

Let me see!

Omar barely lifts the coppery bead out of the sand when Indy snatches it away. Jones puts the bead inside the statue's mouth. Electric buzz comes out of it and statue's eyes start shine blue light, Indy flinches when he gets electrocuted by the thing and drops it. Indy and Omar back away scared.

OMAR

What kind of magic is this?!

The statue electrocutes the snakes in bright flashing lightning flashes and is building up for something. Statue shoots out bright blue, yellow and green lights and sparks.

JONES

Omar! I think we should run out of this room, now!!

Indy and Omar jump back in the main chamber, as the chamber behind them explodes from a shooting out Atlantean statue, when it blasts off through the roof. Chamber collapses.

INTERCUT KERNER'S CONVOY

In a backseat of a open car are sitting Kerner and Sophia, behind a convoy of trucks and jeep. They don't notice how behind them in the distance rises in the sky a yellow and green cometh towards the sky. It explodes loudly and delivers colourful fireworks around it. Sophia and Kerner turn to look at the loud explosion, not sure what to make of it.

INTERCUT CHAMBER

Indy and Omar rise from the sand coughing. They look how the chamber is filled with sunlight coming from the collapsed roof. Sand has poured down and made easily climbable slope.

JONES

(cough, cough) Look, Omar. We can now walk out of here.

38.EXT

ALGERIA/ DIG SITE

DAY

Indy is checking the abandon truck's engine. Omar brings the camels stripped from all equipment and supply. Indy slams the hood of the truck close and wipes his hands.

JONES

The battery is empty, starter is shot to pieces, radiator is filled with sand, brake fluids leak and the truck is out of fuel.

OMAR

Thank God, they didn't take my camels.

JONES

They took Sophia with vehicles. We won't catch them with camels.

OMAR

I have the fastest camels in Algeria!

JONES

No, Omar, they aren't that fast. (thinks a while) You happen to know where these French make their air surveys?

39.EXT

ALGERIA/ SAND ROAD

DAY

Kerner's convoy of open car, two trucks and a jeep. Kerner sits in the back with Sophia, Alain Trottier and driver sit in the front. Kerner is checking out the Sunstone.

KLAUS

Fascinating, I have something similar. Monsieur Trottier was kind to explain the signification of these stone discs. Tell me, Sophia, do you have more?

SOPHIA

You should've asked that from Jones before you murdered him!

Bruised Trottier turns around to speak to Sophia.

ALAIN

Madame Sophia! Do you have my Hermocrates?!

SOPHIA

I'm sorry, Alain. Indy had to burn it, so this douchebag couldn't get his hands on it!

KLAUS

I have been all but kind and fair towards you, Miss Sophia.

You loved me once, you could learn to love me again.

SOPHIA

You're a murdering monster, Kerner. I don't love monsters.

Big shadow silently follows Kerner's convoy and creeps closer and closer.

KLAUS

I didn't took you only because my feelings towards you. Trottier also told me about your necklace. That it's an Atlantean artifact, and as a psychic, you can contact a certain Atlantean figurehead.

SOPHIA

All I can say that Alain has a very wild imagination!

ALAIN

I know what I saw! She talks to Nur-Ab-Sal!

Shadow becomes bigger and bigger as it descends on to the convoy, over the open car. Kerner tries to touch the necklace and gets electrocuted. Kerner yelps in pain.

SOPHIA

(giggle) Only I can remove the necklace once it's activated!

KLAUS

Nnngh... Well, medium with a Atlantean spirit could prove useful.

JONES

Hey! Kerner!

All in the car look up. It's Indiana Jones riding a hot air balloon. Yellow coloured balloon. Indy drops a weight bag on Kerner's head, knocking him out. Sophia is pleasantly surprised. Indy drops down a rope to Sophia.

JONES

Climb up, Sophia!

Driver notices the hot air balloon and makes curves. Soldiers back of the truck notice Sophia taking the Sunstone and climbing on the rope. Sophia shouts to passed out Kerner.

SOPHIA

Thanks for the memories, Kerner!

Two of the Nazi soldiers start to fire rifles at the hot air balloon basket from the moving truck. Trottier grabs Sophia from the legs.

ALAIN

Take me! Take me with you!

SOPHIA

Let go of me!

JONES

Hold on tight, Sophia!

Kerner wakes up and grabs Alain from the legs. Indy sees this and goes and pulls blast valve and flame on the burner gives a quick surge. Kerner slips and drops on the nose of the open car. Trottier slips and drops on the edge of the truck tarp and his feet kick the soldiers more inside the truck. Sophia holds on barely. Kerner sits on the nose of the moving car and pulls out his luger. Kerner fires at Indy. Bullet scratches Indy's shoulder.

JONES

Agh! Dammit!

Indy gets pissed and goes another side of the basket and drops another bag weight. Bag drops and hits truck's windshield and hits the driver. Truck spins out of the control and hits to a sand dune. Kerner's eyes turn huge and jumps off the car just before it crashes into the truck. Trottier flies off the truck and rolls on the sand.

Indy comes back on the edge of the basket where Sophia is still climbing the rope. Indy extends his hand towards Sophia.

JONES

Sophia, give me your hand!

SOPHIA

There you go again, Jones! Giving orders!

Kerner's convoy stops and trucks and jeep unload their troops. Kerner gets himself out of the sand, searches his luger from the sand and finds it. He rushes to his troops, while Alain gets up.

KLAUS

(In German) Shoot at the balloon, don't shoot at the basket!

Yellow balloon is already far ahead. Kerner and soldiers take shots at the speeding hot air balloon. Indy grabs Sophia's hand and pulls her on-board.

SOPHIA

Where did you get a hot air balloon?

JONES

Remember the French. Omar and I found them. I used my charm
and lots of Omar's charm to convince them to give us one.

Bullets fly over them punching holes in the balloon.

JONES

Damn, I have to go up and glue those holes shut.

SOPHIA

Where did you learn to drive a hot air balloon?

JONES

In Africa, during the Great war.

SOPHIA

Is there anything you can't do?

JONES

Yeah, one. I've never able to sway you.

Indy takes the glue can and climbs the ropes to the balloon. Sophia smiles mysteriously.

40.EXT

OVER THE MEDITERRANEAN SEA

EVENING

Yellow hot air balloon flies over the vast sea. Indy climbs back on the basket. Sophia is admiring the sunset.

SOPHIA

Where are we going?

JONES

Crete.

SOPHIA

Crete!? Is...Is this shot to pieces balloon capable to do that.

JONES

I hope so, because it's the only way to get there first. Sophia, I've been thinking.

SOPHIA

What?

JONES

When we have all the three stone discs. We could go back to America and hide them.

SOPHIA

Why?

JONES

Without the keys, even if the Nazis discover Atlantis, they can't enter it.

SOPHIA

But they would discover it. I must see it, I must discover it first!

JONES

This has become too dangerous, I don't want you to get hurt.

SOPHIA

Nur-Ab-Sal wants to return home...

JONES

Not again this damn Nur-Ab-Sal!

SOPHIA

You still don't believe me, you never believed me!

Displeased Sophia turns around and leans on the basket edge. Indy sighs and calms down.

JONES

Why is this so important to you?

SOPHIA

(sniif) When I was a kid. I saw things, colours, times and places, a world beyond our world. I thought that everyone saw them, but like a bag of hammers it hit me, I was alone. I thought if I act like "normal" people, I would be less alone. But I was more alone. I'm used to the ridicule and people whispering behind my back. But this is the real me.

JONES

Sophia...

SOPHIA

Indy! I'm not a spoiled rich kid from Boston or freaky psychic witch. I'm a serious psychic that is interested in extraordinary. My parents are ashamed of me, my archaeologist colleagues and historians think that I'm a joke! What if I find Atlantis. I'll show everyone, every snob out there that I was right. Sophia Hapgood was right!

JONES

I don't think you're a joke.

SOPHIA

Why did you then leave me? Avoided me like plague.

JONES

Because you were fat.

Sophia flinches, starts slowly make a mix of crying and laughing. Jones slowly starts to smile.

SOPHIA

(giggle, sniif) I'm seriously hoping that was a joke!

JONES

(chuckle) The Jastro expedition, when it was over, I left, my job was over,
I didn't know, what happened between us, was so meaningful to you.

SOPHIA

Don't get any ideas, buster, it wasn't that meaningful.

JONES

I'm getting a vibe that it was.

SOPHIA

I was young and easily influenced.

JONES

I saved your life!

SOPHIA

Get naked and share body heat is not saving a life!

JONES

Yes it was! It was deadly cold.

Balloon flies over the calm sea, as Sophia and Indy bicker and sun goes deeper behind the horizon.

41.EXT

ISLAND OF CRETE

MORNING

Clear blue seas surround white sand shores of the island of Crete. Land is reddish and green grassland filled with bushes and small trees. Hot air balloon basket hits the ground and slides to a stop. Indy is controlling the balloon. Sophia that was sleeping on the basket floor wakes up.

SOPHIA

What was that!?

JONES

We are here. Welcome to Crete.

JUMP CUT

Sophia and Indy climb over a grassy knoll. They find a great view of the city of Knossos, ancient ruins of the Minoan culture. Red pillars and murals of people riding on bulls.

42.EXT

CRETE/ PALACE OF KNOSSOS

MORNING

Sophia and Indy look around the ruins of Palace of Knossos. There are no one around.

SOPHIA

What are we looking for?

JONES

Dr. Jastro. But there's no sign that he has ever been here.

Sophia suddenly holds her necklace, closes her eyes and wave other hand around.

SOPHIA

Wait! I'm getting something. Nur-Ab-Sal speaks! He tells me that in his travels, he has walked this ground. He bids us find the underworld passage to his ancestral home!

Sophia opens her eyes and acts normal again. Indy smiles.

JONES

That's it?

SOPHIA

Yup, that's all.

JONES

How do you do it? Radio? Signals from the fillings in your teeth?

SOPHIA

Still the wiseguy, I see. You'll learn.

JONES

If this is the palace, the bull head should be from here to the south.

Sophia and Indy walk deeper in the ruins of Knossos. Sophia sees something.

SOPHIA

Look, Indy. There is someone's transit.

Sophia points out a tripod telescope top of one of the ruins. Indy and Sophia walk to the transit.

Jones finds a satchel near the transit. It has a name tag "J.R. JASTRO".

JONES

These are Dr. Jastro's equipment. They seem to been out in the sun for months.

SOPHIA

What was he looking at?

Sophia takes a look through the telescope. Indy takes a look at a horn like structure.

JONES

Wait, didn't the Hermocrates tell something about that in many outposts there where tall horns, that the morning sun shined on.

SOPHIA

Yes, those look like tall horns. But transit is not pointing at anything specific.

JONES

Horns like of a bull. There is no head, only horns. Let me take a look.

Indy takes a peek through the telescope.

JONES

Morning sun.

SOPHIA

What?

Indy takes out the octopus coin and shows it to Sophia.

JONES

Now I get it! Jastro knew that the labyrinth was on Knossos. But he didn't know where the entrance was! Look, we used to think that this letter next of the labyrinth was Greek sigma. And this I for Iota.

SOPHIA

Now when I look at it, the sigma looks like horns.

JONES

There is another set of coin in where is a cardinal arrow to the north and the entrance shown to be in the west. Where does the sun rise?

SOPHIA

From the east.

JONES

What is the value of Iota?

SOPHIA

It's ten in Greek numeral.

JONES

Horns are in the wrong place in this coin. It's ten steps or meters to the west from the horns.

Indy jumps down on the rock streets of Knossos. Turns around.

JONES

Well, are you coming? Come on! This way!

SOPHIA

Yes, sir!

JUMP CUT

They walk to the west and find a entrance. Bricks have been removed out of the entrance way. Set of stairs lead underground.

SOPHIA

This is it?

JONES

Only way to find out.

They venture underground.

43.INT

KNOSSOS/ LABYRINTH OF THE MINOTAUR

MORNING

Indy and Sophia travel through spider web and dark insect filled corridors. Indy takes torch from the wall and lights it up. Rocky descent stops and they witness gray smooth dusty walls of a passageway, they seem out of place. Sophia sees something, a big reel of measuring tape has been placed near the entrance, tape goes in the depths of the labyrinth.

SOPHIA

Look, Indy! Hah! It's like the Ariadne's thread.

JONES

Huh?

SOPHIA

You know, like in the myth, hero Theseus used Ariadne's thread, so he wouldn't get lost in the labyrinth, when he went in there to slay the Minotaur.

JONES

You haven't forget anything. Jastro must've used the same trick. But that makes me worry.

SOPHIA

Why?

JONES

Why hasn't he come out of there already.

Indy and Sophia walk in the tight cornered labyrinth, the walls look smooth and all the same.

JONES

We just follow the tape and we will find Jastro end of it.

Indy and Sophia follow the tape. Indy talks as they do this.

JONES

If the labyrinth that Daedalus build is real, then the legend of Atlantis isn't any more far-fetched...maybe it's true too.

SOPHIA

Indy! Look!

Indy and Sophia look ahead and see the tape going in the seam of a corner end of the hallway. It's a dead end. Suddenly they hear like two rocks grinding into each other. Indy's eyes turn huge from a revelation.

JONES

Sophia! Run back fast!

Indy runs back where they came, Sophia runs after him. Their run back the same way is stopped by another dead end, and the tape is ended up mysteriously in another corner seam.

SOPHIA

Wha-What is this!? This wall wasn't here when we came through here!

JONES

It's a changing labyrinth, goddammit! Daedalus must've upgraded his labyrinth after Theseus!

SOPHIA

What do you mean it's a changing labyrinth?! How can it change!?

JONES

Somekind of mechanism. Could you use your psychic powers to get us out of here.

SOPHIA

I'm a psychic, not a compass.

JONES

How about Nur-Ab-Sal?

SOPHIA

He hasn't been down here.

JONES

Well, isn't that swell.

Indy takes the coin from his pocket and scratches the wall, but can't. Indy puts the coin away and uses the torch to smudge the wall. Indy moves and Sophia follows him. Indy smudges another wall and they keep walking. Low rumble of rocks companies them. Indy smudges couple of more walls. More low rock rumbling. Indy keeps smudging the walls until he stops.

JONES

Let's go back.

They walk back approximately the same route. All the coal smudges have disappeared.

SOPHIA

They are all gone. How can it be?

JONES

Labyrinth cleans itself, somehow. Daedalus has taken everything into account.

SOPHIA

Indy, how do we get out of here!?

JONES

(Looks up) Everything into account except one...there's no roof.

SOPHIA

Yes, so?

JONES

Labyrinth might be intricate, but it is designed for one person, we are two. I'll help you up there.

Indy puts the torch down and kneels and puts his hands as a support for Sophia's foot. Sophia steps on it and Indy lifts her on the labyrinth's thick wall. Sophia stands up and sees the huge labyrinth and the massive gears powering it.

SOPHIA

Indy, you can't believe what I'm seeing from here!

JONES

Do you see Jastro?

Sophia sees a structure middle of the labyrinth.

SOPHIA

No! But I see somekind of building middle of the labyrinth. Go, I'll guide you there!

Indy takes the torch and goes along the labyrinth corridors, as Sophia walks on it.

JONES

Where, Sophia!

SOPHIA

Left! Go straight!...Turn right now! Straight!...Now, left!

Sophia witness how the low rumble begins again. She sees with her own eyes how blocks of the labyrinth slide and change position around Indy.

SOPHIA

Stop!

JONES

What is it!

SOPHIA

The labyrinth is changing! You should see this!

JONES

Oh yeah? Maybe later! Where now?

SOPHIA

Come back and take a right turn, now left, go straight, keep going straight! Now left!

Suddenly the platform that Sophia is on starts to move. Sophia almost falls from the wall. Labyrinth changes in a low rumble. Indy stops to look.

JONES

Sophia! Are you alright!?

SOPHIA

Yeah! I almost fell! Go straight, keep going, and...right! You should get there!

Indy gets out of the labyrinth and in the open space in the centre. There is huge hollowed rock, that has four metal doors around it, but all of them are closed. Sophia runs on the labyrinth walls and jumps down in the open space in the centre. She goes to Indy.

SOPHIA

How do we open it?

Indy sees the measuring tape going under the door inside the building.

JONES

I don't know. Maybe it was another trap and Jastro walked right into it.

Indy sees a hole next of the door, in the upper right corner. A small crawl space.

JONES

A small crawl space. Let me boost you up there.

SOPHIA

I'm not climbing through there. I bet it's full of bats or rats or snakes! Or more traps!

JONES

Yeah, you probably wouldn't fit there anyway.

SOPHIA

Was that another crack about my weight?

JONES

I just meant it's an awfully narrow passage.

SOPHIA

Are you saying I won't fit?!

JONES

With luck you might squeeze in there!

SOPHIA

Oh really? Shut up and give me a boost, Jones!

JONES

Yes, ma'am!

Indy gives Sophia a boost to the crawl space.

SOPHIA

Watch those hands, buster!

Sophia gets rest of her in by putting his foot on Indy's fedora hat and pushes herself in. Sophia crawls in the dark and mushy tunnel. Indy fixes the hat on his head.

JONES

What do you see, Sophia?

SOPHIA

I don't see anything. It's wet and mushy, jeez, it's all over me! Wait! There is somekind of chain here!

JONES

Pull it!

Mechanism in the building makes a loud screech. Sounds of gears spinning and clanking. Suddenly the metal doors open upright, revealing a round room inside and a corpse middle of it. Sophia drops from the ceiling next of the corpse. She screams when she sees the maggot filled corpse and backs away. Indy takes a closer look of the room and see tally marks scratched on the wall, 40 days worth. Over the tally marks is written "My name was J.R. JASTRO, may God have mercy upon my soul."

SOPHIA

Is, is, is he Dr. Jastro?

JONES

Yup, the tough son of a bitch hold in here over a month.

SOPHIA

He died in hunger?...What is he holding?

Indy goes and finds a bag that Jastro's corpse is holding tight. Indy wipes the maggots off of it and opens it, Moonstone and Worldstone are inside. Indy shows them off to Sophia.

JONES

Look, honey, now you can complete your disc set. (smirk)

44.EXT

ANCIENT CITY OF KNOSSOS

DAY

Indy and Sophia climb out of the labyrinth. They are suddenly surrounded by Nazi soldiers with submachine guns. Indy sighs and lifts up his hands with Sophia. Kerner in full SS uniform walks middle of the troops with a smirk. Indy sees the U-boat floating in the sea, near the shore.

KLAUS

Dr. Ubermann wants to invite you to dinner in our U-boat.

JONES

Dr. Ubermann? Wait, that scientist I have been reading from the papers lately? No thanks!

Soldiers loudly lock and load their weapons.

KLAUS

We insist.

JONES

Well, why not. (forced smile)

Indy, Sophia, Kerner, Trottier and the captain of the submarine are sitting at the long table of the submarine's narrow mess hall. Cutlery has been set on the table. Captain at the end of the table, Indy and Sophia at the same side and Kerner and Trottier at the other side. Alain Trottier has his arm in a sling and neck brace added to his other injuries. They sit silently until Indy breaks the silence.

JONES

Well, this isn't awkward at all.

KLAUS

Yes, I know, I wanted to kill you, but here we are, Dr. Jones.

ALAIN

This is all your fault! Look what you have done to me! My Hermocrates is gone, and I'm being dragged around by these mad men! Hurt and bleeding!

SOPHIA

Oh, cry me river! Tell that to Jastro! We found his maggot filled corpse from the labyrinth.

ALAIN

You found Dr. Jastro? Merde! He was right about the labyrinth and the discs.

Dr. Ubermann opens the hatch door and comes in with the cook carrying soup. Kerner and the captain rise and make Nazi salute. Ubermann has his lab coat and gray shirt and red tie.

KLAUS & CAPTAIN

Heil Hitler!

UBERMANN

Heil Hitler, yes, sit down. Do not all rise for my account.

Cook serves everyone soup, as he goes around the table. Ubermann sits at the other end of the table. Captain and Kerner sit back down.

JONES

You must be Dr. Hans Ubermann? Chief scientist of the Third Reich.

UBERMANN

And you must be, Dr. Jones. It seems that both of our reputations have preceded us.

SOPHIA

Why are we here?

UBERMANN

I want to make a truce. We are wasting so much resources and energy competing against each other. And I'm tired to see Kerner coming up empty every turn. You, Dr. Jones, know how this game is played. Your expertise in this Atlantis matter would be gratefully accepted by the Third Reich.

JONES

I rather be dead than working with a Nazi scum like you, thank you!

KLAUS

That I can arrange.

UBERMANN

Kerner, you will do no such thing. I apologize, what I was asking was little bit crude. Actually I wasn't asking. I hope you would realize this simple fact. You have the keys to the gates of Atlantis and we have the only ride that can reach it.

JONES

(chuckle) There's just this little problem. No one knows where the Lost City is.

KLAUS

We have charted an underwater entrance to the Lost City.

JONES

Let me guess, is it near Thera?

UBERMANN

Yes, Monsieur Trottier was kind to guide us to the right direction.

JONES

Geez, thanks a lot, Al!

Sophia turns to Indy like she's mad.

SOPHIA

You knew this, all this time!

JONES

I had a hunch, nothing more.

Sophia turns to Ubermann.

SOPHIA

We would gladly help you...

JONES

Sophia?!

SOPHIA

Look, Indy, he's right! We have the keys and they have the only ride that can reach the city.

UBERMANN

Good, good, I knew you will see the errors in your ways. Together we will make great discoveries. Now, tell me more about this colossus.

SOPHIA

Colossus? I thought you were after the orichalcum?

UBERMANN

Oh yes, that too, but a machine that makes gods of men...

JONES

Have any of you ever think about why the city is lost? Maybe there is a good reason why, maybe Plato made his tenfold mistake deliberately, so no fool would never find it. There are some things that aren't ment to be disturbed.

UBERMANN

C'mon, Dr. Jones, I thought you were above all that. Superstition doesn't suit you.

SOPHIA

Yes, the Hermocrates tells about a machine that turns men into gods...

JONES

Sophia?!

SOPHIA

...It's powered by orichalcum, ten beads at a time, would make them like the gods themselves, isn't that right, Alain?

ALAIN

Ye...Yes.

UBERMANN

Interesting...Let's not sit in ceremony, eat!

46.INT

U-BOAT/ PASSAGE TO ATLANTIS

MORNING

The German U-boat goes near the bottom of the sea near Thera. It moves into a long and narrow trench. Indy, Sophia, Trottier, Kerner and Ubermann follow how the submarine crew navigates them into the cave end of the trench. There's lots of tension, you could cut the atmosphphere with a knife.

UBERMANN

We are so close.

Crew with headphones listen the sonar and shout to the helmsman in German how much to turn.

Submarine brushes the trench wall slowly. It's a long slowly building up screech.

ALAIN

Come on! Is that normal!?

CAPTAIN

Schweigen! Shh!

Screech is screaming until it finally stops. Submarine keeps moving forward. It brushes the bottom on the trench. Crew scream German in panic each other to make a course correction. Helmsman makes a fast turn upwards. Total silence. Everyone listens, sweating like crazy. Captain takes his cap off and wipes the sweat from his forehead. Indy and Sophia look each other. U-boat crew make fast exchanges of dialogue to each other and to the captain. Captain turns to Ubermann.

CAPTAIN

(In German) Herr Ubermann, we are in.

47.INT

ATLANTIS/ DOCK/ GATES OF ATLANTIS

MORNING

U-boat has docked next to a underwater harbour. German soldiers, Kerner and Ubermann climb onto the harbour. Trottier, Indy and Sophia climb out of the submarine tower hatch and look around.

JONES

Amazing! We must be hundreds of feet below sea level, yet there's
enough air pressure to keep the water out. It's impossible.

SOPHIA

You better believe it, buster. Look at that, Indy!

Walls are like laser cut stone put on each other. At the distance is the huge gate of Atlantis, made from amber and decorated with golden octopusses. Indy and Sophia look at the gate.

SOPHIA

Gates of Atlantis. Look at the sophisticated level of design!

JONES

Yeah, makes that Algeria site run for it's money.

KLAUS

Stop looking and get your asses here. We have a gate to open!

JUMP CUT

Indy and Sophia walk to the stone pedestal front of the gate, carrying the stone discs. Indy kicks copper beads around. Indy kneels down and picks few of them.

JONES

Look, Sophia. Orichalcum...

KLAUS

What is the hold up?

Indy quietly puts the beads in his pocket and stands up. He notices that the soldiers are loading crates of weapons on the harbour.

JONES

What are the weapons for, Kerner?

KLAUS

How do you Americans say, better have them than need them and not have them.

UBERMANN

Open the gate, Dr Jones and Miss Hapgood.

Sophia and Indy look at the stone pedestal. There is a disc sized recess with a spindle middle of it.

JONES

I think the Sunstone goes first, then the Moonstone and Worldstone is put on top.

SOPHIA

Yeah, I got it.

They put the stone discs in the recess. Sunstone shows on the rim, the sun, rising and setting sun and eclipsed sun. Moonstone shows on the rim two crecent moons, setting moon and full moon. Worldstone shows somekind of tentacle forms and temple top of it. Middle of it all is a spindle.

JONES

I...I think it works like a safe lock.

SOPHIA

But what is the combination?...The Hermocrates!

JONES

Gates of the kingdom only opened with special stones...Morning light warmed the tall horns. Horns top of the recess are in the east.

Indy turns the Sunstone's rising sun up.

SOPHIA

And the Moonstone was also needed, with the sun dying as a new moon is born.

JONES

West is below. Full moon to the west, moon rises from east, works like the sun. (turns the Moonstone)

SOPHIA

To approach Atlantis itself a Worldstone is required as well, with darkest night soon to rule the northern sea.

JONES

North is in the right. (turns the Worldstone) Nothing happened. That doesn't make sense, if that is depicting the gate of Atlantis. We need Trottier's help!

Kerner and Ubermann turn to look at Trottier.

KLAUS

Go, help them!

ALAIN

Oh, right away.

Trottier in his neck brace and arm sling painfully goes to Sophia and Indy.

ALAIN

All looks good. Push the spindle.

JONES

(whisper) I know. (groan) We need to discuss what we are going to do next.

ALAIN

(whisper) What do you mean?

JONES

(whisper) We three are in this together. How long do you think we survive after we open the door.

SOPHIA

(whisper) What do you suggest?

JONES

(whisper) After the door opens. We take down the nearest soldiers and take their weapons....

ALAIN

(whisper) I'm not in any condition to take anyone down.

KLAUS

What is taking so much time!

JONES

Just a minute! (whisper to Alain and Sophia) Okay, bad plan, we wait for the perfect opening, when I see one, I'll yell GO, and we will run.

ALAIN

(whisper) Where?

JONES

(whisper) Anywhere!

Ubermann sighs and goes to Indy, Alain and Sophia. They are surprised about it.

UBERMANN

What is the problem?

JONES

Nothing, just checking with Alain that the discs are set in their correct places.

UBERMANN

And are they?

JONES

Yes, you just need to do this.

Indy pushes the spindle down. Loud mechanism sounds. Huge amber doors turn open slowly. Other side of the gate is darkness. Ubermann is eager of them all to enter through the open gate.

UBERMANN

What are you waiting for? Move!

48.INT

ATLANTIS/ OUTER RING/ HALL OF COLUMNS

DAY

Indy, Sophia and Trottier walk through chamber of hundreds of laser cut columns. Mysterious greenish yellow light grooves go along the columns and criss-cross the floor, giving out light.

JONES

This is no Atlantis, this is the basement of Atlantis.

SOPHIA

Nur-Ab-Sal has walked these halls.

ALAIN

What conveys that light. It's like...alive.

Right behind them walks 20 Nazi soldiers, Ubermann and Kerner.

UBERMANN

Where are we?

SOPHIA

We must be near the outer moat.

Alain notices at the distance blue and green light shades coming at them column after column.

ALAIN

Indiana...Madame Sophia...what...what is that?

JONES

Sophia?

SOPHIA

I don't know.

Troops, Kerner and Ubermann notice more lights coming at them, but they don't see the source of them. Yellow, white, red lights peak from the gaps of the columns. Kerner lifts up his arm.

KLAUS

Halt!! Kampfstationen!

Nazi soldiers take defence positions and aim at the incoming lights. Indy, Sophia and Alain hear static sound getting louder and louder. Indy suddenly moves the jacket sleeve out of the way of his wrist. Hair stand up on the wrist.

JONES

Sophia, look.

Sophia looks at the hair standing up. Sophia's red hair start to stand up from static electricity.

SOPHIA

Goose bumps?

JONES

(looks at the hair) I don't think so. Get ready.

Soldiers are sweating and getting scared, their trigger fingers are getting tighter. Lights are getting closer and the static sound is rumbling. Indy notices one soldier near him, back towards him, Indy sneaks behind him. Lights disappear before reaching them and everyone is surprised about it.

JUMP SCARE! From the intervals of the columns attack bright light beings of different colours. Legless ghosts made from pixel kind of dust and big bright red eyes, big sharp teeth. All the guns and machine guns are fired at once at the screaming ghosts. The noise is deafening.

Indy tackles one of the soldiers down and takes his submachine gun, he turns the gun against the soldiers distracted by the ghosts. Indy shoots 5 of them dead, yells to Sophia and Trottier.

JONES

Go!!!

Indy, Sophia and Trottier run away. Meanwhile soldiers are firing at the ghosts, but the bullets doesn't seem to hit them. Bullets go through them and hit the columns, dislocating dust. Kerner pushes Ubermann down and covers him. One green and yellow pixel ghost comes at them. Kerner shoots at the floating ghost with his luger, every bullet goes through. Kerner keeps it cool when the ghost puts his floating claw hands on Kerner's shoulders and screams in his face.

KLAUS

(In German) Halt! Stop shooting! They can't harm us! Get the archaeologists!

Soldiers stop shooting. They get electric shocks from the pixel ghosts that float around and are more curious about them than hostile.

KLAUS

Herr Ubermann, continue to the city while I go after them. You four with me!

Klaus runs away with four soldiers. Ubermann yells after them.

UBERMANN

Bring at least one back alive! We need guinea pigs!

49.INT

ATLANTIS/ OUTER RING/ RAILWAY

DAY

Indy, Sophia and Alain run through the column gaps.

ALAIN

(gasping for air) What were those ghosts!?

JONES

I don't think they were ghosts!

ALAIN

What?!

SOPHIA

Nur-Ab-Sal says that there is a shuttle near here!

JONES

Shuttle?

SOPHIA

There!

They come to a wall and there is a open door. They enter the door and there is two tramcar looking vehicles on rails, made from stone, amber and glass. Suddenly three huge pixel ghosts come out of nowhere and attack. Sophia's necklace's face eyes make a bright blue blast that scares the ghosts away. Indy is surprised.

JONES

How did you do that!?

SOPHIA

I dont' know. Spirit of Nur-Ab-Sal must've saved us.

Suddenly bullets fly over them, shot by Kerner's men.

JONES

Quickly, get in one of them!

Indy, Trottier and Sophia board the tramcar. There are two skeletons inside and copper statue front of the tramcar. It looks like the driver, his mouth is a square hole. Indy stares at the statue.

JONES

To pay statues to do their work...

Indy digs his pocket and find orichalcum bead, he feeds it to the statue. It comes alive, eyes lid up and it turns around saying some strange language.

STATUE

(machine voice) Tamah-rah quitclho yaman!

ALAIN

What did it say!?

JONES

I think it said hold on to your hats!

Tramcar leaves the station and Kerner and his four men come to shoot after it.

KLAUS

(In German) Get in the other car!

Germans and Kerner board the other tramcar, there are three skeletons and copper statue at the front of the car. Kerner sees the familiar looking mouth on it. He turns to yell to his men.

KLAUS

(In German) Find orichalcum, find a coppery bead! Schnell!

50.INT

ATLANTIS/ RAILWAY TUNNEL

DAY

Indy, Sophia and Alain are sitting tired in the speeding stone tramcar, going through a endless, partially broken tunnel.

JONES

I'm amazed, after all these years this is still working.

SOPHIA

Atlantean technology, it works even when the users are long gone.

ALAIN

(to Sophia) You and Jastro were always right. I never really believed in it.

Sophia nods silently. Suddenly bullets break the glass windows around them.

JONES

Get down!

Right behind them comes another tramcar, from it's windows are Kerner's men shooting.

Indy covers Sophia's body with his own and Alain cowardly lies on the floor. Statue driver suddenly turns, bullets bounce off of it.

STATUE

(machine voice) Echi-rim yacaht Y-umph.

JONES

What now!?

Indy peeks behind the console and sees that the track and the tunnel is running out. Huge drop into darkness is ahead of them.

JONES

Hold on! We are going to fall!

Tramcar shoots out of the tunnel into a free fall. Alain Trottier screams. Kerner and his men scream as they shoot out after Indy and company. Suddenly both tramcars transform from the bottom, extend out six legs that hold rocket boosters, they flame on and thrusters slow down the fall into a glide. Indy, Sophia and Alain look around confused. Indy looks from the window and laughs.

JONES

(nervous chuckle) Well, I'll be damned! Flying machines, just like you said, Sophia!

SOPHIA

(giggle) Look, Indy! The Lost City of Atlantis!

In the huge cavern below is the inner core of Atlantis, island surrounded by water, city and towering palace on the island, connected to the outer ring by several bridges. Everything glow this white and green ghostly light from base of the structures. Indy, Sophia and Alain are awestruck.

JONES

You were right, Sophia, you were right. It does exist.

In the other flying tramcar. Kerner gets pissed, he breaks of the statue driver and takes the joystick.

KLAUS

I wanna drive!

Kerner's tramcar makes a deep decline and rams into the roof of Indy's flying tramcar. Indy, Sophia and Alain bounce around the car. Alain hurts his arm in the sling again.

ALAIN

Argh! My arm again! Ngaah!

Kerner laughs and grinds the two tramcars together. Indy shrugs off the impact and hurries to the controls. Indy just punches all the buttons on it, hoping for anything. Suddenly alarm and red lights flicker. Booster rockets push the tramcar in sudden upsurge. It hits Kerner's tramcar so strongly that it goes into a uncontrollable spin. Kerner hits back of the car with his men.

JONES

Hahahaa! Take that!

SOPHIA

Jones!

Indy, Sophia and Alain look in horror when their tramcar starts to shake and blow out thick black smoke. They are losing altitude fast. Meanwhile Kerner's tramcar hits the water hard.

JONES

We are losing altitude! We are going to crash in the water!

ALAIN

Oh no!

STATUE

(machine voice) Yurtur tar Yump-upqum!

Smoking tramcar hits the water and slides almost to the shore of the city island. Smoking tramcar stops to a dead still. Indy, Sophia and Alain pick themselves up from the floor. Water starts to pour in

from the bullet holes in the windows.

JONES

We are sinking! Quickly, we need to get these doors open!

ALAIN

Don't look at me, I'm hurt!

Sophia and Indy try to push the sliding doors open. They won't budge.

SOPHIA

There must be a button for emergencies like this!

Indy checks the surroundings of the door and finds a button. Doors slide open and water rush inside, knocking Indy, Alain and Sophia. Tramcar is half submerged. Water brings something in, big red crabs.

JONES

Oh, crap, crabs! The lake is filled with crabs!

One crab pinches Indy from the leg. Indy yelps in pain and kicks the crab away. Alain screams when one crab grabs him from the nose. Tramcar is now fully submerged. Sophia swims out of the car, Indy tries to do the same, but notices that Alain is struggling with the crab. Indy swims to him and pulls the crab out of his face. Indy pulls him out of the tramcar. Indy gets on the surface of the water and pulls Alain with him. Sophia is already climbing on the stone shore of the city.

Indy swims with Alain, under them are millions of crabs crawling under the salt water lake.

Kerner emerges from the sinking tramcar and sees in the distance Indy, Alain and Sophia getting on shore of the island city. Suddenly something pinches him in the ass, Kerner flinches and pulls out a red crab and throws it away.

KERNER

Scheibe!

51.INT

ATLANTIS/ THE LOST CITY

DAY

Indy and Alain are resting on the stone shore. More red crabs start to emerge from the water and go after them. Sophia is already up and walking.

SOPHIA

C'mon, guys! We are so close! I can sense Nur-Ab-Sal's spirit!

Indy punches the shoulder of Alain Trottier, who is more out of breath.

JONES

C'mon, Al! We can't stay here.

ALAIN

I...(gasping for air) I need to rest, Monsieur Jones.

JONES

Unfortunately, they don't agree with you.

Indy points out the red crabs coming on the shores like hordes, snapping their sharp scissor hands. Alain yelps and gets up fast. Indy and Alain run to Sophia. Horde of crabs follow them.

SOPHIA

Come on, this way!

They climb the stairs. Sophia kicks crabs out of the way. They come to higher platform. On the platform is a closed gate, held closed by two robotic looking statues. Red crabs march up on the stairs.

SOPHIA

Indy! Do you have more orichalcum?!

JONES

Yeah, but where do I put it!?

ALAIN

Here!

Alain points out a standing fish statue that has its mouth open. Indy digs out from his pocket a orichalcum bead and drops it into the mouth of the fish. Robot statues come alive, they struggle to open the gates. Crabs come on the platform, Indy pulls out his bullwhip and whips the crabs back down.

ALAIN

Come on! Open!

Finally the doors budge and open up with a loud screeching sound. One of the statues opening the door explodes from overexertion. It's half open. Sophia yells to Indy.

SOPHIA

It's open enough! Let's go, Indy!

Indy stops whipping and puts the whip away and runs inside the city gates with others. Crabs follow. The shores are red from crabs.

52.INT

ATLANTIS/ NUR-AB-SAL'S PALACE

DAY

Indy, Sophia and Alain climb the huge stairs of the Nur-Ab-Sal's palace. Stairs are divided from Nur-Ab-Sal's huge blue amber statue. Huge man in Greek meets Aztec getup, headgear is like upside down basket with horns and a face hole, and it's holding a golden trident.

ALAIN

Is that Poseidon?

SOPHIA

No, that's Nur-Ab-Sal. He's waiting for us in the top of that tower.

JONES

Wait? What? Nur-Ab-Sal himself is waiting for us?

SOPHIA

Yes, I can sense him, he's calling me. C'mon!

Indy and Alain look each other confused. Sophia runs ahead.

53.INT

NUR-AB-SAL'S PALACE/ THRONE ROOM

DAY

Indy, Alain and Sophia rise spiral stares and come to a chamber.

ALAIN

Architecture is amazing, it's like everything has been carved out from one single stone.

They walk through the chamber and witness stone tables and on them are hundreds twisted, deformed and mutated skeletons. Their arms and legs twisted, skull twisted from the middle, eye holes are out of proportions, some even have horns grown out of their skulls or have extra limbs. Indy and Alain are horrified of the sight, but Sophia is blind to the whole ordeal and keeps walking.

JONES

Wait an minute...There's something not right here...

Sophia, wait! There's something fishy going on! Sophia!?

ALAIN

What happened to them?

Indy runs after Sophia, Alain wonders a while at the mutant skeletons and goes after Indy. Sophia goes through a big open doorway and enters the throne room. She stands on elevated platform, two sets of stairs go down from it. Opposite side in another elevated platform, one set of stairs lead up on it, there is the throne and next of it is the trident staff. Middle of the room is a lava pool, more mutated skeletons surround the lava pit, some have been thrown in it. Indy and Alain run behind her.

SOPHIA

Where is he?

Suddenly the trident staff fires a beam of blue light in Sophia's necklace. Sophia flinches in pain.

JONES

Sophia?

SOPHIA

(manly voice) Aah, Dr. Jones, welcome to my humble abode.

Sophia in trance like state walks down the stairs towards the throne. Indy is confused. He sees glimpse of Sophia's necklace glowing brighter than before.

JONES

Sophia....

SOPHIA

(man's voice) Talk!

JONES

Come on, Sophia, the guy is not here. Let's leave this place.

Sophia rises stairs at the opposite side and goes to touch the trident staff.

SOPHIA

(man's voice) Never! I'm staying right here with the spirit who guides my thoughts.

JONES

Okay, how are you doing that voice?

Sophia takes the trident and turns around to pose with it.

SOPHIA

(man's voice) The woman that was is now...The king
that shall ever be! Address me accordingly please.

JONES

So, are you a girl or a guy now or what?!

SOPHIA

(man's voice) Flesh means nothing! I am the great spirit incarnate!
Nur-Ab-Sal! I shall take my throne and rule Atlantis once again!

JONES

Okay, Sophia, I really need you to remove that necklace!

Suddenly the ceiling opens and down comes a huge crystal ball above the lava pit. Ghostly images of Ubermann and Nazi soldiers walking appear in the sphere.

SOPHIA

(Nur-Ab-Sal) We have intruders. I know what they seek. They shall never have it! It is mine!

Sophia walks with the trident to the balcony behind the throne. Indy takes few steps down the stairs. Alain is too confused to move and little bit afraid.

JONES

Sophia! This is not you!

SOPHIA

(Nur-Ab-Sal) I am no longer the one you called "Sophia", churl!

JONES

Churl?

SOPHIA

(Nur-Ab-Sal) I am simply the one who rules! Witness my power, churl! The great spirits of Atlantis, I command you, bring life to the mighty TALOS!

Sophia lifts up the staff and it's head shines bright light, it is seen across the massive cavern. Pixel ghosts come from everywhere. Indy and Alain cover their eyes. Pixel ghosts flood the throne room and form a spiral around Sophia. In sudden surge they go below feet of Sophia. The whole city shakes from the foundation.

INTERCUT BRIDGE

On one of the bridges leading to Atlantis, Ubermann and 11 soldiers walk on it, they stop to wonder what is rising from the depths of the city.

INTERCUT THRONE ROOM

Indy and Alain see through the pillars intervals how bronze face of a giant statue rises past them. Bronze statue is wearing a bronze helmet of a ancient Greek soldier, on the face are only three holes for eyes and mouth, it has a breast plate made of bronze, bronze skirt, giant golden double axe in right hand.

JONES

Oh my God!

ALAIN

Oh mon Dieu!

Out of the blue Kerner comes from the doorway and punches Alain down from the elevated platform. Trottier lands on the deformed skeleton bodies. Indy notices Alain and then Kerner coming at him. Kerner kicks Indy down the stairs. Kerner smiles and fixes his hair.

INTERCUT BRIDGE

Ubermann and the 11 soldiers are awestruck. Bronze soldier TALOS turns his head and looks directly at the ant sized intruders. Talos turns his whole mechanic body and walks towards Ubermann. Ground shakes as the giant walks.

SERGEANT

(In German) Open fire! Offenem Feuer!

Soldiers opens fire at the statue, bullets just bounce of it. Sergeant pushes Ubermann to go back.

SERGEANT

(In German) Get back! We got this!

UBERMANN

Really!?

Talos lifts up his double axe slowly and bashes it on the bridge so hard that the impact power makes Ubermann and soldiers jump in the air. Bridge is cut in half.

INTERCUT THRONE ROOM

Indy is getting up from the tumble down the stairs. Kerner mercilessly comes and punches Indy to the face, his hat flies away.

KLAUS

I'm no more running away, Dr. Jones!

JONES

That's good! You're growing character!

Indy tries to punch back, Kerner blocks the strike and hits Indy to the face. Indy makes crossed eyes and drops on his butt.

KLAUS

It's a battle to death!

Indy crawls away as Kerner walks after him.

KLAUS

What's wrong? No more witty one liners! No more defiance!

Indy takes a metallic candle pole holder and swing it in Kerner's ankle. Kerner jumps in pain. Indy gets up and hits with the holder Kerner to the abdomen and in the face. Kerner quickly jabs Indy in the stomach and takes hold from the holder and pushes Indy against a pillar. Kerner pushes the

holder on the throat of Indy.

JONES

(gurgles) Sophia...help...me!

Sophia is chanting at the balcony and ignoring the battle completely. Alain Trottier is still passed out on the floor among the skeletons. As Indy is choking, he sees a red crab climbing on a pedestal next to them. Indy takes with his free hand the crab and puts it on Kerner's ear. Crab grabs the hold on Kerner's ear, Kerner screams and releases the hold on Indy, Indy falls on his butt and takes air in, while Kerner tries to get the crab off the ear.

INTERCUT BRIDGE

Soldiers keep firing at Talos. Talos stamps on them, breaking the bridge more and killing four of them. Ubermann is back at the other side of the bridge.

SERGEANT

(In German) Bring in the Panzerschrecks!

Two men come on the bridge carrying panzerschrecks anti-tank rocket launchers. They take an aim and fire two rockets at the left arm of the Talos. Bronze arm explodes and drops in the lake. Talos screams metallic scream and turns his head and surprisingly fires green laser beams from it's eyes at the panzerschrecks. Huge explosion from the impact and the two soldiers turn to dust, shockwave throws the sergeant over the edge of the bridge. Ubermann and other soldiers fall on their backs.

Talos lifts up his double axe in his right arm. Dr. Ubermann discovers one of the panzerschrecks next of him, he takes it and gets up. Ubermann yells one of the soldiers.

UBERMANN

(In German) Hurry! Help me reload this thing!

SOLDIER 2

Jawohl, Herr Ubermann!

Soldier takes a rocket and reloads Ubermann's panzerschreck.

SOLDIER 2

Du bist startklar, Herr Ubermann!

Ubermann finds a cover and takes aim at the attacking Talos. Ubermann fires a rocket in the left bronze knee, it explodes to pieces. The weight of the double axe helps the fall of Talos. Talos falls on the bridge and it's face sinks in the bridge and breaks down. Weight of the body makes a huge tsunami. Waves of the water hits the shores of the second ring and lots of red crabs come with the waves. Water wash over Ubermann and 4 still alive soldiers.

INTERCUT THRONE ROOM

Kerner gets the crab off of his ear and throws it in the lava pit. Indy comes and surprises Kerner by punching him in the face. Kerner tries to hit back, Indy blocks and quickly jabs back. Indy punches furiously, forcing Kerner to back away from each punch. When Indy thinks he's winning, Kerner headbutts back and throws Indy face first in a pillar next of a balcony. Indy falls on the floor, convulses in pain. Kerner pulls out Hitler-Jugend knife.

JONES

Nngh...That's just dirty.

KLAUS

I said this was a battle to death! Time to die, Dr. Jones!

Out of the blue Trottier comes out of nowhere and tackles Klaus over the balcony railing, both fall screaming and scream fades away.

JONES

Trottier!?

Indy painfully gets up and takes a look over the railing. It's too dark to see where they have fallen. Indy concentrates on possessed Sophia. Indy finds his fedora hat and puts it back on.

JONES

Enough of this!

Indy pulls out his bullwhip and whips it around the trident staff that Sophia holds and pulls it away. Sophia turns around in shock.

SOPHIA

(Nur-Ab-Sal) How dare you, churl!?

JONES

Don't you churl me!

Indy just briskly walks up the stairs and grabs Sophia's glowing necklace and gets electrocuted. Indy doesn't let go and yells in pain. Sophia tries to stop Indy. Indy pulls loose the necklace, Sophia pushes Indy down the stairs with the necklace.

SOPHIA

(Nur-Ab-Sal) How dare you touch your king, churl!

Indy notices that the removal of the necklace didn't work. Sophia runs to get her trident.

JONES

Sophia, you are stronger than this! Fight it!

Sophia gets the trident and points the blades towards Indy. Indy looks around and sees the lava pit, takes a look at the glowing pendant. Indy rolls away from Sophia's trident strike and throws the necklace in the lava pit. Necklace melts in the magma and glow dims away. Sophia drops the trident to hold her head both hands, falls on her knees and scream in horror. Spirit of Nur-Ab-Sal appears in vortex above the lava pit. Nur-Ab-Sal screams in pain in the pixelated vortex. It diminishes into a static whimper and disappears. Sophia passes out and falls on the ground.

Indy takes a moment to absorb what he just witnessed. He crawls to Sophia and rubs her awake.

SOPHIA

Nngh...I'm having the hangover of the lifetime, Jones.

JONES

(chuckle) You can't believe how glad I am to hear your voice again!

SOPHIA

What?... (touches her neck) Where is my necklace?

JONES

I'm sorry about that, it made you stranger than usual, so I had to throw it away.

SOPHIA

Where is Trottier?

JONES

He...He saved my life. Sacrificed his own to do so.

SOPHIA

Oh no...Did I...

JONES

No, it was Kerner. Let's find a way out of this place. It's giving me the creeps.

54.INT

NUR-AB-SAL'S PALACE/ THE GOD DEVICE

DAY

Bruised Indy helps weak Sophia to walk. They walk along a raised narrow walkway over a bigger lava pit, towards complex structure supported from four corners by huge sloped 90 degree triangle columns from the ceiling and from the lava lake. It seems to sit inside of a volcano. There are complex stairs and walkways around it. Four statue heads pour lava from their mouths around the cavern walls.

SOPHIA

I raised what?

JONES

A big bronze statue, you know, the one that Daedalus created in some myths. I'm starting to think he was one of the survivors from here.

SOPHIA

I wish I had seen that. Maybe I'll remember it later.

JONES

What is this place?

Indy and Sophia arrive in the centre of the complex ominous structure. There is a round platform and inner elevated smaller platform, above the smaller platform is a diamond shaped crystal, in the side of the larger round platform is a control panel made from stone and amber, and slot in which orichalcum is placed. Everything is illuminated by reddish glow from the lava from below.

JONES

What is this thing?

SOPHIA

I think...I think this is the...

UBERMANN

....Colossus! You're absolutely right, Miss Sophia.

Indy and Sophia flinch and look around. They find Ubermann coming down stairs from the upper structures. 4 Nazi soldiers come out of hiding submachine guns ready.

UBERMANN

...It's the machine that makes gods of men, isn't it marvelous.

Ubermann goes to check the console more closer. Indy is surprised when out of the corner walks out Klaus Kerner, bruised, uniform scuffed up, bleeding ear, but still alive.

JONES

Come on! You're still alive!? You people are worse than cockroaches! Shame, that I left my Nazi spray at home.

KLAUS

Amusing, Dr. Jones.

JONES

If you're alive...Is Trottier?

KLAUS

Unfortunately, Mosieur Trottier will not be joining us ever again.

Suddenly the ancient machine comes alive and spiral lights come on the walls. Wave grooves going along the structures of the GOD DEVICE start to shine yellow light. Steady hum comes out of it.

UBERMANN

Look at that, I brought it alive. Mein Gott! It's beautiful!

JONES

Great, you turned on the barbecue.

UBERMANN

Barbecue!? No, this was a factory for manufacturing HIGHER BEINGS. While you've been wandering around, we've been stockpiling orichalcum.

KLAUS

And now we have all we need.

JONES

You seriously think that thing works?

UBERMANN

Are you ready for the greatest moment in history?

JONES

I'll pass, thanks.

SOPHIA

I'll pass too, thanks.

UBERMANN

Scientific discoveries belong to the bold, Jones. That
is something you of all people should understand!

JONES

Do you really believe in this godhood business?

UBERMANN

Why not? We wouldn't need bombs. You'll just snap your fingers and
fix anything. I would become all knowing, all seeing, all ruling!

KLAUS

We both shall rule, Herr Doktor.

UBERMANN

Eh? Don't be silly, Kerner. You're not prepared for this!

JONES

Didn't you see all the deformed bones?

SOPHIA

The creepy ghosts?

UBERMANN

Experiments gone awry. Unworthy slaves sacrificed in the name of
knowledge. Progress has its price, you know. They were destroyed by their
physical imperfections when they bathed in the awesome power of this device.

KLAUS

Fortunately, we suffer from no such imperfections.

JONES

Let me guess, because you're Aryan. Well, send me a postcard from Valhalla when you get there.

Indy and Sophia try to walk away. Kerner pulls out new luger and yells to them.

KLAUS

One more step and you'll get there first!

Indy grins and turns around with Sophia.

UBERMANN

You can't leave yet. We're just beginning our experiment!

JONES

Don't let me stop you.

UBERMANN

We can't begin without a guinea pig!

JONES

(gulp) Look, Hans, can I call you Hans?

UBERMANN

No! Now, could you kindly step on the platform.

KLAUS

No!

UBERMANN

What?

KLAUS

If anyone's going to become a god, it must be me!

UBERMANN

You!? Don't make me laugh!

Kerner turns the luger barrel towards Ubermann and walks on the elevated centre platform.

KLAUS

I'm in charge of this operation, you spineless sausage!

Activate the machine or I'll put a bullet in your skull!

UBERMANN

(sigh) Test is a test...Plato suggested ten beads. Let's try that.

Ubermann goes to a screaming head statue bust on the console and digs out orichalcum from his pocket.

JONES

Wait!

KLAUS

What now, Jones!?

JONES

What about Plato's tenfold error?

KLAUS

What about it?

SOPHIA

I think what Jones is trying to say, we think Plato prescribed an orichalcum overdose.

KLAUS

Hmmm. They maybe right. We should divide by ten! Try ONE bead!

UBERMANN

One bead it is.

Ubermann throws a bead in and hits button on the forehead of the statue. Machinery comes more alive. Inner platform is disconnected from the outer platform, only three triangle blocks remain connected to the centre, from above it looks like radioactive sign and Kerner stands middle of it, above the lava lake. Blue light beam comes down on Kerner from the crystal, the humming sound increases.

KLAUS

I'm...I'm feeling something...a tingle...Aaaargh!!!

Kerner convulses in pain. Kerner grows larger, his bones stretch inside his flesh, face squeezes thinner like it's between a clamp. Suddenly he morphs smaller, his arms become bigger, two horns come out of his skull and spew out blood. Sophia screams. Indy takes Sophia in his arms and covers her eyes.

JONES

Don't look!!

Kerner's insides come out, jaw dislocates as he swells from the inside, eyes become hollow. Beam shuts down. Indy keeps covering Sophia's eyes and takes a look at the jiggling mess that was once Kerner. The monstrosity makes a wet scream and jumps down in the lava.

KLAUS

(gurgle) NOOOOO!!!

Ubermann calmly looks down from the edge at Kerner's demise.

UBERMANN

A small bead for a small man, eh, Jones? Now, it's your turn.

JONES

I'll rather watch, thanks.

UBERMANN

Move! Or my men will move you! Or will it be the lovely Sophia?

Soldiers go and take Sophia away from Jones.

JONES

Wait an minute! I'll go, no need to be touchy about it.

SOPHIA

No, Indy! Don't!

JONES

I'll be alright, Sophia. When I become god, I'll swoop down and save you, put lightning bolts in their asses.

UBERMANN

Charming to the last, eh.

Indy walks on the bloody smaller platform hold in air by triangle beams. Indy is looking a way out.

UBERMANN

I'll try now with ten beads, like Plato suggested.

JONES

Hang on a second!

UBERMANN

What is it now!?

JONES

If we really are going to do this. Plato's error went another way around. (wink to Sophia)

SOPHIA

Oh...Don't tell him, Indy!

UBERMANN

What do you mean?

JONES

Plato and Kerner were wrong. You multiply it by ten,
that's 100 beads. You need 100 beads. Exactly.

UBERMANN

You sound sure.

JONES

Of course I'm sure, well, hurry up!

Ubermann yells to his soldiers.

UBERMANN

(In German) Bring me 100 pieces of orichalcum!

SOLDIER 3

Jawohl, Herr Ubermann!

JUMP CUT

Indy is sweating on the round platform in the centre. Sophia is still hold by two soldiers. Ubermann with help of another soldier feed orichalcum to the machine face.

UBERMANN

(In German) ...97...98...99...100! We are ready, Dr. Jones.

JONES

Good, it was about time! Let's get this over with....

Ubermann is about to touch the start button on the head of the statue, but then he listens.

JONES

...Once I'm god, I'm sending you straight to hell!

Ubermann thinks it over and is very hesitant to push the button.

UBERMANN

You think I'm a fool, don't you, Dr. Jones?

JONES

Crazy old fool, but lets not hang on details. Come one, chop-chop, godhood awaits!

UBERMANN

Wait! (In German to soldier) Take my place!

SOLDIER 3

Jawohl, Herr Ubermann!

UBERMANN

Dr. Jones, step aside from the platform! Now!

JONES

Damn, you really outsmarted me. I won't be a sour loser.

Soldiers point their guns. Indy lifts up his arms and makes a smirk. He steps down from the platform and goes stand with Sophia.

UBERMANN

Yes, I saw through you! You wanted to go first! You were scheming against me, in spite of my generosity. Well, you won't get the upper hand that way!

Ubermann takes Indy's place on the round inner platform below the blue crystal.

UBERMANN

Prepare to feel my wrath!

Indiana whispers in Sophia's ear.

JONES

(whisper) Get ready to run.

Uberman waves to the soldier at the controls.

UBERMANN

(In German) Activate it!

Soldier pushes the forehead button. God device comes alive once again, but it sounds different this time. Loud buzzing sound comes out of it. All the lights shine more brighter than before. Crystal above Ubermann turns yellowish green and shoots out yellow lightning. One hits the soldier at the controls killing him. Ubermann extends his arms to the sky and laughs. Indy makes his move.

JONES

Now, Sophia. Move!

Indy and Sophia don't get far. One soldier points his weapon against them. Out of the blue the soldier gets machine gunned down. Two soldiers behind Indy and Sophia get gunned down.

JONES

Did you do that!?

SOPHIA

No, I didn't do that! I thought you did!?

JONES

I didn't do it!

Still alive Trotter comes out of hiding, blood filled and scuffed up suit, awful scrape above left eye,

left eye swollen shut, neck brace has disappeared and the sling is barely on. He waves to Indy and Sophia.

ALAIN

Let's go!

JONES

Al!? But how!?

ALAIN

Not bad from a old man, est-il?

JONES

No time to wonder! Let's go!

Indy, Alain and Sophia run on one of walkways leading away from the machine. God device screams and the crystal shoots a yellow beam onto Ubermann. Everything is overheating. Ubermann explodes to atoms and is put back together, he becomes translucent and only his bones are seen. God device makes more yellow lightning strikes around it's surroundings. Cavern ceiling starts to fall down in the lava. One hits on the walkway behind Indy, Sophia and Alain. They turn to look.

SOPHIA

What if it works?

JONES

It doesn't work, it never did!

Ubermann grows in size and turns into a green energy being, red eyes, he checks his energy hands.

UBERMANN

(electric) Hahahahaa! Unlimited power! I can feel it! Surging in my veins!

Crystal beam turns into red and shaking is relentless. Ubermann explodes and comes back into a

red energy ball. The ball grows beyond the size of the huge machine. Indy, Alain and Sophia look in horror when energy ball turn into the face of Ubermann, laughing madly. God device collapses onto itself and explodes. Ubermann's energy face gets twisted and he goes into panic.

UBERMANN

(electric) No!? Nooo! What is happening!? Noooo!! (buzzing static)

Ubermann explodes in hundreds of red and pink fireworks. He disappears in rain of loud firecrackers. Indy snaps out of it and commands others to move.

JONES

It's like 4th of july!...Show over! Let's move!

Indy, Alain and Sophia run down stairs that lead to the city's shores of the big moat. Talos's bronze body lies still in the water.

ALAIN

This way! I found us a way to escape!

55.INT

ATLANTIS/ CANALS

EVENING

Whole Atlantis shakes. Huge rocks drop from the ceiling crushing parts of the city. Lights of the city flicker. Indy, Alain and Sophia run down to the docks. Alain leads them to a fancy sea horse boat, it's a mix of motor boat and gondola, floating in the canal.

ALAIN

We can use that! If we use the canal, we can bypass all three moats with ease!

SOPHIA

Yes, you're right!

They jump on the boat. Alain unties the boat from the dock. Indy checks the controls.

SOPHIA

Tell me, Indy, you still have orichalcum?

JONES

Yeah, I should have one left!

ALAIN

You should drive, I have trouble to see anything.

Alain sits on the boat out of breath and takes a napkin to wipe the blood from his face. Indy takes out a orichalcum and smiles. Suddenly the palace of Nur-Ab-Sal explodes, shockwave makes Indy drop the orichalcum into the water.

JONES

Ngaah! I dropped it!

SOPHIA

You dropped what!?

JONES

I dropped the bead!

SOPHIA

You dropped the bead!? Indyyy!

Indy jumps after the bead into the water. Indy dives after the falling bead. Both reach the bottom. Bead sinks into the ground made from red crabs. Indy grins and shoves his hand in the crabs. He doesn't notice but four big balls made from crabs roll towards him. Indy burst out bubbles from pain and pulls his hand from the crabs. Five crabs are pinching his hand. Indy shakes them off and opens his hand, the bead is in there. Indy sees the red balls of crabs rolling after him and panics, he surges towards the surface. Sophia and Alain are peeking over the boat's edge.

SOPHIA

There!

Indy burst to the surface and climbs on the boat edge. He grins in pain.

JONES

Aaargh! Get me out of here! Get me out of here!

Sophia and Alain pull Indy back on the boat, his feet are filled with crabs. Alain uses his submachine gun's back to bash the crabs back in the water.

JONES

Ah, that will leave a mark.

The collapse of the cavern and the city becomes more violent. They look how the city cracks and bulge from the inside.

JONES

I think we woke up a sleeping volcano! Lets go!

Indy goes and puts the bead in the sea horse's mouth. Horse's eyes glow and green light surrounds the boat from the base. It starts to move. Indy hurries to the back to take control of the rudder. Alain, Sophia hold on as Indy controls the boat through the canal and evading falling rubble. It's almost raining rocks, as the city breaks from its joints apart, like mountain is growing through it. Boat is about to pass by the Talos, but suddenly it becomes alive again and rises on it's two working bronze limbs. Indy, Sophia and Alain are awestruck.

JONES

Hold on!

Indy drives the boat under the rising abdomen, they pass the raining shadow. Huge rock drops on the head of the Talos and breaks it apart. Talos explodes and drops back in the water. Indy and friends are inside the tunnel portion of the canal. Tsunami made by Talos comes after them and pushes them through the tunnel.

ALAIN

Merde!!

Indy loses control for a while, the wave slows down and Indy gets the control back, but he has to evade boat wrecks inside the canal. They reach the end of the canal. In the dead end is a huge demon head swallowing the water. Indy sees a dock before the head.

JONES

I don't know where the brakes are, so jump out of the ride when we pass the pier!

Jones pulls the rudder with all his strength, so the boat slides the canal wall and against the pier. Alain, Sophia and Indy jump off the boat, and boat bashes into the teeth of the demon, breaking apart.

56.INT

ATLANTIS/ DOCK/ GATES OF ATLANTIS

EVENING

Some of the submarine crew is on the harbour of the cavern, near the gates of Atlantis. They hear low rumble and it gets louder and louder. They wonder about it and see Indy, Sophia and Alain running out of the gate, behind them is incoming a wave of burning hot lava. Crew starts to run back in the U-boat.

JONES

Hey! Halt! Wait! We need to stop them from closing the hatch!

Sailors jump and climb on the tower of the submarine. Indy, Alain and Sophia run jump on the submarine just before the lava reaches them. Indy yells to Alain.

JONES

Give me the machine gun!

Alain throws the MP 40 to Indy and he climbs with it after the crew on the tower. Sophia and Alain follow. Last crewman is closing the hatch, Indy shoves the machine gun between the hatchway and the hatch, preventing it to close. Crewman lifts up his hand and Indy suggest with his weapon to give room for them.

Indy, Alain and Sophia climb down in the control room of the submarine. Indy aims the machine gun at the surprised captain.

JONES

(In German) Dive! Hurry!

CAPTAIN

(In German) Where is Herr Ubermann and Kerner?

JONES

(In German) They didn't make it! Dive, goddammit!

CAPTAIN

Untertauchen! Untertauchen! Untertauchen!

Crewmen are again shouting to each other and running around and spinning and turning levers. Submarine finally dives towards the passageway out of Atlantis. It submerges as it's surroundings fall apart from lava and tremors. Submarine moves out of the underwater cave. Rocks fall from it's ceiling onto the submarine, it takes damage. In the engine room blow out several water leaks, spewing water on the crewmen. Indy, Sophia and Alain shake inside the control room, they look up and listen how rocks screech along the hull. Captain listens and gives orders to the crewmen in loud German.

Crewmen evacuate the engine room and close the hatch behind them. The cave collapses behind the submarine. Seabed shakes when in the distance a lava spewing mountain rises from it. On the sea surface happens a huge explosion, as the volcano erupts on the surface and keeps rising out of the sea. Red alarms flash inside the submarine's control room. Alain is fearful.

ALAIN

What is that?! What are they saying!?

JONES

We are getting in water, they lost the engine room, so they are making a emergency ascent!

Captain and crew rush and turn levers. Submarine shoots out air bubbles and ascends rapidly towards the surface. U-boat emerges from the sea. In the horizon is a smoking volcano.

57.EXT

MEDITERRANEAN SEA/ U-BOAT

EVENING

U-boat floats on the sea. Crewmen are welding shut the damages on the submarine. Indy and Sophia climb out on the tower and stare from there at the smoking volcano.

INTERCUT CONTROL ROOM

Bruised Alain Trottier is smoking a smoke and watching after the crew inside with his machine gun.

INTERCUT TOWER

Indy and Sophia lean on the railing and admire the new island, as the sun sets in the horizon.

JONES

You know, a lot of my discoveries seem like tall tales
even to me. At least there's some evidence this time.

Volcano collapses back in the sea and disappears in a rumble.

SOPHIA

Then again, maybe not.

JONES

I'm sorry, Sophia. You had more riding in this than me.

Suddenly Sophia kisses Indiana, long and softly. Indy is confused after it.

JONES

What was that for?

SOPHIA

To ease the pain, so don't get any ideas, buster.

JONES

Me? No, I'll never. (smirk)

Jones smiles, tilts his hat back and kisses back. Sophia lifts her left leg from the long kiss. We back away from the submarine and have a wide shot of the vast crystal blue Mediterranean sea glimmering in the setting sun. John William's Raider's march music fills the ether.

FADE OUT

THE END