

Battleship! Battleship! Battleship!

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1 EXT. VARIOUS - OPENING MONTAGE

1

Long shots of plastic Battleship game board from underneath. Ships are being place. Tight shots of the ships from side and tip.

(Interspersed with the players going to various locations)

A man walks down a street to an alleyway. He carries a briefcase. He wears sunglasses. He stops at a door and knocks.

A second man gets out of his car. He opens the trunk. Shot from inside the trunk. He removes a briefcase. He turns and walks down the street.

A shot of Seattle skyline.

A third man is driving a car. He is wearing sunglasses. He takes a drink from a Capri Sun juice container.

A fourth man getting off a ferry carrying a briefcase.

Close up shots of water and background.

Shot of empty park bench.

Shot of Dylan Dalton playing his guitar.

2 INT. BAR - NIGHT (PRESENT DAY)

2

Craig sits at a table with a cocktail. He checks his watch. He looks towards the door. He takes a sip of his drink. A briefcase sits next to him on the bench. There is a man dressed like HST at the bar. He sips a drink.

The bar door opens. Sal walks in. He is wearing sunglasses. He carries a briefcase. He walks to the bar and raises a hand. The bartender walks over. He orders a drink. He looks at Craig and smiles. He takes his drink and stands next to Craig.

CRAIG

Have a sit.

Sal extends his hand to shake Craig's.

SAL

Salvatore T. Doggmeister. Please to meet you. Didn't think you'd really show up, considering...

(CONTINUED)

CONTINUED:

CRAIG

Here I sit. Don't underestimate my situation.

SAL

Thought that fool Admiral Ships had you recruited, that beating you took last month. He showed mercy. Weak.

FLASHBACK TO:

3

INT. BASEMENT - NIGHT - (FOUR WEEKS AGO)

3

Craig sits at a card table across from Admiral Ships. A Battleship game sits in front of each. Craig has headphones on, they are not connected to anything. Admiral Ships has on a sailors hat and smokes a pipe. A crowd of people watch the game.

ADMIRAL SHIPS

You only have one vessel left. The cruiser.

CRAIG

Dammit.

ADMIRAL SHIPS

I told you to take your time. Search for my submarine. (Loudly to the crowd with Scottish accent) It's a great thing to see the Lakes of Montana.

CRAIG

Let's end this. B-11.

ADMIRAL SHIPS

(Scottish accent)

Miss.

CRAIG

Shit.

ADMIRAL SHIPS

A-6.

CRAIG

Hit. How? You sunk my battleship.

(CONTINUED)

CONTINUED:

ADMIRAL SHIPS

Classic positioning. Along the top.
Known as the Lost Diver, it's a
good play but it positions your
carrier in an easily accessible
formation. A beginners folly.

Craig lowers his head and takes off his headphones.

4

BACK TO PRESENT - FLASHBACK ENDS

4

CRAIG

Mercy, huh. Tell me why I'm here
talking to you.

SAL

Oh, you hard-core After a handful
of battles all a sudden you're
Captain Ramius.

CRAIG

Ah, one ping only. Listen, I spent
a lot of time with the Admiral.
Said he would train me. I believed
him. He's found another. My best
friend. I have a way to get to this
asshole now. I exploit Ships's
weakness, a seam in his sail, and
take the bastard down. You haven't
challenged him to battle in quite
some time. You train me. I do the
work. I beat him.

SAL

Why would I?

Craig leans in across the table. He looks at Sal in the eyes.

CRAIG

Revenge.

5

EXT. LAKE - DAY (DREAM SEQUENCE)

5

Craig sits in a boat on a lake. He reads a book. He sees
Dylan in the water flailing. He runs to save him. Dylan goes
under. Craig cannot reach him. He looks distraught.

Or

Carnival scene with the dunk tank. Young Dalton and Craig
stand across from the tank. Dalton's dad is in the tank.

(CONTINUED)

CONTINUED:

A younger Admiral Ships is the carnie running the tank. Dalton throws the ball. He hits the mark and dunks his dad. His dad hits his head as he falls into the water. Admiral Ships cannot get the tank door open to get Dalton's dad out.

CUT TO:

6

INT. BEDROOM - EARLY MORNING (TWO DAYS AGO)

6

Craig's alarm goes off. Ride Captain Ride plays on the radio alarm. Craig opens his eyes. He gasps and rubs his face. There is a Battleship piece on his night stand. He gets up and dresses. He grabs the ship and walks out of his room past a briefcase on the floor. He stops and bends down to open the case. We catch a glimpse of the Battleship case. He tosses the ship into the briefcase.

Craig sits at a table in a kitchen. He eats cereal. A copy of Fight Club is on the table. He is wearing a T-shirt and jeans.

CRAIG

(to himself)

Man am I sick of this shit,
everyday. No purpose. Captain
Crunch is stale. Work in half hour.
Then to bed. Repeat.

There is a knock at the door. Craig puts down his spoon. He walks to the door. He looks out the window. He opens the door.

Dylan stands at the door. He is smiling. He looks tired. Craig gives him a hug. He steps into the house.

CRAIG (CONT'D)

Dude. You sleep in those clothes?

DYLAN DALTON

Didn't sleep last night. You ain't
gonna believe what happened.

Craig sits back down in front of his cereal. Dylan walks into the kitchen. He opens the fridge.

DYLAN DALTON (CONT'D)

Any milk left?

CRAIG

Help yourself.

Dylan grabs the milk. He sits at the table across from Craig. He takes a swig out of the milk carton.

(CONTINUED)

CONTINUED:

DYLAN DALTON

Ah. Milk, milk, milk, I like milk.

CRAIG

Listen, I had that dream again about you.

DYLAN DALTON

The one where I drown? You can't save me.

CRAIG

Yep. But you're hydrophobe. Why do I keep having this dream?

DYLAN DALTON

On account of you wet the bed until you were in high school and you wanted to take me to prom, shit I don't know.

Craig put his hand on Dylan's

CRAIG

Don't tease me.

DYLAN DALTON

Look at me, Harry. (pause) You aren't going to believe what happened to me last night.

CRAIG

Shoot.

CUT TO:

7 INT. BAR - NIGHT (THE NIGHT BEFORE)

7

Dylan walks into a bar. He sits down at the bar. He orders a drink. He sets a wad money on the bar.

DYLAN DALTON (V.O.)

So, I'm at the Handle Bar. Pretty drunk. Not frat boy drunk, but cool. I order my self a drink. There's this Popeye wanna-be looking dude at the bar with a sailors hat and pipe. He looks over and tries to strike up a conversation, ask me what I do for a living.

(MORE)

(CONTINUED)

CONTINUED:

DYLAN DALTON (CONT'D)

I tell him I'm a struggling musician but right now I'm just tryin' to score some spinach. We get to talking, it's late. Bar starts to close. Everyone leaves, except the me and this sailor.

The bar is empty. (pan of the bar)

(Back to Dylan) Dylan still sits at the bar. There are six empty glasses in front of him. Two men sit down close to him. They all talk.

CUT BACK TO:

8

INT. CRAIG'S HOUSE - DAY

8

CRAIG

Handle Bar? The one down on 1st Ave?

DYLAN DALTON

What I said.

CRAIG

(sarcastically)

OK, this story have any intrigue? I'm eating my breakfast, listening to your story and I don't hear no intrigue. I'll be late for work.

DYLAN DALTON

What I'm doing here is giving you background on my story. I tell you the payoff right away you don't get a flavor for the whole story.

Dylan takes a swig of his milk.

CUT TO:

9

INT. BAR - NIGHT (LAST NIGHT)

9

Dylan sits at the bar with the two men. He stands up to leave. He takes his money off the bar. He starts to leave. One of the men shakes his hand. He motions for Dylan to sit down. Dylan acts like he has to leave. The man assures him he can stay.

DYLAN DALTON (V.O.)

I get up ready to leave the bar. My new sailor friend Popeye, tells me to stick around.

(MORE)

(CONTINUED)

CONTINUED:

DYLAN DALTON (CONT'D)

I'm like, they gonna to kick us out if, it's closing time. He says, no worries, I own the place, we can stay as long as we want.

CRAIG (V.O.)

See, now some intrigue. You guys stay and do shots, Raiders of the Lost Ark style?

One of the men leave. Admiral Ships gets up and Dylan follows him to a doorway in the back of the bar. They walk down a dark staircase. They enter a basement. There is a group of people watching two men seated at a table.

DYLAN DALTON (V.O.)

The owner, you know "Popeye" well his real name is Admiral Ships, He takes me to a doorway in the back of the bar. We go down some stairs into a hallway that empties into a big room where there's a bunch of people sitting around a few tables. Everyone is real serious.

CUT BACK TO:

10 INT. CRAIG'S HOUSE - DAY

10

Dylan gets up and puts the milk back in the fridge. He sits back down.

CRAIG

You bother to put the milk back during the climax of your story.

DYLAN DALTON

I'm building the suspense. Good story needs suspense.

CUT TO:

11 INT. BASEMENT - NIGHT

11

The two men sit across from each other at a table. They each have a Battleship case in front of them.

DYLAN DALTON (V.O.)

I get closer to these tables and I see that all these people are playing Battleship.

(MORE)

(CONTINUED)

CONTINUED:

DYLAN DALTON (CONT'D)

the Admiral introduces me to a dude
and we sit down and start playing.

CUT BACK TO:

12 INT. CRAIG'S HOUSE - DAY

12

CRAIG

Some kind of sex game or you mean
the old board game with the ships
and pegs.

Craig gets up from the table. He takes his bowl into the
kitchen. He stares out the window.

DYLAN DALTON

I guess, it's this crazy
underground thing. Some of these
dinks even lose their job and shit
over this stuff. They take this
game real serious, serious as a fat
man on a three legged pony. Bunch
of people huddled around tables all
night long. But no one talks about
it. I played all night. Lost a few
ships but never lost a battle. The
Admiral told me I was a natural,
hadn't seen talent like mine since
back in the day. He told me he
would train me.

Craig grimaces as he looks out the window.

13 INT. LIBRARY - DAY (THE NEXT DAY)

13

Dylan sits at a table. He reads a book. There is a pile of
books on the table. His game case is in front of him. Admiral
Ships walks in the room. He sits across from Dylan. Dylan
looks up from his book.

DYLAN DALTON

Hey. Guy from the bar. Last night.

ADMIRAL SHIPS

I thought I might find you here.

DYLAN DALTON

I took your advice last night about
the art of naval warfare. This
place is cool. Tons of references.
I'm still thinking about the whole
scene last night.

(CONTINUED)

CONTINUED:

ADMIRAL SHIPS

You made quite an impression. Not often a newcomer can go unscathed his first time at the helm.

DYLAN DALTON

I was rolling rocks. Felt a flow. Just beginner's luck.

ADMIRAL SHIPS

On the contrary, I think there may be something deeper. Like I said before, you have definite potential.

DYLAN DALTON

But it's just a board game.

ADMIRAL SHIPS

My job will be to change your mind. All that's going on in the world today. The moral fiber is unraveling on Earth. Reality TV, celebrity media zombies, the Red Plague, Michael Jackson. People need something, take their minds off the bullshit.

DYLAN DALTON

Red Plague?

ADMIRAL SHIPS

G.O.P

DYLAN DALTON

Thriller? (Sings)
"Billie Jean is not my lover
She's just a girl who claims that I
am the one"

ADMIRAL SHIPS

That was a light in the fog. Then Mike peed in the bathwater.

DYLAN DALTON

So, you sayin' you wanna train me?

ADMIRAL SHIPS

You are the chosen one.

(CONTINUED)

CONTINUED: (2)

DYLAN DALTON

Like Anakin? I'd rather be Obi Wan.
Better karma. Better beard.

ADMIRAL SHIPS

Done. I have some loose ends to tie
up. What you say we meet in a
couple days? Here at the Library.

Admiral Ships stand up and salutes to Dylan. Dylan laughs.
Admiral Ships leaves. Dylan closes the book. He places a game
piece on the board.

14 EXT. ELEVATOR - DAY (SAME DAY)

14

Admiral Ships enters elevator. Craig stands in the elevator.
He has on sunglasses. He carries a briefcase. The two men
face each other.

CRAIG

Rear Admiral. At the library?

Admiral Ships glares back at Craig.

ADMIRAL SHIPS

Craig. Good to see you. I was just
doing some research.

CRAIG

With my best friend?

ADMIRAL SHIPS

Not sure to whom you are referring.
I came here alone.

CRAIG

Dylan. I followed him here. He told
me last night he stumbled into a
Battleship match. Only one
clandestine Battleship club in
existence I know. Run by you.

ADMIRAL SHIPS

You know him? Crazy coincidence.
He's a good player. Why you bent
out of shape.

CRAIG

On account of our history. You
dropped your last guppy to train
me. Didn't know I'd be the next
sailor to be thrown overboard.

(CONTINUED)

CONTINUED:

ADMIRAL SHIPS

Goldie Hawn. Kurt Russell. (Pauses)
Sorry you think so little of me.

CRAIG

You remember the day we first
played? You showed me what it takes
to win. You said I was your Rudy.
Had a lot of heart, guts.

ADMIRAL SHIPS

True. But you need to overcome your
weaknesses. You need to rest your
mind. Panic in battle brings a
quick end. Your training is not
complete.

CRAIG

Not sure I have much choice.

The elevator door opens. The two still face each other. Craig
turns and walks out. Andy leans back against the back wall.
The doors close.

15 INT. ROOM - DAY (PART I) 15

Interview/monologue with a couple characters about their
experience in the Battleship scene. Documentary style. They
talk to the camera.

Greg (Gringo)

Karl (Jesus O'Malley) - Irish Mexican

Derrick Hachey - ???

16 INT. LIBRARY - DAY (TWO DAYS LATER) 16

Admiral Ships sit at a table. He has a briefcase in the desk.
He looks off in the distance as if thinking. Dylan walks in
and sits across from him.

DYLAN DALTON

Admiral.

ADMIRAL SHIPS

Ahoy! Glad you decide to come back.
I was a unsure of your dedication
to a board game.

(CONTINUED)

CONTINUED:

DYLAN DALTON

Like you said. Earth's spinning off
it's axis. The days of Ralph Malph
and the Fonz are over. What's in
the case?

Admiral Ships opens the briefcase. He spins it around to face
Dylan.

ADMIRAL SHIPS

Doom.

DYLAN DALTON

Color of Money. (smiles) That my
own Battle case?

ADMIRAL SHIPS

It's a relic from my old days.
Seems so long ago when I first
started my journey on the war torn
seas.

Admiral Ships stares at the Battleship case.

FLASHBACK TO:

17

EXT. PICNIC TABLE - DAY

17

Admiral Ships (then Captain Ships) sits at a picnic table.
Sal sits across from him. There are various board games on
the table. Two cocktails sit next the them. A bottle of booze
sits between them. They both look haggard. Sal smokes a
cigarette.

(This is a flashback to the old days. When they first started
to be rivals. They have a past in which Sal cheats and ruins
the friendship).

ADMIRAL SHIPS

Your move sir.

SAL

You know Captain, we've been
playing against each other for so
long I can almost see your moves in
my head.

Ships takes a drink and smiles.

(CONTINUED)

CONTINUED:

ADMIRAL SHIPS

That's why I'm glad we started the Ship Club. Keep this game alive and pass down our knowledge.

SAL

J-6

ADMIRAL SHIPS

Miss. A-8

SAL

Hit. It's a cool thing to do. Get some blokes together and battle it out. Blow off some steam. Some get vicious, you see it in their eyes. Hate to lose.

ADMIRAL SHIPS

A gentleman's game.

SAL

C-7.

ADMIRAL SHIPS

Hit.

SAL

I've found yer sea wolf. Blow the ballasts, this turd is a floater.

Sal takes a drag of his cigarette and pours himself some more booze.

ADMIRAL SHIPS

You done the impossible. I was using the Windy Walrus formations to hide my sub. As you know a flawless position. Plus, it's been impossible for me to find your cruiser all day.

SAL

What are you implying?

Admiral Ships takes a long sip. He looks across the table and makes eye contact. Sal stares back.

ADMIRAL SHIPS

I'm saying I saw you move your fleet last time I went to the head.

(CONTINUED)

CONTINUED: (2)

Sal stands up. (POV) - He walks to the camera. Ships is in the background.

SAL

(loudly)

You're accusing ME of cheating!
We've played together for years. We started out together you and me. We got history. Now you have the balls to challenge my integrity. My honor.

Admiral Ships gets up from the table. He set his drink down. He moves towards Sal. They are standing face to face.

ADMIRAL SHIPS

Honor. Something I've questioned for some time. You've not beaten me in a dozen matches. I say you've lost your nerve. Went to a last resort.

Sal takes step back. He cocks his right arm to throw a punch. Admiral Ships glares at him. Sal throws a punch.

18

BACK TO PRESENT: FLASHBACK ENDS

18

Admiral Ships turns his gaze back to Dylan.

DYLAN DALTON

Heavy. So you two don't speak anymore?

ADMIRAL SHIPS

Not in some time. We still see each other at matches, but we no longer sit at the helm. He's not the same friend I met so many years ago. He cannot be trusted.

DYLAN DALTON

Board games. The great divide.

Dylan take the Battle case out of the briefcase.

DYLAN DALTON (CONT'D)

How do you turn this thing on?

ADMIRAL SHIPS

Before you open the case, you have much to learn.

19 INSERT. DYLAN DALTON TRAINING MONTAGE 19

Shot of Dylan playing Connect Four.

Shot of Admiral Ships marking a grease board with strategy placement. Dylan watches.

Dylan reading a naval book in the Library.

Dylan riding a stationary bike.

Dylan and Ships running on the beach in Golden Gardens.

Dylan playing his guitar. Ships walks in and grabs the guitar and hands him the Battle case.

Dylan standing in the sprinkler. He wears a life jacket.

Dylan spiking his Capri Sun with gin.

Dylan packing his case with his game board and Capri Sun. Pan out to see it's a guitar case. Dylan walking into the bar with his guitar case.

20 INT. BAR - NIGHT 20

Craig and Sal sit at the bar. They both sip on a cocktail. They are silent. Dylan and Admiral Ships walk into the bar. They approach Craig and Sal from behind. Craig sees Dylan in the mirror.

DYLAN

Craig?

CRAIG

Hey Double D. What's shakin'

ADMIRAL SHIPS

Craigger, how are you doing?

CRAIG

Fuck off Captain.

DYLAN

How do you know...(interrupted by)

Sal turns around and stares at Ship.

SAL

You must be Dylan.

Sal extends his hand. Dylan shakes it.

(CONTINUED)

CONTINUED:

SAL (CONT'D)

Sal T. Doggmeister. Nice to meet you kid. What the smug seafarer next to you failed to tell you is, he's an acquaintance of Craig. You might even say an old mentor.

Dylan looks at Craig

DYLAN

(to Craig)

Why didn't you tell me the other day?

CRAIG

On account of I was pretty pissed off at the time. Needed to figure all this out in my head. Get it straight.

DYLAN

All this about a game?

ADMIRAL SHIPS

(to Dylan)

This ain't no game, Meho. This is war.

DYLAN

You doing Roadhouse?

Admiral ignores Dylan.

ADMIRAL SHIPS

There is a long history between me and Salty here. You boys need to step up and finish it. A new era in underground Battleship will emerge. A rivalry must be forged.

SAL

We'll give you two days to prepare a strategy. Meet you at the table. You don't show, I take over the and the Admiral walks.

21 INT. BASEMENT - NIGHT

21

Dylan sits in a chair. His head is covered with a cloth bag. His hands are behind him. He rocks the chair back and forth.

(CONTINUED)

CONTINUED:

Someone walks down the stairs and stands in front of Dylan. He reaches out to take off the hood. Dylan is blindfolded.

SOMEONE

So, old friend. Looks like you
won't make it to your last match.
You won't have to worry much
longer.

DYLAN DALTON

Who the hell are you? You see this
on TV, kidnapping 101?

SOMEONE

You'll thank me for this someday.

Someone pulls out a knife. He hold it by his side

DYLAN DALTON

I'd gladly thank you if you take
this blindfold off and let me see
whose ass is gonna get Boggled.

Someone reaches out to take off the blindfold. He steps back into the light. Dylan adjusts his eyes to the light. He stares in horror at his captor. The captors face is revealed. It is Dylan.

SOMEONE

This will only hurt for a second.

Someone (Dylan) plunges the knife into Dylan. Dylan's face cringes with pain and then his head tilts forward.

CUT TO:

22 INT. LIBRARY - DAY

22

Dylan is lying face down with his head in a book. He is sleeping. He jerks up and looks around. He rubs his face. A person across the room is staring at him

PERSON

Wakey wakey hands off snakey

DYLAN DALTON

Some dream man. Thought I was dead.

PERSON

You're not dead, but you do have
some massive drool on your chin.

(CONTINUED)

CONTINUED:

The person smiles at Dylan. Dylan closes his book.

23 INT. ROOM - DAY (PART II) 23

Interview with other participants of the underground Battleship games. This will introduce all the various characters.

May want to have a half screen with their stats. Frame characters to left side.

24 INT - BATHTUB - NIGHT 24

Sal sits in a bathtub. He has his Battle case floating on the water. He has a unlit pipe in his mouth.

Across from him in the bathtub sits Dylan. His Battle case floats in front of him. Two glasses of champagne sit on the edge of the tub.

SAL

I knew you'd come to my side. I can teach you many things.

DYLAN DALTON

D-9.

SAL

Miss. I can finally crush that shitbag Admiral Ships. No one can stop the two of us.

DYLAN DALTON

But it's weird we are in the bathtub practicing, right.

Sal takes a sip of champagne and smiles.

SAL

Submersion my dear boy. You'll learn faster this way, feel the wave lap your loins. I remember fondly of my training at Archimedes.

DYLAN DALTON

But what did the backrub beforehand have to do with it?

CUT TO:

25 INT. LIVING ROOM - DAY 25

Sal sits in a recliner. His eyes are closed. He is wearing a bathrobe and slippers. A book of naval battles sits open across his chest. He opens his eyes and jerks a wake. He looks around the room. He smiles and closes his eyes again.

26 INT - BASEMENT - NIGHT 26

A single table sits under a light. Various players stand and talk. They are animated. Two empty chairs are placed at the table.

(Pan of the crowd to show all the players who we have met previously, they are all here to watch the final match)

Off camera a door opens. Everyone stops talking. Craig and Sal walk down the steps. Craig carries a briefcase. He looks calm. He shakes hands with The Gringo. Sal walks to the table and pulls out the chair. Craig sets the briefcase on the table. He sits. He takes out his Battleship case and sets the briefcase on the floor. He leaves the table.

A second later, Dylan and Admiral Ships walk down the stairs. Ships wears his sailor's cap and holds a pipe in his mouth.

PLAYER 1

Hey, that's Dalton Dylan, er a
Dylan Dalton.

PLAYER 2

Two first names, that's idiotic

Player 3 leans into the conversation.

PLAYER 3

I thought he'd be bigger

Dylan walks to the table. He sets his guitar case on the ground. He opens the case. He takes out his Battleship case and sets it on the table. He takes out a Capri Sun, a bottle of gin and a syringe. He draws up gin into the syringe and injects into the Capri Sun. He shakes the container. He sits across from Craig.

ADMIRAL SHIPS

I can almost smell the sea water
and gun powder. Not a good day to
drown in a teaspoon of water.

He glances over at Sal and Craig.

(CONTINUED)

CONTINUED:

SAL

This is the deciding battle. Winner takes all. There are no life boats or preservers, loser goes down with his ship.

Ships nods in approval. Sal nods in approval. Ships and Sal sit against the wall. Craig places his ships on the board. Dylan looks blankly at his board. He does not place his ships immediately. He looks at Craig then at Ships. He finally places his ships all in order.

DYLAN DALTON

Let's get this over with.

Dylan and Craig continue to play the game.

27 EXT. PARK BENCH - DAY 27

Admiral Ships sits alone on a bench and looks out at the water. He gets up and walks out into the water.

CUT TO:

28 INT. BASEMENT - NIGHT 28

Sal is surrounded by game players. He is having a good time. He is running the group now. The underground Battleship routine continues.

CUT TO:

INT. ROOM - DAY

Dylan sets his guitar case down. He opens it up and takes out the Battleship case and places on the table. He grabs his guitar and places it back in the case.

29 FADE OUT 29