

***RUSTY RED***  
**THE ANIMATED SERIES**

Target: 12+

***THE QUICKEST SUBMARINE IN THE WORLD***

By Francesco Filippi

Length 26' (including opening and closing tunes)

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1. EXT. THE SEA - NIGHT [01:15]

THREE Kerania medium-sized armored CRUISERS (A, B and C), plying the sea in the still of the night, not far one from the other.

The bright beams of the *searchlights* of the ships cut the darkness of the night, searching for the enemy.

A superimposed writing:

KERANIA BATTLE CRUISERS

2. EXT. KERANIA CRUISER C - NIGHT

On the deck, **TWO SOLDIERS** are talking: **A** is more fragile and nervous, while **B**, lively and relaxed, is playing with a small bottle from which he sips from time to time. Despite his attitude, the atmosphere is very tense, as in a thriller movie. Eluding POV shots on the water's surface and underwater, to forecast a mysterious imminent threat. In the background, beams of the searchlights, which dazzle us from time to time, in a puzzling game of lights and shadows.

SOLDIER A

Aren't you afraid that Meidan ships might attack us tonight?

SOLDIER B

They may well come. We've got 13 inch armor plates, 12 inch cannons and we can do up to 25 knots. We are superior. (offering him his bottle) Want some?

SOLDIER A

No, I feel a knot in the pit of my stomach...

SOLDIER B

Come on, relax... You know, I met a very quick samurai in the East: when attacking his opponents, he used to toss a bottle up in the air, pierce everyone through and grab it again.

SOLDIER A

(surprised)

Really?!

SOLDIER B

Look, he used to throw it this way!

And, with strength, he tosses his bottle up into the dark sky! But, suddenly, a **LOUD EXPLOSION** tears cruiser A apart! The two soldiers are now frightened, while the **ALARM SIREN** goes off on all the ships.

SOLDIER A

Damn it...

SOLDIER B

They're attacking us!!

On cruiser C, some cannons start shooting over and over. It's total chaos! Soldier A is paralyzed with terror.

SOLDIER B

Don't just stand there! Go to the cannon!

Soldier A points at something approaching cruiser C amidst the waves.

SOLDIER A  
Look! What's that?

And cruiser B is lifted up for a moment and broken in two!

SOLDIER B  
(horrified!)  
Oh, my Gooooood!!

He loads his gun, but he sees a huge dark shadow approaching very quickly just under the surface of the sea!! He fires some shots, but they're useless!

SOLDIER B  
(in despair)  
NOOOOO!!!

And cruiser C too blows up in a great explosion!  
In a moment (the) silence falls. On the sea, only orange flames, smokes and sparks carried by the wind.  
The bottle tossed by soldier B revolves in the sky and falls into the sea...  
Spluf!

FADE OUT

**3. EXT. SHIPYARD - DAY [01:40]**

A huge shipyard overlooks the sea (establishing shot)

**4. INT. SHIPYARD / MILLENNIA - DAY**

The Millennia is aground inside the huge shipyard. Modernization works are in full swing. Many **WORKMEN** are working amidst gears and cranes, puffs of steam and welding. A large sliding door opens up and **ADMIRAL KOMMEL** (40) enters at full speed. **CAPTAIN RED** (34) immediately approaches him, saluting him. The Captain always remains a bit behind the Admiral, who leads him at a brisk pace along the lower part of the shipyard, under the enormous keel of the ironclad, from the colossal propeller up to the stem. The disproportion between the smallness of the men and the greatness of the ship takes your breath away.

We follow the dialogue between Admiral Kommel and Captain Red, alternated in editing with very quick inserts of scenes showing the pieces of the ship being put together [organize them while working on the storyboard, with a rhythmical crescendo. It would be great to use the very noises of the shipyard to give the scene a quick rhythm]. Kommel is firm and icy. Red is more on tenterhooks, almost angry, because he hasn't been involved in some strategic decisions, which he actually ignores.

CAPTAIN RED  
(a bit angry)  
Admiral Kommel, did you order the engineers not to speak?

KOMMEL  
Follow me, Captain Red.

CAPTAIN RED  
It's due to the three vanished cruisers, isn't it?

KOMMEL

Five more were attacked one week ago. Same location, same disaster. The General Staff is on the alert.

CAPTAIN RED

Are there any witnesses?

KOMMEL

Yes, on the two merchant ships that were escorted. Some people seem to have seen a mysterious submarine, with a rock drill piercing through even the thickest hulls.

**5. FLASHBACK: EXT. THE SEA - DAY**

Pictorial fixed shots: an ironclad blows up, while a drill comes out of the sea. In the background, two merchant ships.

KOMMEL (OFF)

If the enemy built such a prototype, they have a crucial advantage.

END FLASHBACK

**6. INT. SHIPYARD / MILLENNIA - DAY (CONT.)**

CAPTAIN RED

(smiling shrewdly)

But the news should not leak out...

KOMMEL

(envious)

I don't understand how they managed to do that...

CAPTAIN RED

I wonder why it's attacking solo...

KOMMEL

(without replying)

We are strengthening the Millennia: armored keel, Steam 4G engines...

CAPTAIN RED

(protesting)

But they're unstable!

KOMMEL

I know, they might explode. But that's the only way to reach 40 knots.

CAPTAIN RED

(getting angry)

But you can't! The engineers might d...(he restrains himself)

Actually, Red would like to safeguard the life of the men in charge of the engines, but he knows that his protest would fall on deaf ears and would be inappropriate.

KOMMEL

(with pride)

I designed this one.

The two men are now under the new, spectacular ram which has been installed at the stem. It looks like science fiction stuff.

KOMMEL

We'll face the enemy with the very same weapons...

Captain Red feels a sort of shudder of fear. Then, he almost gets angry, critical with Kommel's and the General Staff's way of reasoning.

CAPTAIN RED

Why are we reacting to unreliable news?

KOMMEL

They're the only ones we have.

CAPTAIN RED

And the merchant ships? Why weren't they attacked?

KOMMEL

(annoyed)

"Why", always "why"! (then, icy) Let's destroy that thing and that's it!

CAPTAIN RED

(looking into his eyes, serious)

Admiral, you scare me...

KOMMEL

Let the enemy scare you: he's out there; and we're going to track him down!

**7. EXT. SHIPYARD - DAY [00:55]**

The huge and heavy walls of the shipyard open up, to prepare the solemn exit of the Millennia. It's the heroes' glorious sailing!

[EPIC AND MARTIAL MUSIC for this new launch of the Millennia. As a reference, see the various departures of the *Yamato Space Battleship* in the five films devoted to it]

**INT. MILLENNIA - CONTROL DECK - DAY**

With the opening of the front wall of the ship, the light enters forcefully on the control deck, where ADMIRAL KOMMEL is at the helm, ready and determined.

**8. INT. BOILER ROOM - DAY**

**SEAMEN IN CHARGE** are filling the boilers with coal: a strong fire is blazing into them.

**9. INT. MILLENNIA - CONTROL DECK - DAY**

**NITRA** places herself on KOMMEL's left.

NITRA

Boilers: 99 pound pressure per inch.

**10. INT. ENGINE-ROOM - DAY**

**BOCCAPORTO** is very busy at regulating levers and valves, while pressure is mounting on the gauges and steam is puffing; the new mighty and sparkling Steam 4G engines are vibrating and running.

**11. INT. MILLENNIA - CONTROL DECK - DAY**

**CAPTAIN RED** places himself on **KOMMEL**'s right.

CAPTAIN RED  
Steam 4G engines: 42 revs per minute

The Admiral's hand is holding the helm. His face is concentrated, then he shouts, determined:

KOMMEL  
Let's go!

**12. INT. SHIPYARD - DAY**

Mechanisms are unlocked and steams puff, ropes are released and gears run. The huge Millennium starts moving downward, faster and faster...

**13. EXT. SHIPYARD - DAY**

And, raising to the sky two enormous water walls, the Millennium sets sail into the sea, saluted by an enormous crowd on the docks.

The HORN sounds and the chimneys let out a strongly black smoke. The Kerania flag is raised.

**14. INT. MILLENNIA - CONTROL DECK - DAY**

KOMMEL  
Full speed ahead!

And he moves with strength the gearshift.

**15. EXT. MILLENNIA - DAY**

Underwater, the powerful propeller starts revolving. And, aft, a powerful splash rises from the surface of the sea. The Millennium powerfully speeds up, plying the waves. Under the shining sun, the ironclad seems to be invincible.

But on the horizon, where it's headed, dark clouds are building up...

[end epic music]

**16. INT. MILLENNIA - GREAT HALL - NIGHT [00:50]**

**CAPTAIN RED** and **ADMIRAL KOMMEL** are explaining the mission to the **CREW**, sitting in a great hall. Red is speaking, pointing at some drawings on a board. The lights are sharp, film-noir style.

CAPTAIN RED  
As a submarine, its features are most likely this one and this one. It seems to be faster than a normal torpedo, which implies small dimensions. Moreover, if Meidan has tuned the internal combustion engine up, the submarine would let out little smoke and would be hard to spot.

**SEAMAN A**

And how will we defend ourselves?

CAPTAIN RED

No anti-torpedo nets: they are useless and they would slow the ship down. We will use torpedoes, mines and 5 inch cannons. Shouldn't they be enough, we will attack with the ram. The dimensions are to our advantage. Any other questions?

**LIEUTENANT KAVE**

(raising his hand, determined)  
Yes... It is rumored that we are in code 6, that the mission is without return. Is it true?

The whole audience has a dull alarmed REACTION.

Red and Kommel exchange a dark look. Then, Kommel steps forward in order to answer, while chill falls in on the room. These are moments of anxiety and tension...

KOMMEL

Yes, code 6.

The audience gets worked up, frightened, while Kommel leaves.

CAPTAIN RED

(firm)

Calm down! Everyone to his sector! The success of the mission only depends on us!

#### **17. EXT. MILLENNIA - DAY [00:40]**

The Millennia is proceeding through a gray sea, full of fog banks. It's not raining, but the weather is cold and uncomfortable. High up, drawn by a cable, a small dirigible is flying, used as a lookout.

#### **On the dirigible**

In the small basket of the dirigible, **JOSEPH** (14) is scanning the sea through a spyglass, while, feeling cold, he's wrapping the uniform larger than him around himself.

JOSEPH

Brrr...

Even through the spyglass, the waves are all the same, gray and foggy. From the deck of the Millennia, CAPTAIN RED shouts at him.

CAPTAIN RED

Joseph! You spotted anything in the sea yet?

JOSEPH

(watching the horizon through his spyglass)  
No, a periscope among this fog is like a needle in a haystack!

While saying this, he moves away from the spyglass and looks down at the Captain, but his face covers with terror.

JOSEPH

Oh my God...!

He actually sees that a huge dark shadow, bigger than the Millennia, is sailing under the ship! He has just spotted it, when a thick fog bank envelops everything, blocking the sight and leaving the boy alone in a distressing isolation.

JOSEPH  
(frightened)  
Reeed!! Reeed!! It's under uuuus!!

All of a sudden the bank ends and Joseph can see the ship again, but the dark silhouette has vanished...

CAPTAIN RED  
(alarmed)  
Did you see it?

JOSEPH  
Yes! (then, doubtful) ...I mean, no. I don't know...  
(then he raises his eyes for a moment and gets alarmed)  
It's over there!!

But the silhouette the boy is spotting through the fog is the first one of the four Kerania battleships the Millennia is heading towards: they are three cruisers (E, F, G) and an ironclad (H). Now that, over there, under a sunbeam, the fog banks are opening up, there are no more doubts: they are allied ships.

CAPTAIN RED  
Calm down, Joseph, they're with us! Now I'll take you down.

**18. EXT. MILLENNIA - DAY [06:00]**

The Millennia has joined the other four ships which now are not far one from the others.

On the back of the big turret stands on the stem deck, the mechanic BOCCAPORTO (22) is doing small repairs, while talking with CAPTAIN RED, who's then turned towards the left side of the stem. The atmosphere is serene. Boccaporto is very busy at fixing the cannon and Red is helping him, passing him the tools.

BOCCAPORTO  
(still working)  
And so we are in the area where the Meidan submarine has struck?

CAPTAIN RED  
Not yet, in 10 miles.

BOCCAPORTO  
Pliers.

Red gives it to him.

BOCCAPORTO  
And these cruisers will help us in our mission?

CAPTAIN RED  
You got it.

BOCCAPORTO  
No. 14.

But Red does not reply, his attention is drawn by something in the sea behind Boccaporto.

[suspense music]

BOCCAPORTO

Red, a no. 14 wrench. Reeed?

But Red is on the alert because a huge quantity of water is quickly moving towards them from the left, like (the) ground moved by a mole. It's the enemy!

CAPTAIN RED

(alarmed)

That's it!

Red follows with his eyes the quick movement of the enemy, who's passing before the stem of the Millennia. Red runs to the right, passing behind the cannon, to follow the trajectory of the submarine, but, as soon as he passes the turret, the enemy has vanished.

CAPTAIN RED

(worried, reaching the bulwarks)

It dove again...

BOCCAPORTO

Red, what happened to you?

But more on the right, in the direction the enemy was headed to, Red notices one of the allied cruisers (CRUISER E, *Iron Hawk*) and alarms himself immediately!

CAPTAIN RED

Fire a warning shot!

BOCCAPORTO

I'm fixing it!

CAPTAIN RED

Alert the headquarters, I'll give the alarm!

#### 19. INT. CONTROL ROOM - DAY

In the silent control room, NITRA, through a communication pipe, addresses ADMIRAL KOMMEL.

NITRA

(perplexed)

I'm sorry, Admiral, Boccaporto is saying that Red is all excited and that...

KABOOOMM!! Beyond the cabin window, cruiser E blows up, taking by surprise all those present and frightening them.

The alarm siren goes off.

KOMMEL

Everyone to action stations! Immediate counterattack!

#### 20. EXT. MILLENNIA, OBSERVATION TURRET - DAY

Through his binoculars, CAPTAIN RED sees the submarine moving awash by cruiser E in flames.

CAPTAIN RED

There it is!

**21. INT. CONTROL DECK - DAY**

Through the communication pipe comes CAPTAIN RED's voice:

CAPTAIN RED

(through the pipe)  
It's beside the Iron Hawk!

KOMMEL

Let's (make) use of the torpedoes!

NITRA

Torpedo Director, joint attack A, B and C!

**22. INT. TURRET OF THE TORPEDO DIRECTOR - DAY**

In the turret, the **technician of the TORPEDO DIRECTOR**, a complex metal instrument for calculating trajectories, addresses the **man in charge of the RANGE FINDER**: a sort of binoculars allowing to calculate the distance of a target, uniting a double image. Everything happens as quickly as possible.

TECHNICIAN OF THE TORPEDO DIRECTOR

Range-finder, distance?

MAN IN CHARGE OF THE RANGE-FINDER

2207 yards ["two two zero seven yards"]

And the technician adapts the Torpedo Director accordingly.

TECHNICIAN OF THE TORPEDO DIRECTOR

0.4 ("zero point four") difference.

**23. EXT. MILLENNIA DECK - STERN - DAY**

A **GUNNER (A)** is pointing torpedo tube A...

**24. EXT. MILLENNIA DECK - CENTER - DAY**

A **GUNNER (B)** is turning the complicated pointer of tube B.

**25. EXT. MILLENNIA DECK - STEM - DAY**

Another **GUNNER (C)** is taking aim on the sights of tube C.

**26. INT. CONTROL DECK - DAY**

NITRA

Torpedo A, B and C: fire!

**27. EXT. MILLENNIA - DAY**

Three torpedoes are launched at the same time, from the stern, in the middle and from the stem of the Millennia, diving in the waves.

**28. INT. CONTROL DECK - DAY**

NITRA

Wherever it moves, we'll hit it.

**29. EXT. SEA - DAY**

Underwater, a torpedo zooms very close to it, going ahead almost awash, while, on the sea surface, we also see the wakes of the other two torpedoes headed for the direction of the Iron Hawk.

**30. INT. CONTROL DECK - DAY**

A **MAN IN CHARGE of the controls**, watching the scene, addresses NITRA, alarmed.

MAN IN CHARGE OF THE CONTROLS  
But we'll hit our cruiser too!

NITRA  
(heartless/indifferent) So?

The man is dismayed, frozen.

**31. EXT. MILLENNIA DECK - DAY**

Through **CAPTAIN RED's** binoculars we quickly scan the sea around the Iron Hawk, finding no sign of the submarine.

CAPTAIN RED  
It's not there anymore!

Then he notices too the torpedoes approaching the Iron Hawk, already in flames anyway.

CAPTAIN RED  
Damn...  
(then, determined, into the communication pipe) To the whole crew, the enemy dived, it might attack us on any side! All the turrets ready to fire.

Then, Red's eyes, compassionate, go back to the Iron Hawk's sad fate...

**32. EXT. SEA - DAY**

Two torpedoes pass the Iron Hawk in flames, among total chaos.

**33. EXT. IRON HAWK, DECK - DAY**

On the bulwarks deck, a **SOLDIER (C)** is holding up a seriously wounded shipmate (**SOLDIER D**).

SOLDIER C  
Come on, hold on!

Then he realizes the third torpedo is about to make an impact exactly the spot where he is!

SOLDIER C  
Nooooo!!!

**34. EXT. SEA - DAY**

And in the sea, another explosion tears the Iron Hawk apart.

**35. EXT. MILLENNIA, TURRET OF THE TORPEDO DIRECTOR - DAY**

The MAN IN CHARGE of the range finder is scanning the sea in the area where the Iron Hawk is and JOSEPH is doing the same with binoculars. Captain Red arrives at full speed.

CAPTAIN RED  
Search every wave of the sea. Joseph, check the port.

JOSEPH  
(confused) Meaning?

CAPTAIN RED  
(harsh) On the left!

And while the kid rushes to the left side, Red scans ahead, leaning out.

BOCCAPORTO (OS)  
Captain Red!

Lower, on the stem deck, BOCCAPORTO is on the threshold of the turret he was fixing.

BOCCAPORTO  
The turret is ready!

Red hasn't got the time to reply to Boccaporto: a THUD, more ahead in the sea, alarms him: ironclad Turtle (H), one mile ahead, is actually reeling to one side in an unusual way (ahead of the Turtle, farther, there's cruiser Mime). Red watches better with his binoculars, noticing that the submarine is pushing the ship on one side, moving it and hitting it again and again (TUM! TUM!), while gun shots are fired from the ship.

CAPTAIN RED  
(alarmed)  
It's trying to capsize it!

### **36. EXT. SEA - DAY**

Water skimming, close and confused shots of the ironclad being hit by the mysterious dark bulk of the submarine and dangerously swaying. TUM! TUM!

### **37. INT. TURTLE IRONCLAD CONTROL DECK - DAY**

While we hear the ALARM, **CAPTAIN JAMES** is giving orders to other **OFFICERS**.

CAPTAIN JAMES  
Close the bulkheads! Engines at full speed!

But, in that moment, a frightful impact breaks the windows hurling everybody to the floor!

### **38. INT. TURTLE IRONCLAD ENGINE ROOM - DAY**

An ENGINEER runs to the engine room, only lit by artificial lights, but another terrible impact turns all the lights down with (a) blazing (of) sparks. The engineer is on the floor, in the dark, while the thuds resound frightfully: TUM! TUM!

ENGINEER  
(terrified) AAAHHHHH!!

### **39. EXT. SEA - DAY**

From the distance, the Millennia fires two shots: the first one rises a high

splash before the ironclad, while the second hits the chimney.

**40. INT. TURTLE IRONCLAD, CONTROL DECK - DAY**

The impact of the explosion reaches the already devastated control deck. OFFICER A remains stuck under the debris.

OFFICER (A)  
Captain! Captain!

But Captain James lies on his back on the floor, motionless. And another thud arrives, after which the ship starts listing more and more.

**41. EXT. MILLENNIA - DAY**

In the sea, the Millennia is plying the waves, slightly swaying up and down.

**42. INT. MILLENNIA, STEM TURRET - DAY**

CAPTAIN RED settles in his action station beside BOCCAPORTO

CAPTAIN RED (INTO THE COMMUNICATION  
PIPE)  
(excited)  
Admiral Kommel, let me take care of the shooting.

**43. INT. MILLENNIA, CONTROL DECK - DAY**

KOMMEL (INTO THE COMMUNICATION PIPE)  
Permission granted, Captain.

**44. INT. MILLENNIA, STEM TURRET - DAY**

RED operates the controls of the cannon.

CAPTAIN RED (INTO THE COMMUNICATION  
PIPE)  
Okay, stop the engines.

**45. INT. MILLENNIA, CONTROL DECK - DAY**

Red's initiative wrong-foots KOMMEL and NITRA.

NITRA  
Has he gone nuts?

KOMMEL (INTO THE COMMUNICATION PIPE)  
Captain, I hope you know what you're doing.

NITRA  
Captain, the last coordinates were 3.4 e 3.6

CAPTAIN RED  
I'll do it on my own, Major.

Nitra is offended.

**46. EXT. TURTLE IRONCLAD - DAY**

The ironclad is more and more listed, it's about to capsize...

**47. INT. MILLENNIA, STEM TURRET - DAY**

CAPTAIN RED takes aim with the cannon and concentrates. The sights sway due to the rocking of the ship.

BOCCAPORTO  
Are you not using the calculated data?

CAPTAIN  
(flat, concentrated) No.

Red closes his eyes, concentrating on the sound of the sea...

**48. EXT. STEM OF THE MILLENNIA - DAY**

A wave makes the stem of the Millennium sway...

**49. INT. MILLENNIA, STEM TURRET - DAY**

The Captain opens his eyes, very concentrated on the sights.

CAPTAIN RED  
At the end of the wave.

**50. EXT. TURTLE IRONCLAD - DAY**

The ironclad is about to capsize...

**51. EXT. THE STEM OF THE MILLENNIA - DAY**

The stem settles again...

**52. INT. MILLENNIA, STEM TURRET - DAY**

Red checks the sights again...

CAPTAIN RED  
Fire!

Boccaporto operates a control and the cannon fires!

**53. EXT. TURTLE IRONCLAD - DAY**

With incredible precision, the cannon shot hits the awash part of the submarine which is capsizing the ironclad. The submarine immediately dives and the ship falls back down, listing to the other side. Many seamen end up in the water, but the ship is saved!

**54. INT. MILLENNIA, STEM TURRET - DAY**

CAPTAIN RED releases his tension, while BOCCAPORTO rejoices.

BOCCAPORTO  
Yesss!!

**55. INT. MILLENNIA, CONTROL DECK - DAY**

ADMIRAL KOMMEL gives orders without losing his concentration

KOMMEL (TO NITRA)  
Major, tell cruiser Mime to turn about and go help the Turtle.

NITRA

Roger.

KOMMEL

We are going to chase that bastard!

**56. EXT. SEA - DAY**

Cruiser Mime starts turning about in order to head towards the Turtle.

**57. EXT. MILLENNIA, STEM - DAY**

On the stem of the Millennium, CAPTAIN RED is scanning the sea, worried, but, all around, the sea seems to be calm.

**58. EXT. SEA - DAY**

POV of the submarine, that, awash, approaches the maneuvering Mime.

**59. INT. MILLENNIA, CONTROL DECK - DAY**

KOMMEL

Engines at 90 revs, ready for action.

**60. EXT. SEA - DAY**

Cruiser Mime is going on with its turning around maneuver...

**61. EXT. SEA - DAY**

Underwater, the dark silhouette of the maneuvering Mime, and a mysterious black bulk obscures the screen. From high above, bird's-eye, the dark silhouette passes under the Mime, from stern to stem.

**62. EXT. MIME CRUISER, STEM - DAY**

A huge quantity of water rises some meters in front of the stem of the cruiser, pushed by the submarine coming awash. A SEAMAN starts to get terrified...

SEAMAN

Aaaahhh!!

...and runs back. But the mysterious submarine immediately goes back underwater, moving in the sea faster than the ship: its dark silhouette heads for the Millennium!

**63. EXT. MILLENNIA, STEM - DAY**

CAPTAIN RED, watching the scene through his binoculars, is in a cold sweat.

CAPTAIN RED

It's aiming at us...

**64. INT. MILLENNIA, CONTROL DECK - DAY**

KOMMEL

Activate ram!

All the present OFFICERS (except Nitra) give a start of fear and astonishment.

NITRA

Are you deaf? Activate ram!

OFFICER  
(operating a control) Yes, sir!

**65. EXT. MILLENNIA, STEM - DAY**

The side breathers of the stem of the Millennium let out on the sea two huge puffs of black steam, like a raging bull. And, over Captain Red, right and left of the stem, two enormous metal structures rise up towards the sky, and then return impetuously into the sea, raising powerful splashes, and join up, forming the big ram designed by Kommel.

**66. INT. MILLENNIA, CONTROL DECK - DAY**

KOMMEL is at the helm.

KOMMEL  
Full speed ahead!

**67. INT. MILLENNIA, ENGINE ROOM - DAY**

BOCCAPORTO operates a control and immediately the engine starts puffing and revolving.

**68. INT. MILLENNIA, CONTROL DECK - DAY**

Kommel moves the gearshift with strength.

**69. EXT. MILLENNIA, PROPELLER - DAY**

Underwater, the huge propeller of the Millennium is unlocked, powerfully revolving.

**70. EXT. MILLENNIA, STEM - DAY**

Despite its heaviness, the Millennium darts forward, slightly rearing up, while Red, as a result, has difficulty in standing.

**71. EXT. SEA - DAY**

The enormous submarine (midway between the Mime and the Turtle) is proceeding just under the sea surface, aiming at the Millennium.

**72. EXT. SEA - DAY**

The Millennium, with its ram, is plying the waves at full speed too.

**73. INT. MILLENNIA, CONTROL DECK - DAY**

KOMMEL's hands are clasping the helm. The Admiral has no hesitation.

KOMMEL  
Head-on collision!

**74. EXT. SEA - DAY**

The submarine is proceeding quickly.

**75. EXT. SEA - DAY**

By the Turtle, the SOLDIERS who are in the water see the Millennium coming closer, on the right, while on the left, just a little ahead of them, the

submarine passes, raising the water while passing. The collision is just seconds away!

**76. EXT. MILLENNIA, STEM - DAY**

CAPTAIN RED sees the terrible dark silhouette of the submarine approaching amidst the waves in front of himself! And he speaks, alarmed, into a communication pipe.

CAPTAIN RED  
Admiral, change tack!

**77. INT. MILLENNIA, CONTROL DECK - DAY**

KOMMEL  
(icy, to the enemy)  
You're done for.

**78. EXT. SEA - DAY**

The collision is inevitable, Red is in a cold sweat, the submarine is about to hit the Millennium... but at the last second it dives! And it only grazes the ram!

**79. EXT. MILLENNIA, STEM - DAY**

The impact is very heavy anyway and Red is thrown into the sea.

CAPTAIN RED  
Aaahh!!

**80. EXT. SEA - DAY**

Grazed under the keel, the Millennium rears up, listing, making a sort of leap. The shipwrecked seamen of the Turtle think that the Millennium is about to fall on them!!! But the ship slumps back on the sea-surface slightly ahead of them, disappearing behind a huge water wall. As soon as the water wall falls, the Millennium seems to have disappeared, but it immediately reappears out of the water, coming out like a cetacean!

**81. INT. MILLENNIA, CONTROL DECK - DAY**

All the crew has been hurled to the ground, even though Kommel, with one hand, is still holding the helm. But as soon as he raises his eyes, he sees that the Millennium, out of control, is about to collide with the Mime, which is coming in that direction.

KOMMEL  
No!

And with determination he stands up again, pulls back the gearshift and rotates the helm at full speed.

**82. EXT. SEA - DAY**

Underwater, the propeller freezes, the rudder turns, while the Millennium is tacking, trying to avoid collision with the Mime...

**83. EXT. MIME, DECK - DAY**

Seeing the Millennium sailing into them, the SEAMEN on the deck of the Mime are terrified.

SEAMAN (B)  
(to the others) Goooo!

**84. EXT. SEA - DAY**

The stems of the two ships collide heavily and that of the Mime, frailer, blows up. BOOM!!

CAPTAIN RED, in bad shape but in good health, is watching the scene from the distance, amidst the waves.

**85. EXT. DECKS OF THE MILLENNIA AND THE MIME - DAY**

Many SEAMEN are taking care of the fire broken out on the Mime. The collision wasn't so bad and the situation is back under control. Beyond the windows of the Millennia, inside the control deck, KOMMEL is watching, impassive.

**86. EXT. SEA - DAY**

Captain Red realizes he is in a zone of the sea where a dark liquid is floating, and he checks it, smelling it.

CAPTAIN RED  
What's this? It must be the fuel of the submarine.  
What a strange fluid, it's odorless..

Red turns thoughtful...

FADE OUT

**87. EXT. SEA - TWILIGHT [01:20]**

The night is enveloping the placid sea, while the last dim lights of the day disappear below the horizon. The Millennia is proceeding calmly, without the ram. At the stem, a dim light comes through some large windows.

**88. STEM, LOWER HALL - TWILIGHT**

A large hall, with simple and elegant wooden furniture, is dimly lit by some candles. There's a wood stove too. In this evocative atmosphere, silence reigns, only broken by the washing of the waves. By the windows, watching the last lights of the day, is CAPTAIN RED's dark silhouette. Somebody KNOCKS at the door and the Captain turns.

CAPTAIN RED  
Come in.

JOSEPH enters, carrying a steaming cup which he hands to the Captain.

JOSEPH  
Boccaporto sends you this, you must still feel  
chilly after the bathe. He said the tea was special.

CAPTAIN RED  
An invention of his?

JOSEPH  
(nodding) Uh-uh.

CAPTAIN RED  
(sipping it) Thanks, it's very good.

Moments of silence go by, while the Captain sips his tea.

JOSEPH

You like this silence, don't you?

The Captain does not reply, but he watches the reflections on the cloudy tea in the cup.

CAPTAIN RED (OS)

I was thinking about our enemy, but the sea, while at war, is always cloudy...

JOSEPH

Where are we headed?

CAPTAIN RED

We're looking for the base of that submarine. Maybe there's an island not shown on the maps.

JOSEPH

What about our other ships?

CAPTAIN RED

They're helping the stricken ones. Even though the Millennia is damaged and the ram useless, we'll have to face the enemy alone.

JOSEPH

Captain, are you scared?

CAPTAIN RED

A bit.

The tea is still dark and gloomy, you can't see its bottom.

CAPTAIN RED (OS)

We know nothing about the enemy, I hope there are no surprises.

And, determined, he drinks the whole cup of tea, but reacts with disappointment when something anomalous remains in his mouth!

JOSEPH

Is everything alright?

CAPTAIN RED

(smiling) Thank Boccaporto for the tea...

And he puts into the boy's hand a bolt he just found into his mouth.

FADE OUT

**89. EXT. BAY OF THE STACKS - DAY [02:45]**

The Millennia is proceeding through a foggy and cold sea, reaching a place where high stacks appear, their tops lost into the fog. It looks like a mythological place, spooky, out of time.

**90. INT. CONTROL DECK - DAY**

In the cabin we find KOMMEL (at the helm), RED, NITRA and other officers at their action stations. Red is checking a nautical chart.

CAPTAIN RED

Admiral, there's no sign of this place on the map, it's a perfect hiding-place. Maybe that's it.

KOMMEL

Captain Red, go on a reconnaissance with the Longinos and sound the seabed.

**91. EXT. MILLENNIA, STERN - DAY**

With spectacular gear movements, panels and steam puffs, an armored speedboat gets out in the sea from the back of the Millennium; it has a kind of futuristic look. On the hull, the writing:

LONGINOS

Maneuvering this steamboat are CAPTAIN RED and BOCCAPORTO.

**92. EXT. BAY OF THE STACKS - DAY**

The speedboat proceeds through that calm sea, gray and silent, while the two men look around. Boccaporto measures the depth with a probe.

BOCCAPORTO

The water is only 26 feet deep here.

They pass close to some (a) rocks awash, which excite Boccaporto's curiosity;

**By an enormous stack**

The boat turns around an enormous stack, whose top is lost into the fog. It's a disturbing presence, which seems to let out a dull and millenary boom. Mysterious huge birds fly around the top. Captain Red checks it carefully.

BOCCAPORTO

(looking at the stack) Capitan, don't you feel out of place, you too? I mean... as a human being.

CAPITANO RED

(looking at the stack) Yes. It's very dangerous to interfere with this place.

Passing under a rock arch, the boat floats alongside, allowing Red to watch the waves breaking on the rocks.

CAPTAIN RED

Look, the low tide is coming. We'd better set sail before the Millennium gets stuck.

**93. INT. CONTROL DECK - DAY**

NITRA refers to KOMMEL the text of a radio message.

NITRA

Admiral Kommel, a radio message from the General Staff: "Meidan ships lost quadrants A4 and A5. Watch out. Stop". It's the area where the enemy submarine has struck.

The Admiral remains impassive, but he turns thoughtfully.

NITRA

If the enemy ships have been attacked too, whom is that submarine fighting for? Are they pirates? Or is the government hiding something?

KOMMEL

(without turning)

Major, you shut up.

**94. EXT. BAY OF THE STACKS - DAY**

The Longinos is going back, approaching the Millennium, in the area of the rocks awash, which have actually disappeared.

CAPTAIN RED

Boccaporto, weren't there some rocks awash here? But the tide is going down...

BOCCAPORTO

(pointing a bit ahead)  
Captain, we're unwanted guests. Those rocks are leaving, offended!

Three dark silhouettes (about 10 meters long) are actually moving through the fog, rising above the water!

CAPTAIN RED

(perplexed)

But those are...

**95. EXT. DECK OF THE MILLENNIA - DAY**

From the deck too some SEAMEN notice the three huge silhouettes moving on the water's surface.

SEAMEN A

(alarmed) Look! It's the submarine!

LIEUTENANT KAVE

(in the communication tube) Enemy on starboard!

**96. INT. CONTROL DECK - DAY**

While the ALARM is resounding, KOMMEL gives orders.

KOMMEL

5 inch cannons, fire at will!

**97. EXT. DECK OF THE MILLENNIA - DAY**

The light turrets on the right side of the Millennia pour a deadly rainfall of bullets towards the three moving rocks, hitting them. But among the rainfall of bullets comes the Longinos at full speed!

CAPTAIN RED

(to the Millennia, braving the bullets)  
STOOOOP!!!

BOCCAPORTO

(throwing himself down) He is nuts!

CAPTAIN RED

Stop! They are whales!

**98. INT. CONTROL DECK - DAY**

KOMMEL

Cease fire! We're wasting ammunition!

**99. CONTROL DECK - DAY**

The turrets stop shooting.

**100. EXT. BAY OF THE STACKS / LONGINOS - DAY**

RED and BOCCAPORTO reach the body of one of the three whale calves (about 10 meters long), who's deadly wounded, despite its very tough plate carapace. It's a strange cetacean, which the two men examine.

BOCCAPORTO

Captain, have you ever seen anything like this?

CAPTAIN RED

No. This rocky and sharp carapace looks like that of a dinosaur...(then, with a pitiful look) May your brothers forgive us...

Then he starts (being in) a cold sweat, noticing that a dark fluid is coming out of the animal's wound, and it's the same fluid Red found himself amidst while in the sea...

CAPTAIN

(alarmed) Let's get back on board at once!

BOCCAPORTO

(surprised) What's the matter with you?

The Captain operates the steam engine at full power, producing a huge steam puff, and rotates the helm.

CAPTAIN RED

(maneuvering, excited)

Quick, tell the Millennia to set sail immediately!

The Longinos is zooming at full power towards the Millennia, while Boccaporto sends a Morse message with a signaling lamp.

BOCCAPORTO

Captain, why so much fuss over a whale calf?

CAPTAIN RED

That was a calf and we killed it!

BOCCAPORTO

So what?

All of a sudden, in front of them, the mother of those calves comes mightily out of the water, like a furious killer whale! A giant prehistoric narwhal, as big as the Millennia! On its muzzle, it has got a sort of rock horn. And rises high up like a skyscraper! That's the mysterious "submarine"!

BOCCAPORTO

(frozen by fear) Oh boy...

**101. INT. CONTROL DECK - DAY [03:45]**

KOMMEL, seeing the giant cetacean, is dismayed too. Nitra, incredulous, lets a glass slip from her hand.

**102. EXT. BAY OF THE STACKS / LONGINOS - DAY**

The cetacean falls back heavily into the water, producing a huge wave, which gives the Longinos a hard time. And while we hear the ALARM given on board of the Millennia, the speedboat starts again at full speed, but it is about to be crushed by the animal's huge tail...

BOCCAPORTO

(frightened)

It's beneath us!

But Red clenches his teeth and, with spectacular maneuvers dodges the animal's tail, passes over it and reaches the Millennia.

**103. EXT. MILLENNIA - DAY**

While we hear the HORN of the Millennia, the chimneys puff black smoke at full

power and the anchor is weighed.

**104. EXT. DECK OF THE MILLENNIA - DAY**

RED and BOCCAPORTO are running down the deck, while the cetacean is aiming at the ship. The impact is strong, causes the two men to fall on the floor and overturns many objects.

CAPTAIN RED

Aahh!!

**105. INT. CONTROL DECK - DAY**

KOMMEL, at the helm, moves the gearshift, almost thrilled by the great challenge.

KOMMEL

A monster won't stop me. Full speed ahead!

**106. EXT. BAY OF THE STACKS - DAY**

Underwater, the propeller starts turning quickly and the Millennium sails powerfully, raising two high waves.

**107. INT. CONTROL DECK - DAY**

There's tension in the cabin. NITRA is beside KOMMEL, who's steering the helm.

NITRA

Watch out, Admiral, the water is not deep here.

KOMMEL

(flat, while tacking)

I know!

**108. EXT. UNDERWATER - DAY**

The keel of the Millennium glances off an underwater rock.

**109. INT. CONTROL DECK - DAY**

Due to the impact, the whole cabin shakes, giving those present a hard time.

**110. EXT. BAY OF THE STACKS - DAY**

The cetacean comes out of the sea again, cutting across the path of the Millennium.

**111. INT. CONTROL DECK - DAY**

Kommel tacks completely to the opposite side in order to avoid the sea monster.

**112. EXT. BAY OF THE STACKS - DAY**

The Millennium avoids the cetacean by an inch.

**113. INT. CONTROL DECK - DAY**

KOMMEL

All the turrets: shoot on sight at the enemy!

**114. INT. LIGHT ARTILLERY TURRET - DAY**

A gunner keeps firing shots with a small cannon.

**115. EXT. BAY OF THE STACKS - DAY**

The Millennia zooms beside the cetacean (on the water's surface), firing from several turrets. Many shots fall around the animal, but without worrying it. But the Millennia is about to crash against a stack!

**116. INT. CONTROL DECK - DAY**

KOMMEL realizes it and tacks, alarmed!

**117. EXT. BAY OF THE STACKS - DAY**

The Millennia avoids the stack (which interposes between the ship and the cetacean) by an inch and remains behind.

**118. INT. CONTROL DECK - DAY**

KOMMEL  
(raging)  
4G engines, 200 revs! Maximum power!

**119. INT. ENGINE ROOM - DAY**

BOCCAPORTO, beside other ENGINEERS, gets worried for a moment. Then he unlocks a valve with determination, while the engines run at high speed.

**120. EXT. SIGHTING TURRET - DAY**

JOSEPH spots the sea monster ahead of the ship, quite far away, beyond a small stack.

JOSEPH  
It's coming back! It's aiming at us!

**121. INT. CONTROL DECK - DAY**

KOMMEL  
12-inch cannons: fire!

**122. EXT. MILLENNIA - DAY**

The ironclad is sailing fast, while the big cannons are shooting at the monster.

**123. EXT. BAY OF THE STACKS - DAY**

The cetacean is hit by the rainfall of bombs, in a chaos of splashes and explosions, but it's proceeding full ahead!

**124. INT. CONTROL DECK - DAY**

A shudder of fear runs down Kommel's spine...

KOMMEL  
It's unstoppable...

CAPTAIN RED breaks in (on) the control deck

CAPTAIN RED  
Admiral, shoot at the stack!

KOMMEL  
(guessing the tactic)  
Fire on the stack, on the left side!

125. EXT. MILLENNIA - DAY

Two cannons fire.

126. EXT. BAY OF THE STACKS - DAY

Hit at half height, on the left, the higher part of the stack collapses on one side, right before the cetacean, which loudly impacts against it, raising two huge columns of water.

127. INT. CONTROL DECK - DAY

KOMMEL  
(satisfied) Let's hunt it!

And he tacks with the helm.

128. EXT. BAY OF THE STACKS - DAY

The Millennia quickly reaches the stack, where the monster has stopped.

129. INT. CONTROL DECK - DAY

KOMMEL maneuvers the helm watching that spot in the sea.

KOMMEL  
(bragging)  
Now we'll see if you still feel like running..

130. EXT. BAY OF THE STACKS - DAY

All of a sudden, a huge splash of water rises! The monster is back afloat again! And it's attacking the stem of the Millennia!

131. INT. CONTROL DECK - DAY

KOMMEL, alarmed, makes an abrupt maneuver!

132. EXT. BAY OF THE STACKS - DAY

The Millennia speeds up abruptly and the monster, like a raging bull, only manages to eradicate one of the two rudders!

133. INT. CONTROL DECK - DAY

CAPTAIN RED  
(to Kommel) It's following us!

KOMMEL  
4G engines, power overload!

CAPTAIN RED  
(objecting) They'll blow up!

**134. INT. ENGINE ROOM - DAY**

BOCCAPORTO, excited, is maneuvering some controls, while the engine dangerously vibrates and puffs and the pressure gauge explodes.

BOCCAPORTO  
It's out of control!

**135. EXT. BAY OF THE STACKS - DAY**

The chase is wild! The cetacean is about to reach the stern of the Millennia!

**136. INT. CONTROL DECK - DAY**

KOMMEL  
Nitra, curtain of mines aft!

**137. EXT. MILLENNIA, STERN - DAY**

Some panels open up and steam mechanisms throw dozens mines in the water.

**138. INT. CONTROL DECK - DAY**

CAPTAIN RED takes a personal initiative, speaking into the communication pipe.

CAPTAIN RED  
Engine room, immediate evacuation!

KOMMEL  
(reproaching him) Captain!

**139. EXT. BAY OF THE STACKS - DAY**

Underwater, the mines blow up upon impacting very heavily with the cetacean's muzzle, causing a great explosion on the surface!

**140. INT. ENGINE ROOM - DAY**

BOCCAPORTO and other ENGINEERS flee from the engine room, while the engines explode, hurling them to the floor.

ENGINEERS  
AAAAHH!!!

**141. EXT. MILLENNIA - DAY**

The explosion of the engine room uproots a part of the stern of the Millennia, which, due to the high speed, lists, losing control and heeling. And it heads at full speed towards some rocks awash!

**142. INT. CONTROL ROOM - DAY**

KOMMEL tries a desperate tacking.

KOMMEL  
Noo!!

**143. EXT. BAY OF THE STACKS - DAY**

The Millennia heavily collides with these low rocks...

**144. INT. CONTROL ROOM - DAY**

While the cabin is all shaking, KOMMEL can hardly hold the helm.

**145. EXT. BAY OF THE STACKS - DAY**

The Millennia stops, stuck. The race has ended.

**146. INT. CONTROL ROOM - DAY**

KOMMEL has got an angry reaction.

KOMMEL  
Get stranded, dammit...

**147. EXT. SIGHTING TURRET - DAY**

Alarmed, JOSEPH notices that the monster is surfacing not far from the ship.

JOSEPH  
Watch out! It's beside us!...

**148. INT. CONTROL ROOM - DAY**

JOSEPH (THROUGH THE COMMUNICATION PIPE)  
It's attacking us!

CAPTAIN RED, without alarming himself, watches the monster through the window.

CAPTAIN RED  
No, it's dying...

**149. EXT. SIGHTING TURRET - DAY**

JOSEPH takes a better look.

**150. EXT. DECK OF THE MILLENNIA - DAY**

Captain Red runs up to the deck too, in order to take a better look at the monster.

**151. EXT. BAY OF THE STACKS / DECK OF THE MILLENNIA - DAY**

After exchanging a look with CAPTAIN RED, the wounded monster falls down into the abyss like a dead weight, leaving a large wake of dark liquid, its blood.

**152. EXT. ARTILLERY TURRET - DAY**

The GUNNERS hear through the communication pipe the Admiral's announcement:

KOMMEL (THROUGH THE COMMUNICATION PIPE)  
Enemy down.

GUNNERS  
(rejoicing) YEEEEHHH!

**153. INT. CONTROL ROOM - DAY**

The MEN IN CHARGE OF THE CONTROLS rejoice too, while Nitra smiles, pleased.

MEN IN CHARGE OF THE CONTROLS  
YEEEEAAHHH!

**154. INT. CORRIDOR BY THE ENGINE ROOM – DAY**

BOCCAPORTO and the other ENGINEERS, although in bad shape, get up again, glad to be still alive after the explosion.

**155. INT. CONTROL ROOM – DAY [02:40]**

KOMMEL keeps a severe tone while addressing the Captain.

KOMMEL

Captain, don't you ever dare to contradict my orders again.

But Captain Red does not reply, because he's watching, worried, a dark silhouette that's appearing through the fog, a bit further ahead. Nitra intervenes.

NITRA

Admiral, we've got 10 hours to fix the engines and take advantage of the high tide to... (she stops)

Actually, Kommel is not listening to her either, as he watches the same silhouette with growing anxiety.

**156. EXT. SIGHTING TURRET – DAY**

JOSEPH is watching with anxiety that silhouette in the fog too.

JOSEPH

(in a cold sweat) The monster is back...

**157. INT. CONTROL ROOM – DAY**

KOMMEL

(alarmed) It's an ironclad from Meidan!

CAPTAIN RED

(to himself) Chasing the monster too...

**158. EXT. SIGHTING TURRET – DAY**

JOSEPH sees a triple broadside coming from the enemy ship, which now can be clearly made out.

JOSEPH

(frightened) It saw us!

And two out of the three broadsides hit the ship, one close to Joseph.

JOSEPH

AAAHHH!!

**159. INT. CONTROL ROOM – DAY**

KOMMEL

Counterattack! Fire at will!

160. INT. ARTILLERY TURRET - DAY

A GUNNER fires.

161. EXT. DECK OF THE MILLENNIA - DAY

Several turrets on the Millennium shoot.

162. EXT. BAY OF THE STACKS - DAY

The Meidan ship sails fast, avoiding the bullets from the Millennium, which fall in the water, and, at the same time, it launches more deadly broadsides.

163. EXT. DECK OF THE MILLENNIA - DAY

The Millennium is hit with no mercy, there are explosions everywhere.

164. INT. LIGHT ARTILLERY TURRETS - DAY

An explosion destroys an emplacement of light artillery turrets, knocking down a number of SOLDIERS.

165. INT. WORK ROOM - DAY

Another explosion enters an inner area of the ship, knocking down more SOLDIERS.

SOLDIERS

AAAAHH!!

166. INT. CONTROL DECK - DAY

Another explosion tears a part of the control deck apart, throwing on the floor the dead bodies of some MEN. One of them falls before CAPTAIN RED (who's been thrown on the floor as well). KOMMEL gets up again, wounded and furious.

KOMMEL

We're too easy a target...

167. INT. MEIDAN SHIP, CONTROL DECK - DAY

The ENEMY CAPTAIN is giving orders to his OFFICERS

ENEMY CAPTAIN

(merciless) Let's finish them off. Torpedo 3, 5 and 7, fire!

168. EXT. BAY OF THE STACKS - DAY

Three torpedoes blast off the deck of the enemy ironclad, relentlessly heading for the Millennium.

169. INT. MILLENNIA, CONTROL DECK - DAY

NITRA

Admiral, all cannons unserviceable. Fires in sectors C, D and H!

RED, with the dignity of one who's looking death in the face, watches the torpedoes approaching.

CAPTAIN  
Torpedoes on the starboard side. Impact in 10 seconds.

Nitra and Kommel are in a cold sweat...

**170. INT. CORRIDOR OF THE ENGINE ROOM - DAY**

Also BOCCAPORTO senses that death is close at hand...

**171. EXT. SIGHTING TURRET - DAY**

JOSEPH watches the torpedoes which are now very close, but then reacts because a dark shadow is under them...

JOSEPH  
What the...

**172. EXT. BAY OF THE STACKS - DAY**

And the cetacean powerfully jumps out of the sea, biting with its mighty jaws the torpedoes, which explode between its teeth.

**173. INT. MEIDAN SHIP, CONTROL DECK - DAY**

The ENEMY CAPTAIN can't believe his eyes.

ENEMY CAPTAIN  
That's not possible...

**174. EXT. BAY OF THE STACKS - DAY**

The cetacean falls back heavily, while the smoke of the explosions clear away.

**175. INT. MEIDAN SHIP, CONTROL DECK - DAY**

ENEMY CAPTAIN  
Cease fire!

**176. EXT. SIGHTING TURRET - DAY**

Dumbfounded, JOSEPH watches the monster peacefully approaching the Millennia.

**177. EXT. MILLENNIA, BULWARKS' DECK - DAY**

CAPTAIN RED is on the edge of the ship. The monster approaches him, it came for him. While Kommel, Nitra and other soldiers watch the scene, the monster (mortally wounded) and the Captain exchange a long look, intense and soulful, which ends with the Captain's words, evidently replying to a message from the animal.

CAPTAIN RED  
(to the cetacean) ...thanks to you. I'm sorry...

And the huge creature, now surrounded by a large stain of dark fluid, slowly withdraws, disappearing for good underwater.

**178. EXT. MEIDAN SHIP, DECK - DAY**

Dumbfounded, the Enemy Captain is also watching what's happening.

**179. EXT. BAY OF THE STACKS - DAY**

In pictorial fixed shots: the Meidan ironclad, after approaching the Millennia, sends to it some lifeboats. From the decks of their respective ships, the Captain of Meidan salutes, reciprocated by Kommel, Red and Nitra. In the end, the Meidan ship leaves.

NARRATOR (VO)

Realizing it wasn't time to fight anymore, the Captain of Meidan sent aid and medicines to the enemy ship. With the high tide, the Millennia would have soon set sail again with the emergency engine and one day, not too far away, the battle would have resumed again.

No one ever knew why that prehistoric cetacean only attacked warships...

FADE OUT

THE END