

"The Trojan KORPS"

by

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MI HIGH

Script

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1

**THROWBACK: MAIN EVENTS OF EPISODE 1**

1

Caption appears as if typed: "Previously on MI HIGH"

The GM captured, "KORPS is rising", the new team together.

CUT TO:

2

**INT. THE BUNKER - DAY 2**

2

In virtual darkness, FRANK, ZOE, ANEISHA, DAN and TOM enter. FRANK's holding the torn off KORPS insignia from episode one.

FRANK

Last time I saw one of these KORPS insignias I was working down here in our old MI9 war room. We used to call this place the Bunker.

FRANK turns on a few dim lights, revealing a large, defunct MI9 operations centre. In the semi-darkness it looks like a mothballed NASA mission control centre.

FRANK (CONT'D)

At the height of the secret world war with KORPS, we had one hundred and fifty agents working here, with over two hundred similar bases in other countries... even then it was a close run thing.

DAN taps a wall with a metallic clank.

DAN

Titanium?

FRANK

Yes, the whole place is a fortress - right underneath MI9 HQ.

TOM has been nosing around a desk - he finds an old computer.

TOM

Dinosaur alert! How old is this stuff. Did a caveman sit here?

FRANK

That was my desk.

FRANK picks up some battered old bits of electrical junk piled up by his dusty old desk. All marked with a big "O".

FRANK (CONT'D)

Ah, the circle mystery: a ton of KORPS junk I collected, all marked the same way. Never did find out why. Probably just how they marked their trash.

He drops it with a laugh. ZOE picks up a photo that's blue-tacked to the screen. It's of FRANK and a GIRL.

ZOE  
This girl you're with looks a lot like Stella.

ANEISHA  
Fraaank was Stella your girlfriend?

The SPIES giggle. FRANK goes red and snatches the photo back.

FRANK  
Focus, please!

DAN  
We get it. KORPS was a big deal. But come on, they're really just the old version of SKUL.

TOM  
And look what we did to SKUL! Bosh!

FRANK  
You're not getting it at all. Look, this is SKUL.

FRANK hits a grimy old light switch and a spotlight hits a section of the wall showing a diagram of SKUL's organisation. It has photos for various captains (i.e. some of the villains from previous series) and the GM at the top.

FRANK (CONT'D)  
And this... is KORPS.

FRANK lights up the rest of the wall, revealing SKUL is just one small part of a vast organisation made up of many similar groups... TORSO, SPINE, MUSCLE, THE EYE, KLAVIKLE, FIST, SKAPULA, NOSTRIL, etc.

ANEISHA  
Woah!

ZOE  
The voice we heard in the message on the laptop said they were back.

FRANK  
And I'm telling you it's not possible. I saw them destroyed. They're never coming back.

CUT TO:

3

**INT. PITCH BLACK, LOCATION UNKNOWN - DAY 1**

3

CAPTION: "24 Hours earlier - location unknown"

SFX Brief low static of a radio signal.

CRIME MINISTER  
Odysseus, awake.

SFX a low hum, then two red lights flicker into life in the dark, like eyes.

CUT TO:

**TITLES**

4

**INT. THE BUNKER - DAY 2**

4

The SPIES are inspecting the diagram. There are photos of all the section leaders. Each either has a red cross through it or "Captured" stamped over the top... except for the GM.

FRANK  
The Grandmaster was the only enemy leader to escape in the final days of the war with KORPS.

DAN  
How do these two fit in?

DAN is standing on a desk and pointing to two photos placed above the diagram (a clear photo of the CRIME MINISTER and surveillance shot of THE MASTER MIND to match how he looks if seen in flashbacks in later episodes). The others explore the room as they talk - wiping dust off desks and fiddling with some of the antiquated electronics like massive old mobile phones.

FRANK  
The bosses. That's the Master Mind and his deputy, the Crime Minister.

ANEISHA  
The Master Mind? Not, like the voice we heard on the recording?

FRANK  
It did sound like him but no. It can't have been. These two are both dead.

TOM  
Do all super-villains have weird names?

FRANK  
This one is no joke. He makes the Grandmaster look harmless. No-one ever saw him until the final battle at KORPS HQ. The Crime Minister used to pass on his orders, running the organisation for him.

ZOE

Why are you so sure they're dead?

FRANK

Because it was... I saw...

(Frank won't complete the  
thought)

Just trust me. I was there. Whoever  
this new lot are, they can't be  
KORPS.

ANEISHA

Then who?

FRANK

Some copycat group. The question is  
who'd have enough knowledge and  
resources to create a convincing  
fake of a global organisation like  
KORPS?

The door bursts open and STELLA strides in with TWO MI9  
SECURITY GUARDS.

STELLA

This area is off limits!

TOM snatches the photo of Frank and Stella and waves it.

TOM

Trying to hide the evidence?

FRANK

Stella, I haven't said a word.

STELLA

I don't care about ancient history!  
I've got a massive PR disaster on  
my hands right now and the last  
thing I need is you poking around  
restricted areas!

DAN

What's happened?

CUT TO:

5

**EXT. SUBURBAN HOUSE, NEWS ITEM - DAY 2**

5

JENNY LANE addresses the camera outside a suburban terrace -  
a very old lady stands next to her, waving throughout.

JENNY LANE

It was a tip off that led MI9 agents to this house where they arrested one hundred and twenty six year old grandmother Phyllis Humm for running an illegal international prize fighting club. Mrs Humm was also accused of being the current heavyweight champion. Following a gruelling interrogation Britain's oldest woman was released with an apology. An embarrassing day for MI9. This is Jenny Lane reporting.

(to PHYLLIS)

Please stop doing that.

The news item blinks off revealing it was being watched on -

CUT TO:

6

**INT. THE BUNKER - DAY 2**

6

- TOM's laptop.

TOM

Ow! No wonder she's in a bad mood.

ANEISHA

Yeah, and I thought it was because Frank dumped her.

STELLA

I want you all out of here at once! And he didn't dump me. I dumped him!

ANEISHA

(grinning at Frank)

So she was your girlfriend.

STELLA storms out. The AGENTS try not to giggle.

CUT TO:

7

**INT. ST HEART'S, FOYER - DAY 2**

7

ANEISHA, DAN and TOM are talking - while a few metres away, MELISSA is with ZOE.

ANEISHA

I know Frank wants us to look into copycats but it's got to be worth considering that it might be the real KORPS... even he admits it sounds like the Master Mind on the tape.

TOM

Easy enough to fake a recording. I made a recording of you saying "I love you" and left it on Roly's phone. Took me two minutes.

ANEISHA

So THAT's why he keeps looking at me funny! Tom, I'm going to dedicate the rest of my life to getting you back.

TOM

I'd expect nothing less.

DAN

We should trust Frank's judgement on the copycats - he's been doing this a lot longer than we have.

ANEISHA

Uh-oh...

ANEISHA has spotted ZOE writing something on MELISSA's clipboard. ANEISHA intervenes and takes the clipboard.

ANEISHA (CONT'D)

She's not interested.

ZOE

I am. It's great, I've never done any of this stuff before.

ANEISHA

You don't know how lucky you are!  
(looking at the form)  
Chess Club, Gardening Club, Brass Band, Jazz Band, Choir - that *ought* to be 'banned'. You're about to sign up to twenty three clubs. You'd have to be a maniac to join that many!

MELISSA

I'm a member of all those clubs!

ANEISHA

(seriously to ZOE)  
Do you see what I'm saying?

ROLY walks round the corner, doesn't see MELISSA.

ROLY

Hey look! I can fit a whole doughnut in my mouth.

ROLY attempts to shove a whole jam doughnut in his mouth.

ROLY (CONT'D)  
(mouth full)  
All right, Neisha.

He winks at her.

ANEISHA  
OK. Roly, I didn't send you that  
message.

ROLY  
(knowing, still chewing)  
Of course you didn't.

He winks again. ANEISHA gives TOM a dirty look. He stifles a  
laugh. MELISSA emerges from where she's been obscured by the  
others.

MELISSA  
Roly! Remember, you said you'd join  
Chess Club.

ROLY  
(muffled)  
Uh-oh.

ROLY runs for it, pursued by MELISSA waving her clipboard.

CUT TO:

8

**INT. ST HEART'S, CORRIDOR - DAY 2**

8

BYRON is putting up a robust defence in the face of a ticking  
off from MR McNAB, who's holding his guitar. ROLY and MELISSA  
run through during the exchange.

MR MCNAB  
Detention every day this week!

BYRON  
You're accusing me with no proof!  
This is exactly what MI9 did to  
that granny! How do you know it was  
me?

MR MCNAB  
(reading a note)  
"Floppy-haired idiot with a guitar"

BYRON  
That could be anyone!

MR MCNAB  
"He scared our cat singing his  
dreadful song 'My name is By-ron,  
They say I sound like a siren.'"

BYRON

Yeah, well, how was I supposed to know there's no music in the playground.

MR MCNAB

There are signs saying "no music" everywhere!

BYRON

No there aren't. They've all gone.

MCNAB

What? Somebody took down the signs! When I find out who did that I'll -

- MR FLATLEY walks past with a bunch of "No Music" signs under his arm.

MR FLATLEY

Wonderful singing in the playground Byron. Keep up the good work.

He exits. BYRON grins and holds out his hand. MCNAB barely controls his anger as he hands over the guitar.

CUT TO:

9

**INT. ST HEART'S, CLASSROOM - DAY 2**

9

MELISSA has ROLY cornered at the back and is making him sign something when the SPIES enter. MR FLATLEY is at the front.

MR FLATLEY

Zoe! Welcome to St Heart's. I hope you have a creative and educationally rewarding time here.

ZOE

Me too Mr Flatley! I'm really looking forward to it. School's so exciting! Can I sit at the front?

DAN and TOM are watching.

DAN

She's funny.

TOM

Weird, you mean.

MR FLATLEY

Erm... yes... I don't see why not. Great. Wonderful. How refreshing!

He's so excited that he addresses the class. Unseen by him the SPIES' communicators flash and they slip back out.



12 **INT. KORPS HQ - DAY 2** 12

Over the shoulder shot of the CRIME MINISTER (so she isn't identified) speaking to a dark screen with just red eyes.

CRIME MINISTER  
Thank you, Odysseus. The systems  
are breached. Assault team, you  
have a green light.

CUT TO:

13 **INT. VAULT 12 - DAY 2** 13

An impressive modern secure facility - lots of cameras and computerised door panels. DAN, ZOE and ANEISHA are checking systems as they walk along a long corridor - nothing so far.

DAN  
This one's clear.

ANEISHA  
What's a "Global Vaporiser"? Sounds  
like one of Tom's stupid games.

ZOE  
I've read about it. It was a KORPS  
experiment to create a weapon that  
simultaneously destroyed every  
ocean and sea on the planet.

TOM (OVER EARPIECE)  
To be fair, that does sound a bit  
like one of my stupid games. It'd  
be called "Dry-mageddon"!

<SFX negative sounding computer game noise! Over earpiece>

COMPUTER VOICE (OVER EARPIECE)  
Game over!

TOM (OVER EARPIECE)  
Oh what!

The SPIES look at each other and roll their eyes grinning.

FRANK (OVER EARPIECE)  
Tom! Are you playing a game while  
we're working?

TOM (OVER EARPIECE)  
No! Well, not any more.

The SPIES have moved on to the next door.

ANEISHA  
So come on then, what's an  
"Alchemical Transmuter?"

FRANK (OVER EARPIECE)  
This one's classified I'm afraid,  
Aneisha.

TOM (OVER EARPIECE)  
It's a machine that creates  
synthetic metal.

FRANK (OVER EARPIECE)  
Tom!

ANEISHA  
What's so great about that?

ZOE  
Gold's a metal - with a limitless  
amount of gold you could destroy  
the world economy in hours.

TOM (OVER EARPIECE)  
Er, yeah, what she said.

FRANK (OVER EARPIECE)  
OK team. The readings are fine. I  
think we can call this off.

They head for the exit but stop when TOM speaks.

TOM (OVER EARPIECE)  
Hang on. What was that last one?

DAN uses an electronic reader to test the wall panel.

DAN  
The heat is point two percent up.

FRANK (OVER EARPIECE)  
That's only just outside the margin  
of error - let's call it a day.

TOM (OVER EARPIECE)  
The room's one hundred and twenty  
five cubic metres and kept at a  
constant temperature of twenty two  
degrees. To raise the temp point  
two percent you'd need a five  
hundred watt three-bar heater or  
exactly -

ZOE  
- Three human bodies. But we're not  
in the room.

DAN  
Right. So someone else is! The  
building's under attack!

ZOE starts punching codes into the door panel - but it rejects each code with a negative sounding 'boink'.

ZOE  
They've blocked access from inside!

ANEISHA  
OK, let's do it the old fashioned way. Watch this Zoe. This is how to be an action chick!

She kicks the door. It doesn't move.

ANEISHA (CONT'D)  
OK! Ow!

ZOE  
It's a grade seven fused metra-sealed door - you can't *kick* it open.

ANEISHA  
I know that *now*!

DAN yanks the panel off and looks at it.

DAN  
I need calcium, carbon and polyisobutylene.

ANEISHA  
Then you should have brought a chemistry set with you.

ZOE  
Eyeliner and chewing gum?

DAN  
(impressed)  
Exactly.

ANEISHA  
OK. I can do that.

ANEISHA hands over her eyeliner and some chewing gum. DAN mixes them together and shoves them in the panel.

DAN  
Together they create a corrosive compound that...

There's a fusing sound and a whoosh as the door unseals.

DAN (CONT'D)  
Now you can kick it in.

ANEISHA  
I've only got one good foot left!

ZOE kicks the door in and enters...

CUT TO:

14      **INT. VAULT 12, SECURITY ROOM "E" - DAY 2**      14

Spartan secure room with a display case in the centre and big 'E' on the wall. 2 MASKED TORSO AGENTS are lowering a device (like a souped-up microwave) to a THIRD MAN, half way down an access panel in the floor. The TWO TORSO AGENTS with the device back off as ZOE skids across the floor in a karate pose. She knocks out the THIRD MAN in the hole, who slumps. The remaining TWO TORSO AGENTS look nervous. \*

ANEISHA

Do you mind just giving up, because my foot really hurts and I'd rather not kick anything else today.

The TWO TORSO AGENTS put the device down and strike action poses. \*

ANEISHA (CONT'D)

Your choice.

DAN and ANEISHA strike action poses. ZOE pops up behind the TORSO AGENTS and bangs their heads together. They collapse. \*

ANEISHA (CONT'D)

She knows we could have taken them, right?

DAN

(into communicator)  
Enemy incapacitated, device secure.

CUT TO:

15      **INT. ST HEART'S, SPY BASE - DAY 2**      15

FRANK and TOM are listening on earpieces. TOM's looking at his screen, concerned.

FRANK

Well done, agents! Great work.

TOM

Erm... not so much. One of the other rooms got hit too.

CUT TO:

16      **INT. VAULT 12, SECURITY ROOM "D" - DAY 2**      16

Identical room to Security room E. But with a big 'D' on the wall. The room is empty. There's an open hatch in the floor.

TOM (O.S.)  
They took the Global Vaporiser.

CUT TO:

17

**INT. ST HEART'S, SPY BASE - DAY 2**

17

The AGENTS are sitting around, depressed. FRANK is debriefing them, using a handheld iPad style device.

FRANK  
I was in on the interrogation. The operatives you caught wouldn't talk.

ZOE  
Well, we know who they work for.

ANEISHA  
Very unfashionable suits with TORSO symbols all over them. Trust me, no one would wear one of those if they didn't have to. \*

DAN  
TORSO were a part of KORPS just like SKUL. It all leads back to KORPS again. \*

FRANK  
We've been through this. I don't know who we're fighting but it's not KORPS.

DAN grabs a TORSO mask off the desk, along with the KORPS insignia from episode 1. \*

DAN  
Frank... TORSO, SKUL, KORPS, we've seen them, fought them; we even captured two of them. We've got their badges, their uniforms and we've heard the Master Mind's voice. Why won't you even consider the possibility that this is KORPS? \*

FRANK slams the iPad device down on the table, breaking it. The agents are shocked.

FRANK  
(emotionally)  
Because I was there! I lead the MI9 team in the final battle with KORPS. One of the enemy superweapons blew up.  
(MORE)

FRANK (CONT'D)

The explosion was so great they had to identify the Master Mind using DNA - they never even found the body of the Crime Minister. I was the only one to get out of that building alive!

ANEISHA

Frank, isn't it possible that -

ZOE

- Hang on. The 'only' one? What happened to the rest of the MI9 team?

FRANK wipes away a tear as he tries in vain to put the iPad type thing back together.

FRANK

(looks at the ground)  
I lost a lot of friends that day. If KORPS weren't totally destroyed - then my team died for nothing!

DAN and ANEISHA exchange a look, they think he's wrong but they understand him better now. TOM is working at his computer. He jumps up, concerned.

TOM

No no no - this is all wrong. The only way to access that floor hatch in Vault Twelve is with internal MI9 access.

DAN grabs some papers from a desk and flicks through them.

DAN

There was evidence the bad tip off about Mrs Humm came from inside MI9 too. I assumed it was a mistake.

FRANK

Could a traitor inside MI9 be behind all this? Who'd know enough about KORPS to pull it off? Apart from Stella and me of course. Still it does make sense.

TOM

Imagine if the press get hold of this traitor thing on top of the Mrs Humm thing.

ANEISHA

They already have.

She swings a monitor round to show them a live news item.

CUT TO:

18

**EXT. MI9 HEADQUARTERS, NEWS ITEM - DAY 2**

18

JENNY LANE is outside MI9 Headquarters talking to camera.

JENNY LANE

A missing super-weapon and MI9 in crisis. We've just learned that this looks like an inside job.

STELLA comes out of a door, behind JENNY sees her and tries to walk by quickly without being noticed. JENNY stops her.

JENNY LANE (CONT'D)

I'm just going to try and get a word with this MI9 official.

(shouting at STELLA)

Excuse me? How do you feel about calls for MI9 to be withdrawn from security at tomorrow's World Leaders Conference?

STELLA

It's business as usual.

JENNY LANE

How can you carry on when you can't even trust your own operatives?

STELLA

(looking daggers)

No comment.

CUT TO:

19

**INT. ST HEART'S, SPY BASE - DAY 2**

19

FRANK and the TEAM are watching this on the screen.

ANEISHA

That reporter really winds me up.

FRANK

She's just doing her job.

DAN

I don't like this. If we've got a traitor inside our organisation - how do we know they won't be in Stella's security detail at the conference?

FRANK

We don't. But I'm sure Stella can handle it.

ZOE

We should give her some covert back  
up - just to be on the safe side.

DAN, TOM and ANEISHA nod. They look to FRANK, who reluctantly  
nods his assent.

ANEISHA

Cool - disguises.

CUT TO:

20

**INT. UN BUILDING, CONFERENCE ROOM - DAY 3**

20

An official room with flags and DIGNITARIES. STELLA and her  
SECURITY PEOPLE are being vigilant. Our SPIES enter in loud  
national costumes - disguised by beards, wigs etc.

FRANK (OVER EARPIECE)

Remember team - keep a low profile.

TOM (OVER EARPIECE)

Yeah, good luck with that in those  
outfits.

ANEISHA

Thanks Tom.

DAN

Focus on the mission everyone.  
We've got a lot of people to  
protect and a dangerous superweapon  
to find.

ZOE

Actually it's not that dangerous.

DAN

What do you mean?

ZOE

I was reading up about the Global  
Vaporiser. MI9 techs found it  
needed an infinite amount of power  
to work. And that's impossible  
according to the laws of physics.  
So the device doesn't work.

ANEISHA

I guess the thief didn't know that.

ZOE

An MI9 traitor would have known.

DAN

Yeah and there's something else  
that worries me.

(MORE)

DAN (CONT'D)

Frank said there aren't many MI9 agents who could be behind this.

ANEISHA

So?

DAN

Well, one of them is running security today.

ANEISHA

No way. Frank would say something if he thought it could be Stella.

DAN

They've got history. Maybe he's letting his emotions cloud his judgement. I say we keep an eye on Stella, just in case.

ANEISHA

(grins)

Can you imagine them kissing? Weird!

TOM (OVER EARPIECE)

Erm guys, remember Frank can hear everything you say! I had to cut out his earpiece for most of that!

FRANK (OVER EARPIECE)

I'm back - sorry - some kind of malfunction with my earpiece.

ANEISHA

There's that awful Jenny Lane. Look at her smiling at Stella - she's so fake.

JENNY smiles at STELLA who gives her a dirty look.

DAN

If anything goes wrong, it'll be on the telly.

ZOE

Nothing will go wrong - I counted fourteen MI9 agents, plus us.

TOM (OVER EARPIECE)

Fourteen? We've got a problem.

FRANK (OVER EARPIECE)

Tom's right, only twelve were assigned! We've got two unidentifieds in the room.

DAN  
Let's keep this quiet - we don't  
want to start a panic!

The AGENTS study the room.

ANEISHA  
How do we know who's who?

TOM (OVER EARPIECE)  
Hold on, this worked before - I'll  
send feedback down the MI9 audio  
system.

SFX Harsh buzz. STELLA and another AGENT react in pain. By another door, TWO FAKE MI9 AGENTS (including a LEAD HENCHMAN), don't react at all. They follow a WORLD LEADER out of the room.

DAN  
There! Zoe with me. Neesh stay  
here, there may be more of them.

ZOE and DAN follow THE TWO FAKE AGENTS out. JENNY LANE spots this little procession and, sensing a story, she follows.

CUT TO:

21

**INT. UN BUILDING, CORRIDOR - DAY 3**

21

As ZOE and DAN enter the corridor they see the TWO FAKE AGENTS are now dragging the unconscious WORLD LEADER.

DAN  
Stop!

As DAN and ZOE run forward, we see JENNY LANE emerge behind them. The TWO FAKE AGENTS back away using the prone LEADER as a human shield. As DAN and ZOE arrive, the FAKE AGENTS shove him towards them. They have to catch him to stop him falling and hurting himself. Then the FAKE AGENTS attack.

DAN and ZOE manipulate the WORLD LEADER's arms to fight back - like a Kung Fu doll. ZOE surprisingly uses one of the LEADER's legs to kick and knock out a FAKE AGENT. ZOE leaves DAN to hold up the LEADER and engages the remaining LEAD HENCHMAN. She fights like a martial arts wizard and is forcing the LEAD HENCHMAN back.

It looks like it's all over... when the LEAD HENCHMAN manages to grab JENNY LANE. Now faced with a hostage, ZOE has to move carefully.

JENNY LANE  
Argh! I guess this is a bad time to  
ask for an interview.

The LEAD HENCHMAN pulls out a large metal ring and slips it over her head. As he pulls it out, unseen by him, his communicator comes out too and falls on the floor.

LEAD HENCHMAN  
Electrical Feedback Torc. Ten thousand volts in twenty seconds time. Save her life or chase me. Your choice.

The LEAD HENCHMAN pushes JENNY towards them. She falls on the floor. He runs away. ZOE starts going after him. There is an electrical throbbing sound coming from the torc with increasing menace.

DAN  
Zoe! He's right. We need at least four people touching the Torc to safely soak up the charge!

ZOE's frustrated and still wants to go. JENNY looks up.

JENNY LANE  
Please! Help me.

ZOE rushes back. Between them they drag the two unconscious men into position so they are touching the Torc - then they touch it themselves.

DAN  
Hang on.

There's a massive electrical flash and all five are thrown apart. When the flash (and throbbing sound) subsides - they are all groaning and alive. DAN quickly checks ZOE is OK - but she's already getting to her feet. He turns to JENNY, who manages a few words.

JENNY LANE  
Thank you - I owe you my life.

CUT TO:

22

**INT. UN BUILDING, CONFERENCE ROOM - DAY 3**

22

The aftermath of the attack. A steaming STELLA is tearing strips out of AGENTS in the background. DAN and ANEISHA are watching.

STELLA  
(in background)  
You had nine years of training and you forgot to count the agents!

DAN  
She's making a lot of noise - but I can't help feeling *she* should have noticed the extra bodies.

ANEISHA

You really think she could be behind this.

DAN shrugs. JENNY LANE approaches with ZOE.

JENNY LANE

I'm sorry, I have to report all this on the news but... maybe this'll help. That oaf dropped it.

She hands ZOE a KORPS communicator, then steps in front of her camera crew.

ANEISHA

I still don't like her.

JENNY LANE

Another day, another embarrassment for MI9. How much longer before the Government shuts down this struggling security service?

STELLA is watching, seething. ZOE is looking at the communicator with surprise.

ZOE

He dropped it?

CUT TO:

23

**INT. MI9 HEADQUARTERS - DAY 3**

23

TOM is wiring the found device into STELLA's desk top, watched by DAN, ZOE, ANEISHA, STELLA and TWO MI9 AGENTS.

TOM

Nearly done. Just got to reverse the sub-highway connectors and I'll be able to trace where their orders came from.

DAN

(pointedly looking at STELLA)

This could be interesting.

ZOE is looking uneasy.

ZOE

It doesn't worry any of you that it was all a bit easy?

ANEISHA

Easy? You could have been killed!

ZOE

Yeah, but MI9 disguises? Someone was bound to spot there were too many agents. It's amazing no one spotted it earlier.

STELLA looks daggers at her.

ZOE (CONT'D)

I'm sorry but it is. And what sort of Agent 'drops' their communicator? I don't like it.

FRANK enters.

FRANK

Sorry I'm late, I was... What's going on?

DAN

Tom's wired up the communicator Jenny found. He's going to trace it back to the source.

FRANK

You're wasting your time, they'll have covered their tracks by now...

TOM

Nope. Got it! It's a security service signature - the orders definitely came from inside MI9.

DAN

We've got him... or *her*.

He looks at STELLA.

TOM

If I just run it through the database... Here we go. The traitor is...

He turns to look at STELLA's big screen which changes to a MI9 service ID and a photo of FRANK.

DAN

Frank! But...

TOM

I must have done it wrong.

TOM starts checking his calculations - STELLA joins him.

STELLA

Frank, the message came from your secure login. Who has access?

FRANK

No one. And it's iris, DNA and fingerprint locked. No one could have hacked it.

STELLA

Give me *something*. This is looking really bad.

ANEISHA

Stella! You can't think Frank's behind this. I mean - it's *Frank!*

ZOE

The only one to survive the final battle with the Master Mind and the Crime Minister when KORPS was beaten!

STELLA

That's true, and as a result we only have his word for what happened.

FRANK

Maybe if I spoke to the kidnappers?

STELLA

Like you spoke to the men we captured in Vault Twelve? They haven't communicated with us since! I'm sorry Frank, I have to place you under arrest while we look into this. Tom, seal his MI9 login so he can't access the mainframe.

TOM

You know what you can do with that order! You can-

FRANK

- Tom! Stella's right. She has to follow protocol. Do it.

TOM

But -

FRANK

- Now!

TOM starts typing, fighting back the tears. FRANK hands over his MI9 ID. TWO MI9 AGENTS place him in handcuffs.

STELLA

Agents, go back to St Heart's. Consider yourselves stood down until we get to the bottom of this.

STELLA, FRANK and the TWO AGENTS leave the room. Our SPIES are shell-shocked and speechless.

CUT TO:

24

INT. ST HEART'S, CORRIDOR - DAY 3

24

BYRON is sat strumming his guitar and singing.

BYRON

My soul's all messed up, like an  
MI9 operation.  
My heart's all leaky, like some  
secret service information...

Reveal ANEISHA and DAN watching him.

ANEISHA

I don't believe this. Even Byron's  
having a go.

ZOE approaches, being pestered by MELISSA

ZOE

No! No! No!

MELISSA

OK, we'll talk about it tomorrow.

MELISSA exits.

ANEISHA

What was it this time?

ZOE

She wants actors for a school play  
about MI9. It's a comedy.

ANEISHA

I can't take much more of this.

DAN

You know... we'd be bad agents if  
we didn't at least look at the  
possibility-

ANEISHA

What? That Frank's a traitor? I  
don't believe it.

DAN

I don't like it either, but he did  
suggest we leave Vault Twelve  
without investigating that heat  
reading.

ZOE

He didn't want us to back Stella up at the conference either. Or trace the communicator signal.

DAN

Are we really sure about him? We've not known him long.

ANEISHA

I agree his behaviour's been a bit strange but I won't believe he's a traitor until I see proof!

TOM joins them, sitting down - he's ashen-faced.

TOM

They just found some information on Frank's secure login that led them to the stolen Global Vaporiser.

ANEISHA

(Losing confidence)  
It could be mind control?

DAN

Neisha, sooner or later we've got ask ourselves the question...

ZOE

(nodding)  
Why do we think he's innocent?

They all look depressed. Finally ANEISHA speaks.

ANEISHA

I know how it looks but one of the reasons they made me an agent was because I can see what people are really like. And I'm telling you... Frank didn't do this.

TOM

I guess just because I don't know how to hack his account - doesn't mean it can't be done.

ZOE

He gave me a new life. I'm with Frank, no matter what.

They all look at DAN for leadership...

DAN

I said we'd be poor agents if we didn't consider the possibility that Frank's guilty.

(MORE)

DAN (CONT'D)

Well, we've considered it. Now  
let's go and prove he's innocent!

They all grin. This is a plan they can all get behind. They  
walk off, not seeing MR FLATLEY approach.

MR FLATLEY

Ah Zoe - hope you're having a good  
week. Haven't seen much of you  
but... oh she's off again. So busy.  
Wonderful.

CUT TO:

25

INT. MI9 CELL BLOCK, FRANK'S CELL - DAY 3

25

FRANK is sat alone in a smart prison cell knitting a scarf  
talking to the AGENTS.

FRANK

It means a great deal that you all  
still have faith in me.

ANEISHA

(gestures at the knitting)  
New hobby?

FRANK

It was left by the previous  
occupant of my cell, Mrs Humm.

ZOE

Frank, if we're going to clear your  
name we need something to go on.

DAN

Who could do something like this?

FRANK

The spread of mistrust, hidden  
motives, misdirection, manipulation  
- there's only one group capable of  
this. I was so desperate for it not  
to be true, I convinced myself it  
wasn't possible... but it's time to  
face up to facts... KORPS are back.

DAN

So it is KORPS. What's their aim?

FRANK

I wish I knew. Getting inside the  
mind of KORPS is difficult and  
dangerous.

ANEISHA

Well, if you can't do it, who can?  
No one knows them as well as you.

TOM  
Actually that's not true. There's  
someone in the cell right next door  
who knows them better than anyone.

DAN  
An ex-KORPS captain.

ZOE  
We need to talk to the Grandmaster.

CUT TO:

26

**INT. MI9 CELL BLOCK, A VERY DIFFERENT KIND OF CELL - DAY 3**

26

A similar shaped room, but dark and with bars dividing it in two. Standing on the other side in the half light facing the door is the GM. We hear many bolts opening (just the right side of a silly number). The door opens. The SPIES enter.

THE GRANDMASTER  
Visitors - how delightful.

ZOE  
We need information about KORPS.

THE GRANDMASTER  
"We"? One of *them* now, are you?

ZOE  
They're my friends.

THE GRANDMASTER  
You have "friends" - fascinating.

TOM  
This is a waste of time, he's not  
going to help.

THE GRANDMASTER  
I might... if you were to help me.

DAN  
What do you want?

He steps aside revealing FLOPSY in a cage on a dingy table.

THE GRANDMASTER  
The General isn't built for prison  
life - he's off his carrots.  
Promise to get him out and you can  
have all the information you want.

TOM  
Deal!

DAN  
Tom!

TOM  
It's a rabbit!

DAN  
All right, fine, deal.

THE GRANDMASTER  
Ask your questions.

ZOE  
I've got three. Why arrange for a fake tip off so an old lady gets arrested? Why steal a device that doesn't work? And why make a half-hearted attempt to kidnap a world leader? None of it makes sense.

GRANDMASTER  
On the contrary it all makes perfect sense. Revenge.

ANEISHA  
Revenge?

GRANDMASTER  
KORPS came after me because they think I sold them out to MI9 so I could run SKUL all by myself! An extremely hurtful accusation - especially as it's true.

TOM  
Has anyone got a violin? I'm welling up.

GRANDMASTER  
KORPS want revenge on the people responsible for destroying them all those years ago.

ANEISHA  
Frank! It's all about Frank.

ZOE  
It didn't matter that the weapon didn't work because they didn't want to use it. They just wanted to plant it on Frank.

DAN  
And they made the fiasco with the old lady lead back to him too. But why the botched kidnap?

ANEISHA  
To plant the communicator. That's what lead us to Frank. They've been setting him up, all along

TOM  
Yeah, OK, but how?  
(holds up his laptop)  
Like it or not, no one but Frank  
can use his own secure log in.

His laptop beeps.

TOM (CONT'D)  
Woah. Someone's using it right now!

CUT TO:

27      **INT. THE BUNKER - DAY 3**      27

Extreme close up of a computer screen, so you can't see who is typing or where it is. Computer code is being typed in.

TOM (V.O.)  
That's not possible, I sealed it  
myself!

CUT TO:

28      **INT. MI9 CELL BLOCK, A VERY DIFFERENT KIND OF CELL - DAY 3**      28  
**(CONTINUED FROM 26)**

ZOE  
Could he have created a second work  
station?

TOM  
It'd still have DNA, iris and  
fingerprint locks!

DAN  
Unless it was a really old one...  
one that hadn't been deactivated.

The penny drops.

ZOE  
They're in the Bunker!

CUT TO:

29      **INT. THE BUNKER - DAY 3 (CONTINUED FROM 27)**      29

We pull out slightly to see that this is indeed Frank's old computer - but we can't see who's typing.

ZOE (V.O.)  
The old terminals would only have  
been password protected! That's how  
they hacked in and made it look  
like Frank was a traitor!

The computer beeps and 120 second countdown starts on screen.

TOM (V.O.)  
Whoever it is, they just accessed  
the Bunker's self-destruct!

CUT TO:

30 INT. MI9 CELL BLOCK, A VERY DIFFERENT KIND OF CELL - DAY 3 30  
(CONTINUED FROM 28)

TOM  
If it goes off, it'll take the  
whole MI9 building with it!

They all run to the door. TOM uses his communicator to  
contact Stella.

TOM (CONT'D)  
Stella, it's Tom. Frank's innocent!  
We know how they did it...

GRANDMASTER  
Don't forget - we have a deal!

CUT TO:

31 INT. THE BUNKER - DAY 3 31

The countdown on Frank's old screen is at 90 secs. The room  
appears otherwise empty. DAN, ZOE, TOM and ANEISHA burst in.  
DAN, TOM and ANEISHA rush to FRANK's work station and try to  
stop the countdown. ZOE studies the room, uneasy.

TOM  
I need Frank's old level nine  
password to shut it down. There  
isn't time to hack it.

DAN sees ZOE's disquiet and joins her.

DAN  
What is it Zoe?

ZOE  
Whoever used Frank's old computer  
to set off the self-destruct didn't  
have time to get out.

ANEISHA and TOM turn round. ZOE is now focused on the pile of  
KORPS junk.

ANEISHA  
So where are they?

ZOE  
Something's not right. All that  
KORPS junk was over there last  
time. It's moved.

They look. The pile of junk does seem to have moved. ZOE takes up a fighting pose facing it.

ANEISHA  
It's just junk!

DAN  
Trust her.

DAN and ANEISHA take up flanking fighting stances, while TOM continues to fiddle with the computer.

CUT TO:

32 INT. KORPS HQ - DAY 3

32

Shot from behind, to obscure her identity, we see The CRIME MINISTER speaking to a screen covered with moving numbers and statistics.

CRIME MINISTER  
Agent Odysseus, you are detected.  
Assemble and destroy them.

CUT TO:

33 INT. THE BUNKER - DAY 3

33

The AGENTS look in horror as the metallic junk starts moving together piece by piece, like a transformer forming into a vicious looking android, like a cyberman made of scrap. Two red lights appear on a metal box, which becomes the head.

ANEISHA  
Wow. KORPS planted a robot ten years ago to set Frank up and bring MI9 down today. They really think ahead.

DAN  
Tom, keep trying to disarm the countdown. We'll hold the robot.

DAN and ANEISHA run forward and grab an arm each - while ZOE approaches warily.

ANEISHA  
We've got it!

The arms detach themselves, then turn on DAN and ANEISHA. They have to wrestle them like big snakes. As the no-armed robot walks towards ZOE, new bits of junk attach themselves to it, creating new arms. It engages ZOE, who retreats, desperately fighting. ANEISHA is on the ground wrestling with an arm.

ANEISHA (CONT'D)  
Help!

ZOE

Sorry busy.

ZOE is still in retreat - she hurls things from desks at Odysseus like keyboards and mugs, but they all just bounce off. The fight continues.

DAN

Don't worry, Neesh, I'm coming!

DAN manages to throw his robot arm onto the ground. He turns to go and help ANEISHA, but the robot arm grabs his ankle. He stumbles against the wall grabbing a cable for support - it comes out of the socket and falls on the floor, sparking.

DAN tries to detach the arm as it starts climbing its way up his leg. The countdown is at 30 seconds.

DAN (CONT'D)

Tom, shut down the robot frequency!

TOM looks up from where he's been striving to hack the computer. He sees the desperate fight and starts typing.

TOM

I've got it! You've got three seconds before the robot comes back online!

TOM hits a button. There's an electronic whining sound and all the bits of Odysseus stop working. His red eyes go off. DAN dives across the room - grabs the fizzing cable and jams it in the metal wall. There's a metallic hum. Odysseus' red eyes come back on. He tries to step towards ZOE, but can't. He starts shaking, then is whipped back out of shot. Lots of crashing sounds as he and all the other loose bits of metal from the room slam into the metallic wall.

ZOE

Genius Dan - the current turned the wall into a giant magnet!

FRANK and STELLA burst in.

STELLA

What's going on!

ANEISHA

We'll explain later - Frank's got ten seconds to enter his old password and stop the countdown.

FRANK and STELLA run to the computer. FRANK moves to type then hesitates.

STELLA

What are you waiting for?

FRANK steels himself then types. The letters come up on the screen. "L.O.V.3.L.Y.5.T.3.L.L.A" The countdown stops.

ANEISHA

"Lovely Stella?" Seriously?

FRANK

Ahem... well, it was ten years ago.

He looks at the ground. Even STELLA is trying not to laugh. FRANK changes the subject by approaching the stuck robot.

FRANK (CONT'D)

Of course. Not a circle at all, but an "O" - the Greek letter "Omicron". First letter of Odysseus. There's no doubt now. There's only one organisation that could control an Odysseus and that's...

The CRIME MINISTER's voice comes through the robot

CRIME MINISTER (THROUGH ODYSSEUS)

It's been a long time, Frank.

FRANK

The Crime Minister? I saw you die.

CRIME MINISTER (THROUGH ODYSSEUS)

What did you really see, Frank?

FRANK

The explosion...

CRIME MINISTER (THROUGH ODYSSEUS)

All part of my escape plan. And I wasn't the only one to escape. You'll be meeting lots of old friends in the days and weeks and years of pain to come. KORPS is rising.

FRANK stands shell-shocked looking at the robot - our AGENTS appear beside him, flanking him for support.

DAN

We'll get them, Frank.

ANEISHA

And when we do, they're never coming back again.

CUT TO:

FRANK is talking to someone out of shot.

FRANK

I can't believe I brought that thing inside MI9 like a Trojan Horse. You wouldn't have made a mistake like that, would you?

Reveal FRANK is talking to FLOPSY while feeding him a carrot.

DAN

You know talking to a rabbit is the first sign of being a Grandmaster.

FRANK

(laughs)

It's embarrassing really. I always thought I knew all about KORPS, but they knew me better. They knew I'd be intrigued by those Omicron symbols and take the stuff back to MI9.

ANEISHA is sat near TOM staring into space.

TOM

What's up?

ANEISHA

Ah it's probably nothing.

TOM

If we've learned anything from this it's that we should trust our instincts. Yours are the best we've got.

ANEISHA

Have you got any facial alteration software?

TOM pulls up a screen on his computer.

TOM

What do you think? Who are we looking at?

ANEISHA

Pull up the Crime Minister.

The Crime Minister's photo from the bunker wall pops up. FRANK, DAN and ZOE gravitate towards them, sensing something important is happening.

ANEISHA (CONT'D)

Add heavy make up, blonde hair and big glasses.

TOM does. And there she is on the screen... it's Jenny Lane.

ANEISHA (CONT'D)

I knew it! I didn't like her from the start!

ZOE

Jenny Lane. She was orchestrating the whole thing from right in front of us.

ZOE runs for the door.

FRANK

Don't bother Zoe. She'll be long gone -

CUT TO:

35

INT. KORPS HQ - DAY 3

35

- We now see a full shot of the CRIME MINISTER. It is indeed Jenny Lane, but now without the disguise.

CRIME MINISTER

Crime Minister calling The Master Mind.

THE MASTER MIND (O.S.)

Report.

CRIME MINISTER

Operation Payback sixty two percent successful, my master. MI9 publicly embarrassed and the Government's trust in them damaged. But Frank London remains at large.

THE MASTER MIND (O.S.)

No matter, we have other plans for dealing with our old friend.

CRIME MINISTER

What are your orders?

THE MASTER MIND (O.S.)

KORPS is revealed. While we will continue to pursue our true secret objective, there is no sense in hiding the rest of the organisation. Unleash them.

CRIME MINISTER

(smiles)

At last - it's war.

She turns to an underling who is in front of a big bank of screens. It is the LEAD HENCHMAN.

CRIME MINISTER (CONT'D)

Activate.

LEAD HENCHMAN

Activate.

Screens flicker into life, each with a different shadowy figure. Each speaks in turn.

THE NEW SHADOWMASTER (RUSSIAN)

SKAPULA active...

DOCTOR VENGEANCE (SOUTH AFRICAN)

TORSO active...

THE GREY QUEEN (JAPANESE)

SPLEEN active...

THE STINKOTRON (TEXAN)

PELVIS active...

We see there are many more screens to speak...

CUT TO:

36

**INT. ST HEART'S, CORRIDOR - DAY 3, EVENING**

36

MR FLATLEY and MR McNAB are walking down a dimly lit corridor.

MR FLATLEY

You know I'm really impressed with the students' spelling and modern vocabulary.

MCNAB

Yeah? Well if one of them doesn't own up and clean it off my car, I'll have the whole school in detention!

MR FLATLEY

Now now - Mr McNab we don't call it detention any more. What do we call it?

MR MCNAB

(coldly)  
"Fun Together Time"

MR FLATLEY

You see how positive that sounds?

They have walked past a brightly lit classroom. They stop - exchange a look and go back...

CUT TO:

37

**INT. ST HEART'S, CLASSROOM - DAY 3, EVENING**

37

They appear in the classroom doorway and find ZOE sat in the middle of the front row on her own. They both look at their watches.

MR MCNAB

Zoe, it's half past six? What are you still doing here?

ZOE

Thing is, I've had a lot going on this week. I was wondering if I could do my lessons now. I'm happy to come to school in the evening and weekends.

The two teachers exchange a look. MR FLATLEY bangs his head on the wall. He looks back at ZOE.

MR FLATLEY

Nope, definitely awake.

END OF EPISODE