

Jurassic Deep

Story by:
Ryan Matsunaga
Julian Rose

We open on deserted lake shore. It's night; dark, moody, ominous. More HALLOWEEN than what you'd think of as a JURASSIC.

The area has been fenced off, with big, official-looking signs warning against trespassing. A group of teens creep along the edge of the perimeter, excitedly reaching a rumored hole that's been cut into the fencing.

They make their way down to the shoreline and one by one they jump into the water for an unsupervised midnight swim. As the last kid prepares to make his way into the water, he suddenly looks up in fear and shouts, "it's the Loch Ness Monster!"

The rest of the kids laugh at the corny joke, but moments later, realize that something... huge is emerging from the water behind them. They turn around to see the looming shape of a gargantuan long-necked beast.

They scream and run for the shore as the creature lunges. It makes an attempt to grab one but misses and dives underwater.

All the kids make it barely to the shoreline and are panting, thinking they've escaped.

But they haven't.

A beat of silence and then THOOM the creature explodes out of the water, snatches the kid closest to the shore and drags him underwater.

The camera, Go-pro style, is dragged along the sand right in front of the kid's face and follows him down into the water as air bubbles escape from his mouth and finally he's consumed by the black.

SLAM TO TITLES: **JURASSIC DEEP**

FIVE YEARS LATER...

Jake Johnson's character from JURASSIC WORLD is addressing a seated crowd of military and scientific professionals.

"Gentlemen, ladies. We are faced with a truth that we can no longer avoid. This is a world of monsters. The best we can do now, is figure out how we live in it."

We learn that in the years following the events of *FALLEN KINGDOM*, Lockwood Manor is just the tip of the iceberg. While governments around the world struggle to account for, track, and contain the various land-based species that escaped the compound; a far worse problem has been brewing beneath the waves.

It turns out, Jurassic World **wasn't the only theme park.**

Around 2014, growing increasingly desperate to revitalize the brand, the Masrani Corporation greenlit secret development on a second park. This park was conceptualized with an underwater theme, to be named "Jurassic Deep." Built on an artificial island, approximately 70 miles off the coast of New Zealand, the centerpiece was a gigantic structure nicknamed "The Bottle."

Extending nearly a mile straight down into the water, this sort of "reverse tower" was encircled by rows and rows of glass enclosures, each potentially housing a different species of aquatic dinosaur living at its native depth, with the varieties growing more exotic as you travel further (read: deeper) into the park.

The crown jewel of it all was a massive center enclosure extending nearly the length of the entire facility, which could house some kind of massive creature that would be visible from every floor in the park, offering a frightening, but certainly thrilling vantage.

To facilitate this park's construction, a team of InGen researchers developed strains of a pheromone-like chemical that could be used to essentially direct these water-based creatures between their enclosures and the open ocean, allowing them to be more easily moved about the park as needed.

As you might expect though, this endeavor was wildly expensive, running far over budget long before the first dinosaur was even created.

Luckily (or in hindsight, fairly unluckily), Masrani was handed a lifeline. The US military had caught wind of the research being done on the aqua-pheromone, and incredibly interested in the idea of a way

to control these animals, helped covertly fund the park's R&D. Unbeknownst to most employees at Masrani, who were under the impression that the park was way over budget and way behind schedule, the physical construction of the facility had been rushed in order to quickly get the ball rolling on the dinosaur cloning process.

In fact, by the events of JURASSIC WORLD, over a dozen distinct species of aquatic animals had been successfully created, and housed in semi-temporary enclosures in the Bottle. Since the collapse of the Masrani Corporation however, many of these species have escaped these hurriedly built paddocks into open ocean, and are now spreading throughout the world's waters.

A government seizure of Masrani assets revealed the extent to a broader public, and now a few years later, an even worse problem has emerged..

It appears that something in their genomes is mutating, and causing them to have accelerated growth rates, similar to the Indoraptor in FALLEN KINGDOM, and a dramatically increased rate of breeding.

If left unchecked, these "invasive" species could become the dominant, and perhaps even sole, form of life in the ocean within a matter of decades. The fully aquatic ones are already becoming a hazard for commercial and military vessels in the open ocean, and on land, the amphibious species have begun encroaching on coastlines and rivers around the world.

In response, an international coalition of government agencies have spent the last few years painstakingly disseminating the aqua-pheromone, luring samples of many if not all of the escaped species back to the Bottle. The hope is that by containing them there, we will be able to study and understand what is happening to cause them to reproduce so rapidly, and what we can do to stop it.

The attendees are going to be among the first of these researchers to be assigned to the station, and they come from a diverse range of professional backgrounds. Some are civilian, many are military drawn from the ranks of governments around the world.

A woman with BIG PROTAGONIST ENERGY raises her hand. This scientist, a brilliant but brash geneticist named CONSTANCE, has led pioneering research in the fields of mass extinctions have made her a

well-known, albeit controversial, figure in the environmentalist community. She questions the merit of this operation. What makes them think this will go any different than how it has in the past?

Furthermore, what are they planning to do to protect them from the rumors of terrorist activity targeting former and current members of JURASSIC related initiatives?

Constance and the others are assured that every precaution is being taken.

Sometime after, Constance is flown by helicopter to the remote facility. She tours the park and while studying the central enclosure, is shocked when a massive creature swims past the one-way glass. It becomes apparent that the iconic Mosasaurus has been brought here.

Smaller enclosures wrap around the edge of the facility, holding dozens of species of varying sizes. The facility is under heavy, heavy security, with constant annoying checkpoints and oversight. One of Constance's co-workers, a scientist named PAUL, wryly comments that it's impossible to work under these conditions.

It seems there are rumors amongst the employees that an organization named EDICT, spun out of an extreme ecoterrorism movement, has been attacking dinosaur related research facilities around the world. They believe in a world where the dinosaurs are able to live without human interference, and if they become the new alpha lifeform, so be it.

Constance is brought up to speed on the research so far. It seems... something has been inserted into the dinosaurs' genetic code, some kind of artificial tampering that didn't happen during their creation in the park. Whatever has been done to them is the likely cause of their mutated behavior, including rapid reproductive cycles and increased aggression.

Suddenly, the facility is rocked by a series of tremors. A massive earthquake has just struck the pacific rim, causing a gigantic tsunami that threatens to devastate the island. The crew only have minutes to reach the helicopters on the surface to evacuate.

Constance attempts to escape, but becomes disoriented in the facility's maze-like corridors. When she stops to help a fellow

employee who has fallen amidst a panicked crowd, she is hit by a piece of falling debris and knocked unconscious.

She awakens half-submerged in water to find that she has been left behind. A hole in the half-collapsed ceiling reveals that large amounts of water are draining down from the surface, gradually flooding the facility.

Constance makes her way up a flight of stairs, and sees something terrifying: the glass on a nearby enclosure is cracking under the weight of collapsed support, and a very hungry looking predator is watching her.

It's a DAKOSAURUS, essentially a 16-foot long crocodile-like predator.



As the glass cracks, the dakosaurus rams its head into it, breaking out of the enclosure and unleashing a torrent of water in the hallway. It chases Constance, and she eventually reaches a dead end and has to escape into a nearby room, securing the door. The dakosaurus attempts to break in, but cannot get through the steel door and gives up.

The room turns out to be some kind of security juncture, and She begins checking the various monitors and workstations, mapping out the facility layout. She then grabs a walkie talkie off of a charging station, and begins clicking through the channels, calling for help.

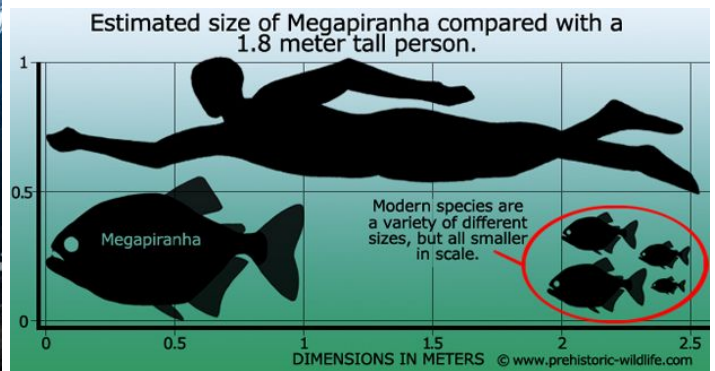
Suddenly, a voice crackles back. He identifies himself as HENRY, a military technician working on one of the lower levels. During the disaster, Henry was caught off from the rest of the team, and being

new to the team, has been unable to navigate the facility to reach the upper floors.

Constance goes to the security monitors, and manages to pull up Henry's position as they continue to communicate through the walkies. She helps him find his way through the hallways, navigating around obstacles and collapsed section.

Henry makes a startling discovery. The water he's sloshing through contains a strain of algae native to the surrounding ocean... but a form of life that has been filtered out of the facility habitats. This can only mean one thing: the structure's integrity has been compromised, and is now flooding.

Henry has to pick up the pace as his level is nearly completely flooded, and Constance eventually guides him to an area where there once was a path, but it's been washed away. Henry is forced to cross "open water" across a narrow support beam, as the room below quickly fills with water... and megapihranha (20 pound piranha fish with a bite three times greater than the bite force of an alligator).



The pair soon realizes that the swarm of carnivorous fish is attracted to the vibrations Henry is causing as he crosses the metal beam. As the water level rises to nearly his feet, they become more and more frenzied. Henry is successful in controlling the vibrations by throwing his belt over a higher beam and taking most of his weight off of his steps. It can't support his weight for long though, and he is forced to sprint across the narrow path as the piranha fish leap out of the water to swarm.

Soon after, Constance also makes contact with PAUL, a gene scientist who was likewise left behind and who she had previously been introduced to during her tour of the facility.

This is fortunate, because Constance discovers that they are physically trapped in the bottom half of the facility. A failsafe lock has been triggered, sealing off the levels they are on from the ones above.

To escape, the trio are going to need to accomplish two things: activate the pumps system to purge the flooded lower levels of water, and reset the primary electrical grid, which would together allow Constance to override the failsafe locks from her control room, and the three of them could each head towards the cargo lift, which can take them directly to the surface.

They agree that Henry will head into the maintenance corridors to reach the pump control room; while Paul will make his way through the labs to reach the power station. Constance will use her vantage point to guide them both through the flooded facility, and around anything dangerous.

Henry reaches the first obstacle when a deeply flooded section of the park forces him to crawl through air ducts to stay above the water line. A collapsed section of it though is going to force him to drop into the water, and below, he sees the shape of something shark-like.

Constance advises that there is approximately 40 feet between him and a stairwell that can get him above water again. He has no choice but to swim it.

Henry kicks out the bottom of the air vent, and drops into the open water. As he submerges, he sees the creature turn to face him, and is faced with a horrifying sight.

It's a Helicoprion, a freaky ancient shark with is basically a buzzsaw of teeth in its mouth. It beelines towards him, and Henry books it in the opposite direction.



It's a straight sprint for both of them through this submerged corridor, with the creature gaining on him with each second. Henry just barely manages to reach the stairwell ahead of the creature, throwing himself as far up as he can manage as the shark lunges out of the water in a desperate attempt to grab him.

It misses. He's safe, for now.

Paul meanwhile is making his way through a relatively dry section of the facility, containing many of the park's gene labs. Sealed and locked doorways have kept most of the water out. Paul ignores Constance's directions, and makes a detour through an area of the labs labeled "Cold Storage."

Despite Constance's protests that she can't see him on the cameras there (she only has access to the public and maintenance regions, not the maximum security areas. Paul assures her that he knows the layout, and that this is the best way.

With his newfound privacy, Paul makes his way into Cold Storage, encountering DNA storage devices similar to the ones we've seen in the previous films, as well as frozen "live" organisms. A couple catch his way, primarily the AMMONITE, shelled squid-like creatures, real Lovecraftian vibes. Paul fails to notice a temperature warning on a nearby monitor.



Instead of proceeding as quickly as he can, Paul stops at a terminal and begins typing in commands. This opens a panel on the dashboard, revealing a series of glass tubes filled with a light blue liquid. Paul retrieves some kind of vial from his pocket filled with a much darker liquid, then swaps it in for the first vial in the sequence. Tapping a few more keys, a process begins and the contents of the first vial seem to be mixed into the subsequent, turning them all a shade of deep navy.

Satisfied, Paul begins hitting the keys to return the device to how it was. Behind him though... something is moving. A tentacle twitches, almost imperceptibly. Then definitely moves as it probes around its surroundings. Water drips to the floor as ice begins to melt.

Paul notices liquid pooling at his feet as he steps away from the console. He turns to face a mass of slithering abominations, slapping tentacles against their glass enclosures with surprising force. Suddenly, glass cracks, and one creature is free, then another, then seemingly all of them.

Paul runs as outstretched appendages grasp for him. He ducks as one crashes through a pane of glass nearby, and barely escapes the room, slamming a door shut behind him. He pauses, resting himself against the door, catching his breath.

When from beneath the gap in the door, a slimy tentacle wriggles its way through. Then another, and another, until there are dozens of them pulling at the frame. The metal of the door strains, bends, breaks.

Paul is running again, sloshing through ever deeper water, as the creatures slither towards their prey. He might not make it as he runs towards the only opening he sees, a large, open set of doors.

He stops suddenly as he reaches it, realizing that he was about to plummet down an open elevator shaft. The shaft is quickly flooding, as is the rest of the floor, creating an interesting, water-fall like effect on the walls of the shaft.

He turns around, facing his pursuers with seemingly no options left, when a monstrous mouth lunges at one of them shelled creatures. It's

a PLESIOSAUR, one of the creatures from the first scene, seeing an opportunity to snatch up an easy meal.

As the ammonite flee, the plesiosaur turns its attention to Paul. It lunges, and Paul desperately flings himself into the shaft, grabbing onto the slippery elevator cable. The plesiosaur, unaware of the drop, falls in, hitting the bottom with the splash.

Paul reaches back towards the edge of the floor, grasping at a handhold... when he notices that the water level below him is rapidly rising, and so is the creature!

Its long neck snaps at him as he is forced to climb. After several near-death bites, Paul is able to reach a level with another open door and fling himself to safety.

Meanwhile, Constance is having her own problems. Henry has reached the pump room, and is ready to throw the switch, he just needs power. Then Constance can activate the failsafe locks, and they can call down one of the cargo lifts to take them to the surface.

She doesn't have much time to make that happen though, because her room won't be safe for long.

Her room is airtight, thanks to a sealed door, but in a narrow strip of windowing towards the top of it, she can see the water level rising. She realizes she will soon be completely underwater, at which point, it's only a matter of time before she has to choose between suffocating and drowning.

It gets worse though. As the water level rises, so does one monstrous eyeball, attached to an equally monstrous body. It's the dakosaurus again! It's smarter than it looks, and is still out there, ready and willing to wait her out.



Constance finally hears from Paul, who is now several levels above where he needs to be. He won't be able to reach the electrical reset. The elevator is no longer an option. Constance curses at his potentially fatal misstep. They're out of options at this point. Without the pumps or the elevator, the water level is rising too quickly for them to hunker down and wait for rescue. They're going to have to hoof it up through over 30 stories on foot.

Constance realizes she has to open the door, which will let all the water in, then somehow manage to swim to safety. Before she does, she helps Henry chart his path up, and they will catch up with Paul at the Central Atrium, a large shopping area a few levels above.

Constance readies herself, then throws open the door. Water floods in, as does the long-bodied creature. It skitters across the floor, snapping at her. She jumps atop the security console to avoid a bite, and swings a fire extinguisher at it. It easily grabs it in its jaws, crushing it. The extinguisher lets loose a puff of white fire suppression, and Constance uses the opportunity to land a kick squarely at the creature's jaw, disorienting it.

Seeing her opening, Constance leaps over the snapping jaws of the creature, falls, recovers, and swims for it, trying to keep herself above the raging current as the water continues to pour into the room. The dakosaurus gives chase.

Constance is trying her best to lose her pursuer, but it's fast, and clever. She is soon forced to find temporary refuge in a maintenance locker, and finds herself trapped once again. She radios Henry and Paul, to tell them about her situation. Henry is nearly to his destination, he has only a little ways to go. He considers their situation.

Constance makes another break for it as the relentless creature discovers her. After a chase, she's cornered, and it looks like it's all over. WHEN, out of nowhere, a ball of fire hits the dakosaurus right in the eye. It screeches, hissing. We see Henry standing close by, holding a flare gun.

He and Constance bolt for it as the dakosaur recovers. They just barely manage to escape, trapping the dakosaurus in a storage room, but not before a jaw full of teeth rips into Henry's leg, causing heavy bleeding.

Constance helps Henry walk the rest of the way to where Paul is in the Atrium. Finally united, the three measure their situation. They will need to cross to the other side of the massive, domed room, but their walkways have been cut off. They'll need to find a way to cross the "open water."

Furniture, decorations, and floating debris provide some semblances of stepping stones, and they could conceivably "floor is lava" their way across... until they notice a shape in the water. Something massive and snakelike is weaving its way through the uneven, underwater terrain.

A TYLOSAURUS patrols these waters, and any misstep will make for a very short trip into its stomach.



The three uneasily and unsteadily make their way across. Paul makes his way across first, but Henry's injury proves to be an impediment, and Constance is forced to move at a slower pace to help him.

After a tense game of hopscotch, the group is able to make their way across in one piece.

Now just floors away from the exit to the facility, the group finds another obstacle: to get through the only accessible door, they will need a security keycard. They're forced to circle back to a security room, where they finally find functional firearms. They also find an intact keycard on the corpse of a half-eaten security guard... only to see that it was bait! A plesiosaur has laid a trap for its next meal, and they've sprung it. A tense fight for their life ensues, and they are forced to retreat deeper into the facility.

They reach the top of the mosasaur tank, a walkway over an opening at the top of the tank that they use to feed the massive creature.

With the plesiosaurs still on their trail, Paul hisses at Constance that Henry is slowing them down. She refuses to leave him behind.

Paul shrugs, and shoots Henry in the chest. Constance screams in surprise and rage.

"You didn't have to do that! We got what we came for!"

We realise a terrible truth: Paul and Constance were in on everything all along. They had been working together to sabotage the facility. They are EDICT.

"He was expendable," Paul shrugs.

Constance's eyes narrow.

"So are you."

She shoots him in the forehead, killing him instantly.

As he falls though, the keycard slips from his hand and tumbles into the water.

Constance has only a moment to consider her dilemma... She grabs a flare from her belt, lights it, and dives in.

A tense, silent descent through the cold, black water follows, split only by the waning light of the flare.

A MASSIVE shape behind her is barely visible, until it swims right in front of the camera, temporarily spilling the scene into darkness.

Suddenly, it moves towards Constance (and us!). It's accelerating, growing larger and larger, until a huge set of jaws open, and grab a plesiosaur by the neck! Dozens of the creatures swarm from the bottom of the tank, attracted by the scent of blood in the water.

It's an outright feeding frenzy as the creatures snap and bite at their gargantuan opponent, with the mosasaur gobbling up some of them whole. Constance is forced to navigate the bloodbath, dodging jaws that could snap her in half with a single chomp.

She eventually catches up with the keycard, grabs it, and after a tense ascent, makes her way to the surface, collapsing on the walkway and breathing heavily.

She reaches the "roof" of the park, only to find that the flooding has washed away any remaining vehicles. Stranded, she sees the outlines of the various species inhabiting the Bottle escape into the open sea.

Unfortunately, she also catch the attention of a dakosaurus... with one good eye. It starts to head her way, when miraculously, she sees several helicopters flying nearby, and manages to flag one down.

It lands, and she's helped on board, collapsing into a seat. Across from her, a man leans forward out of the shadows and into the light.

Oh. My. God. Impossibly, it appears to be a young JOHN HAMMOND.

"Did you get it done?" he asks.

"Enough," she says, dryly, not even making eye contact. She stares out the window, clearly exhausted, but eyes still full of resolve.

We echo the original Jurassic Park ending as they fly away into the sunset, above dozens of species of animals that are now being introduced into the natural order, free to determine their own destiny.

We see that the same mysterious logo is on all of the helicopters as they fly away, perhaps setting up a future installment of JURASSIC WORLD.

"Let's Write" is a Villainy Radio production. You can find all of our work at www.LetsWritePod.com

You can listen to Let's Write on [Apple](#), [Stitcher](#), [Spotify](#), and [Google Play](#)