

BLACKSTAR

"THE ZOMBIE MASTER"

BS #62013

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CAST OF CHARACTERS

BLACKSTAR

MARA  
KLONE  
BALKAR  
RIF  
GOSSAMEAR

POULO  
TERRA  
BURBLE  
CARPO

PRINCE DAL ..... Nice-young-man-type voice; slightly  
regal

PRINCESS LOWENA ..... Female equivalent of Dal's voice.

SHALDEMAR ..... Androgynous, WHEEZING voice.

VAMPIRE ZOMBIE ..... Monotone.

AMPHIBIAN ZOMBIE ..... SNARLS.

BLACKSTAR  
"THE ZOMBIE MASTER"  
BS #62013  
TEASER

FADE IN

1. INT. THRONE ROOM -- WIDE -- ESTABLISHING

A large throne room, with two imposing thrones on a dais at the far end. BLACKSTAR, MARA, BALKAR, GOSSAMEAR, RIF and POULO stand before the thrones. On the thrones sit DAL and LOWENA, rulers of the city of Gondar. They are both relatively young--early twenties; they are slightly elfin in appearance, with pointed ears and eyebrows, and fair hair. All listen as

2. BALKAR

continues his speech.

BALKAR (rambling)  
...And so, with Blackstar and Mara,  
this Trobbit delegation has come  
to your city of Gondar...

3. BALKAR AND DAL

BALKAR (to Dal)  
...to seek your help against the  
forces of the Overlord!

4. ON DAL

He frowns; he is not a bad sort, but he doesn't want trouble.

DAL  
Why should we make trouble for  
ourselves? The Overlord has  
never bothered Gondar. ....

5. ON LOWENA

She also looks troubled.

LOWENA  
But Dal. It's only a matter of  
time before we feel the Over-  
lord's hand, Dal. I think we  
should join the rebellion.

6. WIDE -- ALL

DAL  
I need time to think on this.

There is a sudden RUMBLING SOUND O.S.; the scene shakes violently.

## 7. ON GOSSAMEAR

He flies up off the floor as it SHAKES beneath him.

## 8. ON POULO AND RIF

Poulo leaps into Rif's arms as the TREMOR continues..

POULO  
(Frightened WHISTLE)

RIF  
(Disgusted)  
Don't be such a chicken toad!

## 9. ANOTHER ANGLE -- INCLUDING BALKAR

The floor SHAKES again, and this time Rif, still holding Poulo, leaps into Balkar's arms. Balkar staggers beneath their combined weight.

BALKAR  
(GRUNTS)

## 10. ON THRONE -- DAL

He rises and moves quickly toward the balcony.

DAL (distressed)  
What is it?

## 11. EXT. PALACE -- ON BALCONY

Everybody stands on the balcony, looking O.S. We see something of the city of Gondar below them; an exotic setting, buildings with spires and minarets under a cloudy sky. Lowena points O.S.

LOWENA  
(frightened gasp)

Everybody looks O.S. as the RUMBLING becomes steady and the scene vibrates.

## 12. POV SHOT - HORIZON

The bizarre city of Gondar, its strange pod-like structures suspended by tall beams rising from the twisting streets. At the horizon a cloud of smoke and dust rises and we see these pod-like structures falling.

TWO SHOT - DAL AND BLACKSTAR

Dal stares O.S. in shock and horror.

BLACKSTAR (intensely)  
Looks like a little gift from the Overlord, Prince Dal.

## 13. LONG SHOT - HORIZON

The cloud of smoke is closer now. It parts and we see Marakand, a gigantic, walled city, part Gothic, part ancient Egyptian in style. It's mounted on an island-sized slab of rock. From beneath the rock a mystic glow emanates. The glow is shaped like the tracks of a tank. The tank tracks carry the island rumbling over the terrain. The mobile island advances toward CAMERA as we

FADE OUT

END TEASER

BS #60213

## "THE ZOMBIE MASTER"

BS #62013

ACT ONE

FADE IN:

## 14. LONG SHOT - GONDAR AND MARAKAND

The mobile city of Marakand advances slowly on its glowing cushion, literally eating away at Gondar. As the glow comes into contact with the suspended-pod buildings, they are drawn up to the underside of the floating city, to disappear from view. (SFX: APPROPRIATE)  
(SXF: APPROPRIATE.)

## 15. ANOTHER ANGLE - REAR SHOT

Marakand draws away from us, and behind is a huge swath of utter desolation; on either side of its path might be trees, grass, etc.; where it has passes over there is nothing but twisted rubble.

## 16. ON BLACKSTAR AND GROUP AT BALCONY

Watching this in horror.

## 17. ON BALKAR AND RIF

BALKAR

It's Marakand, the City of Zombies!

RIF (scared)

Let's get out o' here!

## 18. WIDE ANGLE BALCONY - ALL

The scene SHAKES VIOLENTLY again, and the balcony suddenly crumbles beneath them. They all drop O.S.

ALL

(cries of fear)

## 19. ON BLACKSTAR - FALLING

He seizes an ornamented outcropping of the wall as he falls and does an agile flip over it, breaking his fall as he drops O.S.

20. ON CITY STREET

Blackstar drops INTO SHOT, landing lithely on his feet.

21. ANOTHER ANGLE -- BLACKSTAR

He turns and stretches out his arms, catching Poulo, who drops into them from above O.S.

POULO  
(Relieved WHISTLE)

22. ON GOSSAMEAR AND RIF

Gossamear FLAPS downward, holding Rif's hands in his. Rif dangles awkwardly.

RIF  
Easy, Gossamear! I'm breakable!

23. LOW-ANGLE SHOT -- MARA, BALKAR, DAL, LOWENA

Falling slowly; Mara's mystic glow surrounds them and supports them. They land safely on the street.

24. WIDE -- GROUP

Standing together. The RUMBLE steadily increases, and the scene shakes more. CRACKS appear in the street.

25. UPSHOT -- MARAKAND

Quite close now, advancing with all the mass and inevitability of a glacier in overdrive. The island cliffs of the strange city tower far above us, and we see the clouds obscuring the glow as the pods over Gondar are torn loose and drawn up.

26. DOWNSHOT -- GONDAR CITIZENS - IN STREET

Several of them -- they react in fear as the shadow of Marakand washes over them.

CITIZENS  
(Frightened CRIES)

27. ANOTHER ANGLE

The people are caught in the glow and pulled up OUT OF SHOT,

28. ON BLACKSTAR AND OTHERS

They turn to flee.

29. ON POD

A pod tower, suspended on its pole, CRUMBLES and CRASHES down.

30. ANOTHER ANGLE - BLACKSTAR AND GROUP

The crumbled pod has blocked the street. The RUMBLE is deafening now.

MARA

We're trapped!

31. UPSHOT - MARAKAND

Right on top of us. The glowing air cushion beneath the island is about to engulf us.



32. DOWNSHOT - BLACKSTAR, TROBBITS, MARA, DAL AND LOWENA

About to be overwhelmed by the glow from the floating island city of Marakand.

33. ANOTHER ANGLE - GROUP

Poulo and Lowena are the first to be drawn up into the blazing glow.

34. ON BLACKSTAR

As he rises past the broken structures, he seizes an ornamental ironwork trellis that is anchored to a wall and stops his upward fall.

35. ANGLE ON DAL

Rising toward us rapidly.

36. CLOSE ON BLACKSTAR

He stretches out his hand.

BLACKSTAR

Dal! Grab my hand!

37. CLOSE ON HANDS

They grasp amidst the mystic glow.

38. ON DAL, RIF AND BALKAR

Balkar and Rif drift past Dal. Dal gathers them in with his free arm.

39. ON FOUR OF THEM

Stretching upward in the pull of the glow like a human chain. Other people, objects, etc., rise past them O.S.

40. ON GOSSAMEAR

FLAPPING like mad to get away, but it does no good; he is slowly pulled backward and upward O.S. by the glow.

41. LOW-ANGLE SHOT -- MARA, LOWENA, POULO

They go spinning upward like leaves in a gale, into the blazing heart of the mystic glow.

42. LONG SHOT -- MARAKAND AND GONDAR

Marakand moves past the twisted wreckage that was once the city of Gondar.

43. ON BLACKSTAR, DAL, BALKAR, RIF - IN GONDAR RUBBLE

The glow of Marakand has passed, and the upward pull has ceased. The four of them are clinging to the twisted trellis. All about them is ruin and devastation of Gondar.

DAL (in shock)  
Lowena, and the city -- gone!

BALKAR  
And Mara and Gossamear.

RIF (distressed)  
And Poulou. We gotta save 'em!

BLACKSTAR (looking up)  
We've gotta get up there first.

44. ANGLE ON MARAKAND

Rumbling along the terrain.

45. CLOSE ON DAL

DAL  
Leave that to me.

He makes a mystical gesture with one hand, and there is a FLASH of rainbow sparks and CRACKLING SFX that surrounds the trellis they cling to.

## 46. ANGLE ON TRELLIS

The sparks play along it like St. Elmo's fire for a moment, and then it shudders and begins to move.

## 47. ON TRELLIS AND GROUP

The trellis writhes like a snake and elongates quickly OUT OF SHOT.

BALKAR & RIF

Whooooaaaa!!

## 48. ANGLE ON TRELLIS

moving through the sky, carrying Blackstar and group.

## 49. CLOSE ON RIF

RIF (looking down, terrified)

Me and my big mouth!

## 50. ON MARAKAND -- REAR WALL

The trellis rises INTO SHOT like an iron snake, carrying our heroes up the rock wall of Marakand.

## 51. CLOSE ON THEM

Rising up against the sheer rock wall. Their speed begins to slow.

DAL

My spell is fading!

BLACKSTAR

We'll have to jump for it!

## 52. ANOTHER ANGLE -- ROCK WALL AND TRELLIS

The sky moving by slowly in B.G. Blackstar, Dal, Rif and Balkar leap from the trellis O.S.

## 53. ON ROCK LEDGE

They land on a rock ledge and perch precariously against the cliff.

BLACKSTAR

Looks like we'll have to climb the rest of the way.

54. ON RIF

He tilts his head back and looks up O.S.

55. POV SHOT -- LOW-ANGLE -- WALL

It's a long and dangerous climb.

56. ON RIF

RIF  
It figures.

BLACKSTAR WIPE TO:

57. ON BLACKSTAR, DAL, RIF, BALKAR

Arriving at the top of the sheer rock wall. They look off.

58. ON MARAKAND - POV BLACKSTAR

It's a strange mix of Egyptian-like pyramids and sphinx-like structures, along with Gothic towers and spires.

BLACKSTAR (V.O.)

Who rules in Marakand, Balkar?

59. ON BALKAR

BALKAR

I have only heard legends -- they speak of Shaldemar the Ancient, who drains the life force from people and makes them zombie slaves of the Overlord.

60. CLOSEUP ON RIF

terrified by the news. He faints into Blackstar's arms.

RIF

(gasping)

61. ON BLACKSTAR

BLACKSTAR

(grimly)

Then we'll find this...Shaldemar.

BLACKSTAR WIPE TO:

62. INT. MARAKAND THRONE ROOM - ESTABLISHING

A vast and dark hall, the high ceiling supported by massive columns, carved like giants. The design is cyclopean, oppressive, Lovecraftian. PAN SLOWLY ACROSS it to the throne: a huge chair carved from black rock. A mystic force cushion, like the one that supports the city, glows beneath it, causing it to hover over the floor. On the throne sits SHALDEMAR. He is a huge humanoid, bald, dressed in dark robes, and he is grotesquely, obscenely fat. Beside him, resting on a pedestal, is the Sphere of Souls, a glowing sphere about eight feet in diameter. Mara, Lowena, Poulo and Gossamear stand before him, flanked by several ZOMBIE GUARDS of various humanoid species.

SHALDEMAR

(WHEEZING voice)

Mara the Enchantress and a pair of Trobbits! The Overlord will be most pleased when I bring you to him as zombie slaves!

63. ANGLE ON MARA AND TROBBITS

Reacting. The Trobbits' jaws almost hit the floor.

64. CLOSE ON LOWENA

LOWENA

What do you mean? Who are you?

65. ON SHALDEMAR

standing, and moving toward the huge globe beside his throne.

SHALDEMAR

I am Shaldemar! I shall drain your life forces personally.

66. ON MARA

MARA

Not if I can help it!

She FIRES a mystic powerbolt O.S.

67. ON SHALDEMAR

He moves behind the glowing globe, sitting on the pedestal.

68. CLOSE ON GLOBE

The powerbolt ENTERS SHOT and is SUCKED UP into the globe. The globe glows more brightly for a moment.

69. ANGLE ON SHALDEMAR

He presses his palms against the globe. The glow charges up his arm.

70. CLOSER ON SHALDEMAR

His huge form glows for a moment with Mara's energy, then returns to normal. He licks his chops.

SHALDEMAR

Thank you, my dear -- that was most tasty! It leaves me hungry for more!

71. ON MARA AND OTHERS

Shocked to see that Mara's power is useless against Shaldemar.

MARA  
If I can't stop you, then  
Blackstar will!

72. ANGLE ON SHALDEMAR

SHALDEMAR  
No one can touch me -- as long  
as I have the Sphere of Souls --

73. CLOSE ON SHALDEMAR

SHALDEMAR  
And into the Sphere your souls  
will go!

74. WIDE - ZOMBIE GUARDS AND MARA, TROBBITS, LOWENA  
They seize them and hold them.

75. ON GOSSAMEAR

As a zombie tiger man moves to seize him, he suddenly FLAPS his ears as hard as he can, creating a WIND EFFECT. The tiger man zombie staggers backward.

76. ON MARA

MARA  
(SHOUTS O.S.)  
Gossamear! Get away! Find  
Blackstar!

77. ANOTHER ANGLE

He takes off, zooming lickety-split OUT OF SHOT.

78. ON ZOMBIE GUARDS

raising their staffs, modeled after the Sphere of Souls and pedestal. The staffs shoot beams of magic light O.S. \*

79. ON GOSSAMEAR - FLYING

He swerves to dodge the beams of magic light. Gossamear flies OUT OF SHOT. \*

80. LOW-ANGLE SHOT -- WINDOW

A small window high above the floor, letting in dim light. Gossamear heads straight for it.

81. EXT. CASTLE -- ON WINDOW

It SHATTERS outward as Gossamear plunges through it and flies O.S.

82. ON SHALDEMAR

He holds the huge glowing globe in his hands and raises it over his head.

SHALDEMAR  
No more of you will escape!

83. WIDE ON MARA, LOWENA, POULO

Looking up at Shaldemar, frightened.

84. ANGLE ON GLOBE AND SHALDEMAR

The globe glows brightly. (SFX: RISING WIND, like air rushing to fill a vacuum)

85. WIDE ON SHALDEMAR, MARA, AND GROUP

Mara and group are bathed in the glow of the Sphere of Souls.

86. CLOSE ON MARA, LOWENA, POULO

They stagger as luminous lights, like ghosts, fly out of their bodies.

POULO  
(frightened WHISTLE)

87. ANGLE ON SPHERE OF SOULS

These "ghosts," from Mara, Poulo and Lowena, disappear into the glowing globe.

88. ANGLE - MARA AND GROUP

They go to their knees and their skin color turns gray.

89. ON SHALDEMAR

Holding up the giant sphere. Shaldemar glows for a moment, and smacks his lips. The glow fades.

90. ANOTHER ANGLE

Shaldemar places the sphere back on its pedestal.

91. CLOSE ON SHALDEMAR

SHALDEMAR  
(triumphantly)  
Rise -- RISE, my Zombie Slaves!



92. ON MARA, LOWENA, POULO

They stand, gray and silent. They are zombies.

CUT TO:

93. EXT. MARAKAND - ON GOSSAMEAR

Flying through the eerie island city, wasting no time.

94. ON GOSSAMEAR

Jetting past an open alleyway, Gossamear skids, in midair, to a stop.

95. CLOSE ON GOSSAMEAR - HOVERING

He looks down the alleyway and reacts in shock to what he sees.

96. HIS POV - LONG SHOT - SAGAR TREE

Beyond the alleyway, and past the skyline of Marakand, framed against the cloudy horizon, we see the forest of the Sagar Tree, with the tree itself rising above the terrain. We are moving slowly toward it, obviously on a direct course.

97. ANGLE ON GOSSAMEAR

GOSSAMEAR  
(thunderstruck)  
(distressed WHISTLE) The Sagar  
Tree! We're headed right for it!

98. CLOSE ON GOSSAMEAR

GOSSAMEAR  
I gotta get help!

He jets down the alleyway.

99. ON GOSSAMEAR

emerging from the alleyway and soaring through the city.

100. ON STREETS - POV GOSSAMEAR

whizzing by. Dark, narrow, muddy streets. Arching towers and spires. The Egyptian/Gothic architecture is cramped, ominous, brooding.

101. CLOSE ON GOSSAMEAR

Flying like mad. He's rattled, panicky. Suddenly he looks up and reacts with fright.

GOSSAMEAR  
(panicky WHISTLE)

102. ON SPHINX-LIKE STRUCTURE - POV GOSSAMEAR

The CAMERA TRUCKS in fast on the leering, sinister face of the huge Sphinx structure looming in Gossamear's path.

103. ON GOSSAMEAR

Suddenly veering down to evade impact with the huge Sphinx structure.

104. ANOTHER ANGLE

As Gossamear sails into the dark passageway beneath the face of the Sphinx building.

105. ON DOOR TO SPHINX

which slides shut behind Gossamear, with a WUMP!

106. WIDE ON SPHINX STRUCTURE

The CAMERA PULLS BACK from the spired Sphinx building, as we HEAR Gossamear pounding on the door from within.

GOSSAMEAR (calling V.O.)  
Hey! Lemme outa here! Help!

BLACKSTAR WIPE TO:

107. ON BLACKSTAR AND DAL - IN MARAKAND

They have arrived at the top of a spired pyramid and look out over the bizarre island city.

DAL (sigh)  
It's useless.

108. THEIR POV - MARAKAND

The CAMERA PANS the strange cityscape of Egyptian/Gothic structures.

DAL (cont. V.O.)  
We'll never find them in this maze.

109. TWO SHOT - DAL AND BLACKSTAR

Blackstar puts his hand on Dal's shoulder in a comradely gesture.

BLACKSTAR  
We won't stop looking until we do, Dal.

110. ANGLE ON BALKAR AND RIF

Balkar is struggling to crawl up the side of the pyramid structure. Rif, behind him, rises INTO SHOT. The flame on his hat singes Balkar's posterior.

111. CLOSE ON BALKAR

He stops and SNIFFS as a thin wisp of smoke rises from behind him. Then he feels it.

BALKAR  
WAH-HOO-HOO-HOO!!!

He shoots straight up O.S., legs windmilling.

112. ON BLACKSTAR

As Balkar rises INTO SHOT, Blackstar turns and grabs him, clasping one hand firmly over his mouth, stifling him. Balkar dangles haplessly from Blackstar's grip.

113. CLOSE ON BLACKSTAR

BLACKSTAR (to Balkar)  
Shhhh!

114. ON DAL

DAL  
(grimly)  
Too late.  
(points O.S.)  
Look!

115. POV SHOT - ZOMBIES

Three of them; a bat-winged VAMPIRE MAN from the Vampire Mountains, an AMPHIMAN from Aquaria, and a LEOPARD MAN. They WALK up the side of the pyramid, as if they're floating on air. The vampire zombie holds a shaft with a globe, similar to Shaldemar's, but smaller.

116. ON BLACKSTAR AND GROUP - ATOP PYRAMID

RIF  
(terrified)  
Who-o-o-o...whaaat are they?

BLACKSTAR  
Well, they're not the welcome wagon.

117. ON VAMPIRE ZOMBIE

Rising up the side of the pyramid, holding the staff.

VAMPIRE ZOMBIE

(monotone)

You are our prisoners.

118. ON BLACKSTAR

He whips out his Starsword.

BLACKSTAR

Keep your distance, buddy.

119. ON ZOMBIES

They rise forward with slow, inexorable steps, the vampire zombie in the lead.

120. ON BLACKSTAR

BLACKSTAR

Okay, you asked for it!

He FIRES a starburst O.S.

121. ON APPROACHING ZOMBIES

The vampire zombie holds the globe out before him.

122. ON GLOBE

The starburst ENTERS SHOT and is absorbed with a ZAP! by the globe. The globe glows brightly for a moment, then returns to normal.

123. ON BLACKSTAR

BLACKSTAR

(Surprised)

What the...!?!

124. WIDE -- ALL

The zombies charge forward for a fight.

125. ON BLACKSTAR AND AMPHIMAN ZOMBIE

The zombie attempts to grab Blackstar in a bear hug; Blackstar leaps over him.

126. LOW-ANGLE SHOT -- BLACKSTAR

Tumbling through the air.

127. ANOTHER ANGLE

Blackstar lands on the side of the pyramid, beneath the zombie.

128. ANGLE ON AMPHIBIAN ZOMBIE

turning the looking down at Blackstar.

AMPHIMAN ZOMBIE  
(snarls)

129. DOWN ANGLE - ZOMBIE AND BLACKSTAR

The zombie leaps for Blackstar.

130. ANGLE ON BLACKSTAR

Blackstar dodges, grabs the Zombie's hand, and guides him down and O.S.

131. ON MUD PUDDLE - AT FOOT OF PYRAMID

A puddle of gray mud near one wall; the amphiman zombie falls into it, SPLASHING gray mud O.S.

132. ON LEOPARD MAN ZOMBIE, RIF AND BALKAR

The zombie holds the Trobbits off the ground, one in each hand. They kick futilely.

RIF  
(yelling)  
YIII!!!

BALKAR  
(to Rif)  
Rif! Do something!

RIF  
I am! I'm yelling!  
(yelling)  
YIII!!!

Suddenly a Starsword bolt flies INTO SHOT. It zings past the head of the leopard zombie man.

133. ANOTHER ANGLE - CLOSER

Dazed by the light, the leopard man zombie staggers backward, dropping both Trobbits.

ZOMBIE  
Arrggghh!

134. ON BALKAR AND RIF  
They drop on to the side of the pyramid and run down O.S. as fast as they can.
- RIF/BALKAR  
Woahhhh!
135. ON DAL AND VAMPIRE ZOMBIE  
on the pyramid's peak. The vampire zombie approaches Dal, wings spread menacingly.
136. ON DAL  
He makes a mystic gesture with one hand and the rainbow sparkles appear about his hand. SFX: CRACKLING.
137. CLOSE ON ZOMBIE AND SHAFT  
The sparkles appear on the shaft he holds, CRACKLING up and down the length of it, then disappear.
138. ANOTHER ANGLE - ZOMBIE  
The shaft suddenly comes alive in the vampire zombie's grip, twisting cobra-like about him and immobilizing him.
- VAMPIRE ZOMBIE  
(HISSES)
139. ANGLE ON DAL  
Bewildered. Blackstar leans in and pulls him O.S.
- BLACKSTAR  
Come on, Dal! Let's go!
140. BLACKSTAR AND DAL  
dashing down the side of the pyramid.
141. ON TROBBITS  
running along the street as Blackstar and Dal gain into SCENE and pass them.
142. ANGLE ON ZOMBIES  
moving along the street. They splash through a mud puddle (SFX) as they pass a dark alley.
143. ANGLE ON ALLEY - RIF, BALKAR  
peering from the alley, they are struck by the splashed mud.

144. ON BLACKSTAR AND DAL

peering out of the alley as the Zombies pass.

CLOSE ON DAL

DAL (dazed)  
We can't fight a cityful of  
zombies!

145. ON BALKAR AND RIF

Their faces are covered with mud.

RIF (disgusted)  
Y-Y-Y-YUCK!

146. ON BLACKSTAR

He sees this.

BLACKSTAR  
(to Dal)  
Maybe we can't fight them --

147. ON TROBBITS

Blackstar leans INTO SHOT and looks at the mud on Balkar and Rif.

BLACKSTAR (cont.)  
-- but we can fool them!

148. EXT. STREET - CLOSE ON MUD PUDDLE

Blackstar's face appears in the reflecting water. He leans down; his hand ENTERS SHOT and scoops up a gob of mud as we

BLACKSTAR WIPE TO:

149. ON BLACKSTAR, DAL, BALKAR, RIF

They have smeared themselves with gray mud. They now look like zombies.

150. ON BLACKSTAR

in his zombie makeup.

BLACKSTAR  
Okay, guys. Let's give it a go.

He turns and EXITS SHOT. Dal, in makeup, follows.

151. CLOSE ON BALKAR AND RIF

in their zombie makeup, walking stiffly.

BALKAR  
(whispering)  
Try to think "zombie."

RIF  
(muttering)  
I didn't know zombies could  
think...

Moving slowly along, doing the zombie shuffle as they pass through the city streets. They pass a pair of other zombies, shuffling in the other direction. The disguise works! The real zombies keep moving.

152. ON BALKAR AND RIF

BALKAR  
(relieved sigh)

RIF  
(muttering)  
I'm a zombie, I'm a zombie,  
I'm a zombie...

153. EXT. SPHINX STRUCTURE - ON ZOMBIE GROUP

A group of zombies are shuffling out the door of the huge Sphinx-like structure.

154. CLOSER ON ZOMBIE GROUP

Among them is Lowena, ashen-faced and mindless. All the zombies are carrying buckets.

155. ON DAL AND BLACKSTAR

walking along, trying to look zombie-ish. Suddenly Dal looks O.S. and reacts in horror.

DAL  
(shocked)  
It's Lowena!

156. CLOSE ON BLACKSTAR

looking O.S.

157. CLOSE ON LOWENA

looking off toward Dal and Blackstar. She's definitely a zombie.



158.

ON DAL AND BLACKSTAR

DAL  
(SHOUTS)  
Lowena! Lowena!

Blackstar grabs Dal to hold him back.

BLACKSTAR  
NO! DAL! She's a zombie!

159.

ANGLE ON LOWENA AND ZOMBIES

Lowena points off toward Blackstar and group.

LOWENA  
(monotone)  
They are not zombies. Stop  
them!

160.

ON ZOMBIE GROUP

They swing their buckets, filled with water, which flies O.S.

161.

ON BLACKSTAR, DAL

The water enters scene and splashes onto them.

162.

CLOSER ON BLACKSTAR AND DAL

as the mud washes off their faces, revealing their non-zombie complexions.

163.

ON ZOMBIE GROUP

The zombies move aside to reveal Mara in her zombie state. She is holding onto Gossamear, who struggles in her arms.

164.

CLOSE ON BALKAR AND RIF

mud-free.

BALKAR  
(aghast)  
It's Mara.

RIF  
She has Gossamear!

165.

CLOSE ON MARA

MARA  
(monotone)  
I will stop them.

She raises her free hand in a mystic gesture.

166.

CLOSE ON BLACKSTAR

Staring in shock as he realizes Mara is about to attack them.

167.

CLOSE ON MARA

Her hand blazes with mystic power as a powerbolt ZAPS straight at us, filling the frame, washing it out. HOLD ON the devastating blaze for a moment, and then

FADE OUT

END ACT ONE

BS #62013

## "THE ZOMBIE MASTER"

ACT TWO

BS #62013

FADE IN:

168. EXT. SPHINX STRUCTURE - MARAKAND - DAY

Still holding Gossamear, Mara shoots a power beam from her free hand.

169. ON BLACKSTAR, BALKAR, RIF AND DAL

At first, all we can see is Mara's powerbeam filling the screen with its brilliance. This concentrates down until we can see our heroes. Blackstar is in front, holding the Starsword, which intersects Mara's blast and keeps it back.

170. CLOSE ON BLACKSTAR

Still deflecting Mara's super-intense beam.

BLACKSTAR  
(to the others)  
All of you get back! I'll  
handle Mara!

171. ON BALKAR, RIF AND DAL

Backing OUT OF FRAME, as per Blackstar's orders.

172. ON BLACKSTAR

Deflecting Mara's beam, straining with the effort.

BLACKSTAR  
(Straining)  
Can't keep this up long --  
Mara's magic packs a whallop!

173. ANOTHER ANGLE

As Blackstar sidesteps Mara's beam. It ZAPS OUT OF FRAME.

174. ON SECTION OF WALL

The beam strikes a statue of an alien warrior. The warrior glows, \* then twirls! The warrior's shiny shield drops to the ground.

175. ON MARA

MARA  
(monotone)  
You shall not get away that  
easily, Rebel!

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Mara lets go of Gossamear and thrusts out both her hands.

176-

ANGLE ON GOSSAMEAR

Flying up into the air, post haste.

177.

CLOSE ON MARA

as magic light flies from her two hands and EXITS FRAME.

178.

ON BLACKSTAR

dashing aside to evade the magic blast, which flies past.

179.

ANGLE ON SPIRED TOWER

Mara's beam STRIKES the stone tower, which transforms into a cloud of black smoke. \*

180.

CLOSE ON BLACKSTAR

looking up, reacting.

181.

ON CLOUD OF SMOKE \*

Moving in on top of Blackstar. \*

182.

ON BLACKSTAR

Holding the Starsword aloft, looking very upset at this development. The smoky cloud billows around him, completely covering him. \*

183.

CLOSE ON MARA

Looking triumphant -- in a blank, zombie sort of way.

184.

ON CLOUD OF SMOKE \*

With Blackstar completely lost from sight. Suddenly a bright light emanates from the center of the smoke. The smoke fades fast, extinguished by the light of the Starsword. \*

185.

ON MARA

Reacting with a scowl. \*

186.

ON BLACKSTAR

The Starsword (which has just extricated him) glows brightly. The WISPS of smoke float away. \*

187.

ON MARA

MARA  
(Monotone)  
Blackstar!

Unleashing another magic beam -- this time from her eyes!

188.

ANGLE ON BLACKSTAR

deflecting the beam with his Starsword.

189.

CLOSE ON BLACKSTAR

straining as his Starsword is battered by the beam.

BLACKSTAR

(clenched teeth)

She just doesn't give up!

190.

ON BALKAR, RIF AND DAL

Gossamear hovers into scene as the group watches Blackstar O.S.

DAL

Blackstar doesn't seem to  
be doing too well!

191.

ON RIF, GOSSAMEAR AND BALKAR

looking O.S., Rif's eyes go wide with fright.

RIF

And neither are we!

192.

ON DAL

as he looks O.S.

193.

ON ZOMBIES

a group of zombies led by ZOMBIE BHOB, a humanoid alien, approaches.

194.

ON RIF, BALKAR, GOSSAMEAR AND DAL

reacting.

RIF

(frightened "gulp")

195.

ON DAL

He raises his hand to make a magical gesture. Rainbow colors  
spark around his hand.

196.

ON ZOMBIE DAYV

Another humanoid. He swings a bolo over his head and throws it O.S.

197. ON DAL  
The bolo wraps around Dal, pinning his arms. Dal is shocked.
198. ON BALKAR AND RIF  
They're shocked, too. They turn to the sound of HEAVY BREATHING.
199. ON ZOMBIES  
breathing hard and advancing.
200. ON MARA AND BLACKSTAR  
Mara is still firing the magic beam from her eyes which Blackstar is blocking with the Starsword.
- RIF AND BALKAR (O.S.)  
Blackstar! Haaalllppp!!!
201. CLOSE ON BLACKSTAR  
Still deflecting the beam, he looks O.S.
202. HIF POV - ON BALKAR, RIF AND DAL  
The zombie soldiers surround them. Gossamear hovers above.
- GOSSAMEAR  
("alarm" whistle)
203. ON BLACKSTAR  
He looks O.S. in another direction, still deflecting the beam.
204. ON RUINS OF "WARRIOR" STATUE  
Amidst the rubble, we see the statue's ornate MIRRORED SHIELD.
205. ON BLACKSTAR  
He quickly tumbles O.S. Mara's beam ZAPS OUT OF FRAME in a different direction and EXPLODES O.S.
206. ON SHIELD AND RUBBLE  
Blackstar rolls INTO FRAME and grabs the shiny shield.
207. CLOSE ON MARA  
She gets a bead on Blackstar and shoots another beam from her eyes.

208. ON BLACKSTAR  
He stands, holding the shield in one hand, the Starsword in the other. Mara's beam STRIKES the shield and bounces off at a different angle (exactly as Blackstar intended).
209. ON BALKAR, RIF, DAL AND THE ZOMBIES  
Mara's reflected beam sweeps across the zombies. The zombies are enveloped in bubbles of magic light. \*
210. ON RIF, BALKAR, AND DAL  
Watching as the magic bubbles swept the zombies away. \*
211. ON BLACKSTAR  
Turning the shield, which reflects Mara's light beam in another direction.
212. ANGLE ON MARA AND LOWENA  
turning and moving O.S. to evade the rebounding magic beam. The beam passes O.S.
213. ON BALKAR, RIF AND DAL  
They look O.S. toward Lowena and Mara. \*
- DAL (calling)  
Lowena!
214. ON MARA AND LOWENA  
disappearing into the door of the Sphinx structure.
215. ON DOOR OF SPHINX STRUCTURE  
A stone wall -- carved with all manner of hideous pagan creatures -- slides downward, sealing up the opening behind Mara.
216. ON BALKAR, RIF, GOSSAMEAR AND DAL  
Blackstar joins the group.
- DAL (defeated)  
Now what do we do?
217. ON GOSSAMEAR  
GOSSAMEAR  
We've gotta save the Sagar Tree.

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218. ON RIF AND BALKAR

RIF/BALKAR (gasping)  
What!?!

219. CLOSE ON GOSSAMEAR

GOSSAMEAR (urgently)  
Marakand is heading right for it!!  
It's going to run down our tree!

220. ON BLACKSTAR AND BALKAR

BALKAR (thinking)  
Blackstar, I know of a spell that  
might just protect the Sagar.

221. ON BLACKSTAR

BLACKSTAR  
Good! Gossamear, fly Balkar  
back to the Sagar Tree.

222. ON RIF

RIF (worried)  
Hey! What about me?

223. ON DAL, BLACKSTAR AND RIF

BLACKSTAR  
You have to help Dal and me  
stop this Shaldemar character...

224. CLOSE ON BLACKSTAR

BLACKSTAR (cont.)  
...before it's too late.

225. CLOSE ON RIF

RIF (bleakly)  
Oh boy.

226. UP ANGLE ON GOSSAMEAR AND BALKAR

Gossamear flies up above the city, carrying Balkar along with him.

BALKAR (calling down)  
Good luck, my friends.

227. CLOSE ON RIF

RIF (muttering)  
You're the lucky ones. You're  
gettin' outa here.



228. ON BLACKSTAR AND DAL

waving as Balkar and Gossamear disappear into the sky.

229. CLOSE ON DAL

turning to Blackstar

DAL

Well, how do we stop Shaldemar  
if we can't even find him?

230. ON BLACKSTAR

He turns to the distant SOUND of footsteps.

BLACKSTAR (loud whisper)

Get back!

231. DAL, RIF AND BLACKSTAR

ducking back into an alley as the FOOTSTEPS, many of them, SHUFFLE  
closer.

232. ANGLE ON ZOMBIE GROUP - STREET

A line of zombies, lead by the Vampire Zombie, passes by the alley.  
The globe on the vampire is glowing brighter.

233. CLOSE ON VAMPIRE ZOMBIE

moving along and staring down at the glowing globe.

VAMPIRE ZOMBIE (monotone)

Come, zombies. Shaldemar beckons us.

234. BLACKSTAR, RIF AND DAL - IN ALLEY

watching as the vampires pass by, their footsteps fade.

235. CLOSE ON BLACKSTAR

BLACKSTAR (whispering)

Looks like this group will lead  
us right to him.

236. EXT. ALLEYWAY

Blackstar peeks above, Rif peeks out below.

BLACKSTAR

Let's move.

237. ON BLACKSTAR AND GROUP  
 moving silently down the street, pursuing the SOUND the the zombies' footsteps as we  
 BLACKSTAR WIPE TO:
238. EXT. SAGAR TREE - DAY  
 CAMERA TRUCKS IN as we  
 DISSOLVE THROUGH TO:
239. INT. BALKAR CHAMBER - SAGAR TREE  
 A room lined with shelves holding ancient books, beakers, herbs, and other science-magic stuff. At the center table stands Balkar, holding a large glass vial, filled with a smoking liquid. Beside Balkar stand CARPO and TERRA.
240. ON TERRA, CARPO, AND BALKAR  
 CARPO (worried)  
 Is it going to work, Balkar?  
 TERRA (worried)  
 I sure hope it works!  
 BALKAR (frenzied)  
 It HAS TO WORK!
241. INT. CHAMBER - ON WINDOW  
 Burble stands inside the window, looking out. He turns to Balkar.  
 BURBLE (excited)  
 Here comes Klone!!!
242. ANGLE ON DOOR - INT. CHAMBER  
 KLONE, with his two hands cupped together, comes dashing through the door and stops.  
 KLONE (out of breath)  
 I've got it!
243. CLOSE ON BALKAR  
 BALKAR (elated)  
 The fire bat feather!?! Good work, Klone!!!
244. ANGLE ON KLONE  
 Revealing the fire bat feather in his hand.

KLONE

Yeah, the fire bat wasn't too pleased about it, but...

245. WIDE ON GROUP

As Klone drops the feather into the vial in Balkar's hand.

KLONE (cont.)

...here goes!

246. CLOSE ON VIAL

It bubbles, smokes, and EXPLODES with a spark of flame.

247. ON BALKAR

raising the smoking, bubbling vial over his head.

BALKAR (solemnly)

This potion must be poured into the underground river that feeds the roots of Sagar.

He turns to the SOUND of GOSSAMEAR'S bird whistles O.S.

248. ON GOSSAMEAR - EXT. BALKAR'S CHAMBER

hovering outside the window of Balkar's chamber. Burble watches from the window.

GOSSAMEAR (distress whistling)

We haven't much time!!

249. CLOSE ON GOSSAMEAR

GOSSAMEAR (pointing off)

It's getting closer!

250. ON MARAKAND - POV GOSSAMEAR

Rumbling along the terrain, coming closer on its glowing, rolling belt. The CAMERA TRUCKS IN as we:

BLACKSTAR WIPE TO:

251. UP ANGLE - EXT. TEMPLE OF THE LABYRINTH - MARAKAND

On top of a hill, the temple is a tall, evil structure with spires and towers, hideous gargoyle decorations, carvings, and the like. There are two archways for entrance. As the CAMERA TRUCKS IN, we SEE two lines of Zombies file into the two separate entrances.

252. ANGLE ON BLACKSTAR, RIF, AND DAL

watching from around a corner.

BLACKSTAR

I'll take the door on the right.  
Dal, you and Rif take the one on  
the left.

253. CLOSE ON RIF

RIF (muttering)

I'd rather take the next boat  
out of here.

254. ANGLE ON TWO ARCHWAYS

As Blackstar, Dal, and Rif dash into scene. Blackstar disappears  
into the archway on the right. Dal and Rif take the one on the  
left.

255. ON RIF AND DAL

passing down a hallway and up a set of steps.

256. EXT. TEMPLE - STAIRCASE

Dal and Rif head up the staircase which winds around the outer wall  
of the temple.

257. CLOSE ON DAL AND RIF

Heading up the steps, they look up and react to what they see.

258. ON LOWENA (ZOMBIE)

coming down the steps at them, looking very zombie-ish.

DAL (O.S.)

Lowena!

259. ON DAL AND RIF

backing down the steps. Both are scared.

260. CLOSE ON RIF

A Trobbit hand, with the zombie pallor, grabs Rif's shoulder. Rif  
spins around in fright.

261. ON POULO (ZOMBIE)

holding Rif's shoulder. He looks totally menacing. He's a zombie.

262. CLOSE ON RIF

RIF (terrified)

YOWWWWWWWW!

263. ON RIF  
 Jetting up the steps like a bat out of heck. Lowena ducks to one side as Rif passes.

264. ON DAL  
 following Rif up the steps, past Lowena.

265. ON POULO AND LOWENA  
 moving up the steps, like Frankenstein monsters, in pursuit of Dal and Rif.

BLACKSTAR WIPE TO:

266. INT. TEMPLE HALLWAY - ZOMBIES  
 disappearing around a corner as the CAMERA PULLS BACK to reveal Blackstar following closely.

267. ANOTHER ANGLE ON BLACKSTAR  
 As Blackstar runs down the hallway.

268. CLOSE ON FLOOR  
 A trap door opens beneath Blackstar's feet.

269. ON BLACKSTAR  
 falling through the hole in the floor.

270. ON UNDERSIDE OF HOLE  
 looking up at Blackstar. He hangs from the opening by his hands. Below him is a terrific drop.

271. CLOSE ON BLACKSTAR  
 He begins to swing his body back and forth in wider arcs.

BLACKSTAR  
 Alley--OOOOP!

272. ON CORRIDOR  
 as Blackstar back-flips out of the hole and lands on his feet. He's back in the hallway.

273. ON WALL OF HALLWAY  
 A rectangular panel slides up, revealing a row of glowing power-jewels of various colors. The jewels spray a magic cloud.

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274. ON OPPOSITE SECTION OF WALL

An identical array of jewels sprays more magic light. \*

275. ON BLACKSTAR - MOVING

Noticing the magic light, he reacts and quickly dashes through the glowing cloud. \*

276. ON HALLWAY

As Blackstar runs away from the cloud, the magic light transforms into a glowing, screeching mastadon dragon. \*

277. ON BLACKSTAR

looking back at the screeching, magic creature and dashing away. \*

278. MASTADON DRAGON

The magic creature roars as it chases Blackstar down the corridor. \*

279. ON BLACKSTAR

arriving at an archway. He looks up and sees a sliding door above the archway. \*

280. ANOTHER ANGLE

Blackstar fires his Starsword up to release the door. \*

280A. ON MASTADON DRAGON

The magic creature is about to come through the archway as the door slides down in front of him. We HEAR the SOUND of the creature running into the door O.S. \*

281. CLOSE ON BLACKSTAR

Safe again, he looks down this new corridor. \*

BLACKSTAR (sigh)

Whatever's down this corridor,  
it couldn't possible be worse!

282. ANGLE ON CORRIDOR - POV BLACKSTAR

as a wall slides down in front of Blackstar (SFX)

283. ANOTHER ANGLE

Behind Blackstar another wall slides down.

284. ON BLACKSTAR

We HEAR a mechanical WHIR as the walls on either side begin to close in.

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285. CLOSE ON BLACKSTAR

BLACKSTAR (bleakly)  
Then again, I could be wrong.

BLACKSTAR WIPE TO:

286. WIDE ON SAGAR TREE - TROBBIT FOREST

In the B.G., Marakand is drawing steadily closer. SFX OF DESTRUCTION.

287. ANOTHER ANGLE ON SAGAR

The CAMERA PANS down and along a ridge to a river.

288. ANGLE ON CAVE OPENING

The river runs into a dark cave opening. Klone and Balkar, holding the vial, head into the cave.

289. INT. CAVERN - DAY

A magical place filled with lush vegetation and glowing stalactites and stalagmites. The river flows along the bottom. From the roof of the cavern, the immense roots of the Sagar Tree project downward into the river. Klone and Balkar walk along the river.

290. ANGLE FAVORING BALKAR

BALKAR  
Now to pour the potion into  
the river!

ALLIGATOR-SQUID  
(raspy ROAR)

291. ANGLE ON BALKAR AND KLONE

Their faces register surprise. A pair of thick, claw-tipped tentacles ENTERS FRAME and wraps tightly around them.

292. ON ALLIGATOR-SQUID

Rising out of the river is a tremendous ALLIGATOR-SQUID, a thoroughly unpleasant creature with lots of teeth, claws and tentacles. It holds Balkar and Klone high off the ground in its tentacles.

BALKAR (yelling)  
WOAHHH!

BLACKSTAR WIPE TO:

293.

INT. TEMPLE OF THE LABYRINTH - CORRIDOR - DAY

The walls are closing in on Blackstar. Blackstar is horizontal with his feet against one wall, his hands at the other. His elbows and knees are bent.

294.

CLOSE ON BLACKSTAR

BLACKSTAR

(straining)

Time to use a little muscle!

295.

ON BLACKSTAR

Like a bucking horse, he straightens his arms and kicks back his legs. With a GRINDING SOUND, the walls are pushed back.

296.

ANOTHER ANGLE

BLACKSTAR

(mighty grunt)

The back wall cracks and falls away. There is a SOUND of machinery breaking as the wall crumbles.

297.

ON BLACKSTAR

Blackstar's hands are on his hips. He is looking down at the rubble.

BLACKSTAR

These hallway's are trouble...

298.

ANOTHER ANGLE

as he draws his Starsword.

BLACKSTAR (cont.)

-- I think I'll take a little shortcut!

299.

WIDE ANGLE

Blackstar FIRES a tremendous Starburst at the wall in front of him, which washes out everything but him and the Starsword.

300.

CLOSE ON BLACKSTAR'S FACE

Concentrating. He continues to fire the Starsword O.S.

301.

WIDE ANGLE

Blackstar stops firing. We see that the Starburst has burned through many walls, making an irregular corridor of its own.



302. ANOTHER ANGLE

As Blackstar sprints through the smoking opening in the newly-made corridor.

303. ON WALL - INT. SHALDEMAR'S THRONE ROOM

There's a charred, gaping hole in the wall. Blackstar emerges from this, Starsword in hand.

304. INT. SHALDEMAR'S THRONE ROOM - POV BLACKSTAR

We see the sphere, about eight feet in diameter, sitting on its pedestal. Various colors swirl within it.

305. CLOSE ON BLACKSTAR

looking O.S. as he turns to the VOICE of Shaldemar.

SHALDEMAR (O.S.)  
Surrender, Blackstar!

306. WIDE ANGLE - ON SHALDEMAR AND MARA

They stand beside Shaldemar's throne, a slight distance from the Sphere of Souls. Mara is still a zombie. The CAMERA TRUCKS IN on the Sphere of Souls which begins to glow. \*

SHALDEMAR (cont.)  
...to the Sphere of Souls! \*

307. CLOSE ON BLACKSTAR

Zombie Guards stand behind Blackstar as he is bathed in the light of the Sphere. \*

BLACKSTAR WIPE TO:

308. EXT. SAGAR TREE - DAY

Marakand is drawing near. It is almost upon the Sagar Tree.

GOSSAMEAR (O.S.)  
Oh no!

309. ON GOSSAMEAR -- HOVERING

GOSSAMEAR (CONT)  
It's almost reached the Sagar Tree!

310. ON WINDOW OF SAGAR TREE

Carpo, Terra and Burple look out the window fearfully. The shadow of Marakand falls over them. The SOUNDS OF DESTRUCTION grow in volume.

CUT TO:

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311. INT. UNDERGROUND CAVERN - WIDE ANGLE

The Alligator-Squid is still clutching Balkar and Klone.

ALLIGATOR-SQUID  
(ROAR)

312. CLOSE ON KLONE

Transforming into a flying snake and wriggling free of the Alligator's squid tentacles.

313. ON CLUSTER OF THICK VINES

Klone (flying snake) flies up to the vines, hanging from the cavern ceiling.

314. CLOSE ON KLONE (flying snake)

grabbing the long vine in his teeth and flying O.S.

315. ON LEGS OF ALLIGATOR-SQUID

Klone (flying snake) flies and wraps the long vine round and round the legs of the Alligator-Squid.

316. CLOSE ON ALLIGATOR-SQUID

swaying this way and that, it starts to fall.

ALLIGATOR-SQUID  
(unhappy ROAR)

317. CLOSE ON BALKAR

also swaying, still caught tight in the monster's grasp.

318. ON ALLIGATOR-SQUID

falling.

ALLIGATOR-SQUID  
(ROAR)

319. CLOSE ON GROUND

as the Alligator-Squid hits the ground and is stunned.

320. ON BALKAR

released from the tentacle of the Alligator-Squid with the vial still in his hand, he dashes O.S.

321. CLOSE ON KLONE

as he transforms into his humanoid form. We hear O.S. the SOUNDS of a vast city on the move, coupled with muffled SOUNDS OF DESTRUCTION. The screen shakes slightly.

322. ON KLONE

KLONE (looking up)  
Marakand!

323. ON BALKAR AND KLONE

by the side of the river.

BALKAR  
If only we're not too late!

Balkar pours the potion into the river.

324. WIDE ANGLE - ON RIVER

There is a BUBBLING. Then a whirling, rainbow-colored, mystical energy spreads outward, covering the river, full of power.

325. ON SAGAR ROOTS

The rainbow-energy spreads upward along the roots, until it reaches the roof of the cavern. APPROPRIATE SFX.

326. ON BALKAR AND KLONE

Looking at this in wonder, their faces rainbow-illuminated.

327. EXT. SAGAR TREE -- DAY

Marakand is just about to run it down. Suddenly, the rainbow-energy spreads upward, filling the entire tree.

328. ANOTHER ANGLE

The rainbow-energy spreads, forming a force dome around Sagar.

329. ON MARAKAND

As it runs into the force dome. It tilts rudely and GRINDS to a halt. The magic has stopped its momentum.

CUT TO:

330. EXT. MARAKAND STREET

The street is tilted at an angle. The screen SHAKES. Zombies lose their balance and fall down.

331. ON ROOF OF TEMPLE - DAL AND RIF  
as the screen SHAKES, both Rif and Dal fall down.
332. ON RIF AND DAL  
as the roof tilts, Rif and Dal slide off the edge.  
RIF (shouting)  
WOAHHH!
333. ANOTHER ANGLE  
Rif and Dal hang from the edge of the building by their hands.
334. UP ANGLE - POULO AND LOWENA (zombie)  
on the roof's edge, they glare down on RIF and DAL.  
CUT TO:
335. INT. SHALDEMAR THRONE ROOM - ON MARA AND SHALDEMAR  
The floor tilts. Mara falls sideways OUT OF FRAME, away from Shaldemar.  
SHALDEMAR (reacting)  
No!
336. CLOSE ON BLACKSTAR  
maintaining his balance with his Starsword.
337. ON SHALDEMAR  
SHALDEMAR (enraged)  
Blackstar! You will pay for  
this -- with your soul.  
Shaldemar raises the Sphere of Souls over his head. The globe  
glows.
338. ON BLACKSTAR  
The life-force being drawn from him. His knees buckle.
339. ANOTHER ANGLE - ON BLACKSTAR  
Struggling against this strange force, Blackstar aims his Starsword  
and fires (SFX).
340. SPHERE OF SOULS  
The Starburst STRIKES the Sphere of Souls, which glows bright, then  
EXPLODES.

SHALDEMAR  
No! The Sphere of Souls...

341. CLOSE ON SHALDEMAR

SHALDEMAR (aghast)  
 ...the life forces! They're  
 escaping!

342. ON SHATTERED SPHERE

Out of the broken globe comes an endless stream of ghostly forms.  
 They race across the room.

343. ON FLOOR - MARA

A ghost sails into her zombie body. Mara's face returns to its  
 normal color. She is herself again.

344. ON SHALDEMAR

A ghostly form swirls around Shaldemar. He dissolves into a ghost  
 and rises O.S. into thin wisps.

345. EXT. MARAKAND STREETS

The ghosts fly down the street and enter various zombie people  
 including the Amphiman. They return to their pre-zombie states.

346. ANOTHER ANGLE

As various other zombies we've seen earlier de-zombify.

347. ON RIF AND DAL - ON ROOF

Rif and Dal are still hanging off the roof.

348. ANGLE ON POULO AND LOWENA (zombies) - ON ROOF

as their ghosts enter them. They return to normal.

349. ON POULO AND RIF

as Poulo helps Rif up.

RIF (joyful)  
 Poulo! Is it really you?!

POULO  
 (happy "of course" whistle)

350. ON DAL AND LOWENA

Looking at each other for a moment. Then smiling, sighing for joy  
 and embracing.

BLACKSTAR WIPE TO:

351. EXT. MARAKAND - DAY

Marakand is now a motionless, beautiful mountain city, sitting peacefully on the horizon. The CAMERA TRUCKS IN as we

DISSOLVE THROUGH TO:

352. EXT. MARAKAND FRONT GATE - DAY

Dal and Lowena stand facing Blackstar, Mara, Klone and the Trobbits.

BLACKSTAR

Well, Dal, Lowena. We all wish you luck in ruling Marakand.

353. DAL AND LOWENA

DAL

Our first official job will be to change its name...

354. ON LOWENA AND DAL

LOWENA

...to "The New City of Gondar."

355. ON DAL

DAL

And as for the people here in Gondar, you can count on us to help you fight the Overlord!

356. ON BLACKSTAR

BLACKSTAR

Thanks, Dal -- you won't regret it!

357. ON RIF

Smiling.

POULO (O.S.)

(Low monotone WHISTLE)

Rif turns and looks O.S. His expression turns to one of shock.

358. HIS POV -- ON POULO

Gray-faced, walking toward Rif like a zombie.

RIF (O.S.)

Oh no -- not again!

359. ON BURBLE

Rif races out of SCENE past Burble, who holds a bucket of water.

BURBLE  
(Grinning)  
I don't think we'll have any  
problem with this zombie!

He tosses the water O.S.

360. ON POULO

The water STRIKES him, washing the light mud off his face.

361. ON RIF

watching from inside the gate. He does a slow burn.

RIF  
Hmph!

362. WIDE ANGLE - ALL INCLUSIVE

as Blackstar and group start to chuckle.

363. ON POULO

still dripping, giggling at his little prank.

POULO  
("can't blame me for  
trying" TRILLING)

FADE OUT

THE END

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