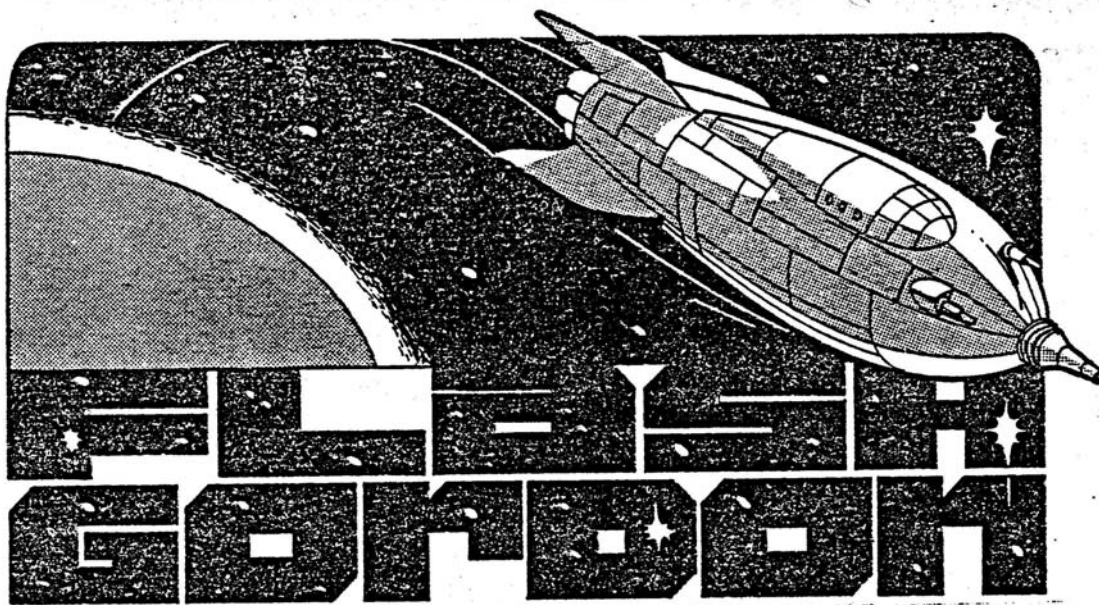


Written by  
TED PEDERSEN

**FILMATION**  
STUDIOS



CHAPTER EIGHT:  
"THE FROZEN WORLD!"  
FL #52008

BY  
TED PEDERSEN  
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THE NEW ADVENTURES OF FLASH GORDON

CHAPTER EIGHT "THE FROZEN WORLD"

FLASH GORDON

DALE ARDEN

DOCTOR HANS ZARKOV

BARIN

THUN

FRIA, QUEEN OF FRIGIA

COUNT MALO

CAPTAIN, IN FRIA'S SNOW TROOPERS

BRUKKA, CHIEF OF THE GIANTS

Chapter Eight:

"The Frozen World"

FL # 52008

ACT ONE

FADE IN:

EXT. ARBORIA - DAY

PANNING ACROSS the lush treescape of the forest kingdom, and MOVING IN on Barin's palace. A tiny leaf ship flies through the FRAME and several of the forest folk are busy at various tasks.

DISSOLVE THROUGH TO:

INT. ARBORIA PLANNING ROOM - DAY

Flash, Zarkov and Barin are seated around a large wooden table which is loaded with maps, diagrams, books, etc. They are in the midst of planning their strategy against Ming, when Dale enters carrying a tray of steaming cups.

DALE

You boys look like you could use  
a break.

ANOTHER ANGLE

As Flash takes a cup from Dale and smiles. She turns and offers cups to Barin and Zarkov, then returns her attention to Flash.

FLASH

(after a sip)

Arboria has the best tea on  
Mongo.

Then, setting the cup down, he stares at the pile of material on the table.

FLASH (CONT)

But tea will not power our machines.  
We need a stockpile of orium if we  
are to stand a chance of defeating  
Ming.

ANGLE - FAVORING BARIN

He steps over and points to a map of Mongo (on the table) with his finger.

BARIN  
There is the only source of  
orium on Mongo that Ming does  
not control.

Flash, Zarkov and Dale lean forward to look.

INSERT - MAP OF MONGO

Barin's finger points to the northern continent (which is colored white on the multi-colored map) and the land of Frigia.

BARIN (CONT) (OS)  
Frigia! A frozen land of ice and  
snow.

ANOTHER ANGLE

Flash is becoming excited.

FLASH  
And orium!  
(to Barin)  
Who rules Frigia?

BARIN  
Queen Fria. And she is no friend  
of Ming's.

Flash's smile brightens, then --

BARIN (CONT)  
But, I fear, she is no friend of  
Arboria either.

ANOTHER ANGLE

Zarkov moves into the discussion.

ZARKOV  
You know Fria?

BARIN  
(nods)  
She is my cousin -- very distant  
cousin. But there has always been  
ill feelings between Arboria and  
Frigia.

SHOT - FLASH

Thinking.

FLASH

Then you had better stay here,  
Barin.

(to Zarkov)

Doc, I suggest we get some pocket  
heaters -- in the event we get a  
chilly reception in Frigia.

ANOTHER ANGLE - FAVORING DALE

DALE

You better make certain the  
rocketship you pick holds three.

(to Flash, hard)

I'm not staying home!

Flash gives her a meek look.

FLASH

I didn't think you would.

And he flashes her a smile and they begin to move toward  
the exit.

WIPE TO:

EXT. ARBORIA ROCKET PORT - DAY

Zarkov and Dale are climbing into the rocketship. Flash  
and Barin are standing nearby.

BARIN

Good luck, Flash.

They shake hands.

FLASH

We'll be back within a week --  
with the orium.

Flash looks around.

BARIN

Looking for someone?

FLASH

Thun. I thought he'd be here to  
see us off.

SHOT - BARIN

BARIN

You never know what to expect  
from a lion-man. Compared to  
the rest of Mongo, they're still  
in the dark ages.

ANOTHER ANGLE

Flash does not reply, but leaves Barin and steps into  
the rocketship. The hatch closes behind him.

CUT TO:

INT. ROCKETSHIP

Flash steps past Dale and Zarkov (who are strapping  
themselves into seats behind the pilot controls) toward  
the pilot seat. He notices someone sitting in the  
co-pilot seat -- and, as the seat turns around, we  
see that it is Thun, the lion-man.

FLASH  
(surprised)

Thun?

THUN  
Think I'd miss an adventure like  
this?

Thun smiles, Flash claps him on the shoulder, then climbs  
into the pilot's seat.

FLASH  
I'm glad you're with us, friend.

SHOT - FLASH

As he starts to fire the rocketship's main jets.

FLASH (CONT)  
Next stop -- Mongo's North Pole!

CUT TO:

EXT. ARBORIA ROCKET PORT - DAY

Barin -- now joined by Vultan, the hawkman -- watches  
as the rocketship's jet SCREAM and propell a stream  
of orange liquid fire -- and the rocketship blasts off.

-5-

TWOSHOT - BARIN, VULTAN

Their faces move up to follow the ascent of the rocketship.

BARIN

Good luck, Flash Gordon --

I'm afraid you'll need it . . .

CUT TO:

EXT. SKY ABOVE ARBORIA - DAY

As the rocketship leaves the tree city and streaks upward through the golden clouds of Mongo. As it comes toward CAMERA then passes, we PAN with the rocketship and follow it as it vanishes into the clouds.

WIPE TO:

\*

\*

\*

\*

\*

REVISED

DATE 9-20-77



EXT. MINGO CITY - DAY

Establishing as we MOVE THROUGH the spires of the alien city toward the great palace of Ming.

EXT. MING'S PALACE - DAY

Establishing as we MOVE IN on the structure.

DISSOLVE THROUGH TO:

INT. MING'S CONTROL CENTER

MING at his video screen as the picture of a METAL MAN comes onto the screen with APPROPRIATE ELECTRONIC SFX.

METAL MAN

Sire.

ANOTHER ANGLE

Ming adjusts the picture and leans down toward the screen.

MING

(angrily, as if he has been interrupted)

What is it?

METAL MAN

Even a robot is apprehensive before Ming the Merciless.

METAL MAN

Radar has detected a large rocketship leaving the Arboria sector.

MING

Looking at the screen. His patience growing thin.

MING

And -- where is it going?

ANOTHER ANGLE

Metal Man on the screen as Ming watches.

METAL MAN

Its preliminary coordinates set its' destination as the frozen continent -- Frigia.

\*\*

REVISED  
DATE 9-21-79

REVISED  
DATE 9-22-79

Ming leans back in his chair and thinks for a moment.

MING  
Frigia. Queen Fria's domain.  
An alliance between Arboria and  
Frigia -- with its orium mines --  
could be harmful to my cause.

MING

He leans close to the Metal Man on the video screen.

MING  
(continued)  
Send up a fighter patrol! I  
want that rocketship destroyed!

METAL MAN  
Yes, sire.

Ming leans even closer, his eyes burning.

MING  
And this time let there be no  
failures!

Before the Metal Man can reply, Ming switches off the  
video screen.

ANOTHER ANGLE

Ming stands up and looks o.s.

MING  
(continued, to himself)  
With any luck -- Flash Gordon himself  
will be in that rocketship.  
(Laughs)

WIPE TO:

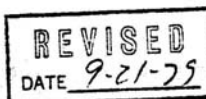
EXT. MONGO SKY - DAY

The rocketship carrying Flash, Dale, Zarkov and Thun  
streaks through the golden sky of Mongo.

INT. ROCKETSHIP

Flash at the controls. Thun is beside him. Thun looks  
worried as Flash turns toward him.

\*\*



EXT. MONGO SKY - DAY

As the rocketship begins to maneuver -- the robot fighters close in for the kill.

ROBOT FIGHTER

As it fires a warning laser blast.

ROCKETSHIP

Dodging the laser blast.

ANOTHER ANGLE

The robot fighter is on the rocketship's tail. Flash does a quick maneuver and avoids the fighter -- then blasts it with the rocketship's own laser.

FLASH

Smiling.

FLASH (CONT)

That cuts down the odds.

THUN

Turning in his chair.

THUN

But not enough I'm afraid.

POV ROBOT FIGHTERS

A new squadron bears down from the opposite direction on the rocketship.

DALE (OS)

Flash! Look!

EXT. SKY

The robot fighters move in on the apparently helpless rocketship.

ANOTHER ANGLE

As a squadron of Arborian leaf fighters appear from out of the clouds and move in toward the fight.

\*\*



FLASH  
You seem worried, Thun.

THUN  
I'm always worried. It's the natural  
state of a lion man.  
(pause)  
But right now I'm concerned about  
Ming. His robot fighters patrol  
this sector.

EXT. ROCKETSHIP

As it passes a cloud bank.

FLASH (OS)  
So far we've seen nothing.

Then -- as the rocketship passes -- a quartet of Ming's  
robot fighters appear and start off in the direction  
of the rocketship.

INT. ROCKETSHIP

Dale and Zarkov at the navigation controls. Zarkov  
spots something and turns toward Flash.

ZARKOV  
We've been intercepted --  
a Ming patrol.

FLASH  
Getting ready for action.

FLASH  
Strap in!

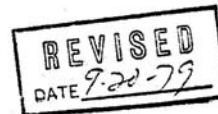
DALE  
Strapping herself in.

DALE  
We're outnumbered four to one!

FLASH  
A bravo smile.

FLASH  
That should make it an even fight!

\*\*



ANOTHER ANGLE

Leaf fighters engage the robot fighters.

FLASH (OS)  
Look's like Barin's leaf fighters  
are going to give us a hand!

ANOTHER ANGLE

The leaf fighters battle the robot fighters -- and win  
the battle.

ANOTHER ANGLE

The rocketship downs the last of the remaining robot  
fighters.

ANOTHER ANGLE

The rocketship gives a salute as the leaf fighters turn  
and head for home.

INT. ROCKETSHIP

Flash at the controls with Thun next to him. Dale  
enters the scene.

FLASH (CONT)  
So much for Ming's little detour!  
(to Dale)  
Next stop -- Frigia!

EXT. ROCKETSHIP - DAY

As it swoops off into the golden sky.

WIPE TO:

EXT. MING'S PALACE - DAY

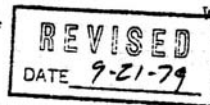
Establishing.

INT. MING'S CONTROL ROOM

Ming shuts off his video monitor and stands up in a  
quiet rage.

MING  
Once more you escape my grasp,  
Earthman -- but fear not -- I  
have a few surprises remaining.

\*\*



EXT. FRIGIA LANDSCAPE - NIGHT

A barren landscape of ice and snow, mountains and fragile vegetation. Not unlike our own arctic wasteland. As we PAN ACROSS the scene, we can see the beginnings of a great storm brewing in the b.g.

CUT TO:

EXT. ROCKETSHIP - NIGHT

Cruising through the starry night sky of Mongo.

CUT TO:

INT. ROCKETSHIP

Flash at the controls, Thun next to him, and Dale and Zarkov standing behind them. Dale is looking out at the stars.

DALE

Which one is Earth's star?

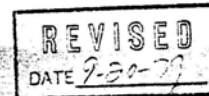
Zarkov points to a distant pinpoint of light and we FOLLOW his point.

ZARKOV

I believe -- that one.

DALE

It's so far away -- I wonder if we'll ever get home again?



ANGLE - FLASH, DALE

Turning his head towards Dale, and touching her hand with his own.

FLASH

We'll get back to Earth one day.  
I promise you that.

DALE

As long as we're together, Flash.  
It doesn't matter which planet  
we're on.

SHOT - THUN

Smiles at the tender moment between his two Earth friends.  
Then he notices something -- and points o.s.

THUN

Storm ahead!

SHOT - FLASH

Reacting to Thun and turning his attention back to the controls.

CUT TO:

EXT. ROCKETSHIP - STORM - NIGHT

As the rocketship leaves the clear night sky and enters  
a buffeting ice storm.

INT. ROCKETSHIP

Flash begins to struggle with the controls.

FLASH

Ice forming. I need more rocket  
boost.

Thun tries the controls. Shakes his head negatively.

THUN

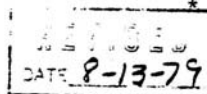
The main tubes are on full thrust  
now, Flash.

FLASH

Turning to the others.

FLASH

Hang on everyone. This may be a  
rough ride.



\*

6A.  
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EXT. ROCKETSHIP - STORM - NIGHT

Ice is forming on the rocketship and it continues to be buffeted by the hundred-mile-an-hour winds.

FLASH (O.S.)

It's a hundred below zero out --  
the ship is ice-heavy -- I can't  
hold her nose up!

REVISED  
DATE 8-13-79



SHOT - ZARKOV

He helps Dale back to her seat, then moves toward the rear of the rocketship, as he calls to Flash over his shoulder.

ZARKOV  
I'll try to get more power out of  
the regulator rockets.

EXT. ROCKETSHIP - STORM - NIGHT

The rocketship is nosing downward through the buffeting ice storm. The ice on the rocketship is increasing.

CUT TO:

INT. ROCKETSHIP - POWER ROOM

Zarkov moves toward a control lever -- throws it -- then just barely manages to leap out of the way -- as the overtaxed rockets flare back into the cabin.

CUT TO:

ANGLE - FAVORING FLASH

He pulls hard on the pilot controls, then looks at his power guage which is dropping to zero.

FLASH  
We've lost all power!

CUT TO:

EXT. ROCKETSHIP - STORM - NIGHT

The rocketship, totally out of control, is falling through the ice storm towards the ground.

FLASH (CONT) (OS)  
Strap yourselves in -- we're going  
to crash!

ANOTHER ANGLE

The barren icescape rushes up at the tiny rocketship as Flash fights to control it.

POV

ICE MOUNTAIN

Looming dead ahead of the out-of-control rocketship  
and filling the FRAME.

CUT TO:

TWOSHOT - FLASH, THUN

Reacting to the coming collision.

CUT TO:

EXT. ROCKETSHIP - ICE MOUNTAIN - NIGHT

The rocketship hits the ground hard -- bounces up --  
comes down again -- then smashes into the ice mountain.

ANOTHER ANGLE

As the impact triggers an avalanche -- and tons of ice  
and snow begin to crash down on the rocketship, and we

FADE OUT.

END OF ACT ONE

FL # 52008

Chapter Eight:

"The Frozen World"

FL # 52008

ACT TWO

FADE IN:

EXT. FROZEN LANDSCAPE - ROCKETSHIP - DAWN

Almost completely buried under a mountain of ice and snow, the damaged rocketship lies silent as the first rays of the new day bounce off its metallic hull. The frozen world in the b.g. is an endless vista of arctic wilderness. We MOVE IN on the rocketship as the emergency hatch near the rear rocket tubes begins to open.

EXT. ROCKETSHIP - EMERGENCY HATCH - DAY

The hatch buckles -- then bursts open. Flash and Thun jump out. Flash gives Dale and Zarkov a hand, as Thun looks around at where they have crash landed.

THUN

Anyone known where in Mongo we are?

ANGLE - ZARKOV

As he looks around and shakes his head negatively.

ZARKOV

There wasn't time to get coordinates before we crashed. All I'm sure of is that we're somewhere in Frigia.

ANOTHER ANGLE

Dale rubs her arms as she feels the wintry bite of the arctic wind.

DALE

Wherever we are -- it's cold!

Thun moves back to the rest of the group, speaks to Flash.

THUN  
Any suggestions, Flash?

SHOT - FLASH

He ponders their predicament.

FLASH  
(pointing)  
I'm going to climb to the top of  
that hill -- try to get our bearings.  
(to Zarkov)  
Doc, you see if you can get any  
life out of our communicator.

ANGLE - FAVORING DALE

FLASH (CONT)  
Dale, you and Thun see if there's  
anyway we'll ever get this rocketship  
off the ground again.

DALE  
I think it's made its last flight.

FLASH  
I'm afraid you're right. But, at  
least, it will give us protection  
against the cold.

ANOTHER ANGLE

Flash looks out over the harsh frozen landscape.

FLASH (CONT)  
We may be stuck here for quite a  
while.

And, as Flash moves past them, we catch the reactions  
on the faces of Thun, Dale and Zarkov.

WIPE TO:

EXT. FRIGIA LANDSCAPE - HILL - DAY

Flash -- dressed in protective outer garments -- has just  
climbed to the top of a nearby hill. In the b.g. -- in  
the direction he came from -- we can see the half-buried  
rocketship. As we PAN with Flash, we can see endless  
mountains of ice and snow in the b.g. beyond the other  
side of the hill.

SHOT - FLASH

A frown crosses his face.

FLASH  
(to himself)  
This doesn't appear to be one of  
Mongo's more heavily populated  
vacation spots.

Suddenly -- from behind and above -- comes a TERRIBLE  
ROARING.

ANOTHER ANGLE

As Flash whips around and sees --

POV

THE HILL ABOVE FLASH

And a huge Snow Dragon, long-necked, reptilian-face and  
a great snake-like body which sits upon a broad, toboggan-  
like tail. The creature ROARS again, then -- using its  
tail like a sled -- it starts down the hill towards Flash.

SHOT - FLASH

As he reacts.

FLASH (CONT)  
Now I know why.

Flash pulls out his ray pistol.

ANGLE - THE SNOW-DRAGON

Thundering down the hillside toward Flash.

ANGLE - FLASH

He raises the ray pistol, then changes and points elsewhere  
o.s.

FLASH (CONT)  
This charge isn't enough to even  
give that thing a tickle -- but  
there might be another way.

Flash fires the ray pistol.

ANOTHER ANGLE

The snow-dragon comes down the hillside -- just as Flash's ray blast hits the snow directly in the creature's path. The blast melts the snow and creates an instant hole -- which the creature hits with its toboggan-tail and --

ANOTHER ANGLE

As the creature's tail hits the hole -- and the snow-dragon flips over and --

ANOTHER ANGLE

As the snow-dragon flies over Flash's head -- and over the side of the hill -- and tumbles down into the other valley.

SHOT - FLASH

Going to the edge of the hillside and seeing the snow-dragon tumble down the hillside.

FLASH

Sorry you couldn't stay longer.

WIFE TO:

EXT. ROCKETSHIP - FRIGIA - DAY

Thun and Dale emerge from the rocketship to join Zarkov, who is looking o.s.

DALE

The rocket motors are completely burned out.

ZARKOV

The radio wasn't repairable.

(points)

Flash is coming back. I hope he's had better luck than us.

ANOTHER ANGLE

As Flash enters the scene. Dale comes up to him.

FLASH

All I know is we're a long way from nowhere.

Thun, looking o.s., sees something.

THUN  
We've got company coming.

He points o.s.

POV

EXT. HILLSIDE - DAY

Coming over the crest of the hill and skiing down the slopes towards CAMERA are a patrol of unformed Snow Troopers. They each wear a nearly invisible transparent wrap which covers them from head to foot. They are on strange skis and carry futuristic weapons on their backs.

ZARKOV (OS)  
A patrol from Frigia.

THREESHOT - FLASH, DALE, ZARKOV

As they watch the oncoming troopers.

DALE  
Shall we put the coffee on?

FLASH  
Let's just hope they're friendly.

ANOTHER ANGLE

As Thun joins the scene.

THUN  
(looking o.s.)  
It's more than a party --

POV

EXT. HILLSIDE - DAY

Coming behind the snow troopers is an open snow chariot drawn by a team of ostrich-like icebirds. We MOVE IN on the chariot and the driver -- a beautiful woman in functional, though revealingly decorative, dress that sets her apart from the others. Her hair is brilliant frost-white, her skin like golden ice. This must be Queen Fria.

THUN (cont.) (O.S.)  
It's a royal party!

MOVING IN on the beautiful face of Fria as she drives her pair of snowbirds with the skill of a female Ben-Hur.

ZARKOV (OS)  
And that has to be Queen Fria.

EXT. ROCKETSHIP - DAY

As our quartet watch, with anticipation, the arrival of Fria and her snow troopers.

FLASH  
(to Thun)  
She's beautiful.

MOVING IN on Dale and her jealous expression.

DALE  
(icily)  
If you care for that type.

TWOSHOT - FLASH, DALE

He turns to her with a reassuring grin.

FLASH  
You know you're my type.

Dale returns her smile, her eyes saying "I hope so".

CUT TO:

WIDE ANGLE

As the snow troopers, their futuristic ray rifles on their backs, ski up Flash, Dale, Thun and Zarkov. Fria stops her snow chariot some distance away and steps down. She looks over this trespassing group for a moment, then strides up to Flash. \*

FRIA  
The barbaric lion-man I recognize.  
Thun snorts, but she ignores him and continues.

FRIA (CONT)  
But you -- are unlike any other I've seen on Mongo.

TWOSHOT - FLASH, FRIA





He boldly steps forward.

FLASH  
I -- and my friends --  
(indicating Dale and  
Zarkov with a wave of  
his arm)  
come from a faraway planet --  
Earth.

FRIA  
Earth? I've never heard of it.

SHOT - DALE

Not liking Queen Fria and the obvious attention she is  
paying to Flash.

DALE  
And we never heard of Mongo -- or  
Frigia -- until recently!

ANOTHER ANGLE

Fria gives Dale, and the others, a quick, dismissing look  
then returns her attention to Flash. She is obviously  
attracted by this tall, blond stranger.

FRIA  
How are you called, Earthman?

FLASH  
Flash -- Flash Gordon.

FRIA  
Well, Flash Gordon -- what brings  
you to Frigia?

FLASH  
Orium -- we need it in our battle  
against the tyranny of Ming the  
Merciless.

SHOT - FRIA

She is surprised that anyone would openly dare to align  
themselves against Mongo's Emperor.

FRIA  
To speak against Ming is -- unwise.

---

SHOT - FLASH

His eyes are hard.

FLASH

To live under the iron yoke of a  
dictator who calls himself an  
Emperor is not my intent.

TWOSHOT - FRIA, FLASH

She is impressed with this stranger.

FRIA

You have spirit, Flash Gordon.  
I am no friend of Ming's -- but  
I am also not foolish enough to  
challenge him openly.

FLASH

The time is coming when the people  
of Mongo will rise up.

ANOTHER ANGLE

Fria gives Flash a smile and strides back toward her chariot.  
The snow troopers step in and take the arms of Flash, Dale,  
Thun and Zarkov, who offer no resistance.

FRIA

Perhaps. Perhaps you shall even  
convince me to give you orium.

She climbs onto the chariot.

FRIA (CONT)

But, for now, you will join me  
in my City of Ice.

ANOTHER ANGLE

Other snow chariots pull into FRAME and the snow troopers  
herd the captured quartet toward them.

SHOT - FRIA

FRIA (CONT)

Wait!

ANGLE - FRIA, FLASH, SNOW TROOPER

She stops the snow trooper as he passes her chariot with  
Flash.

FRIA  
(to Flash)  
You -- will ride with me!

And the snow trooper releases his grip on Flash's arm and Flash steps forward and onto the chariot beside Fria.

TWOSHOT - DALE, ZARKOV

Dale is about to say something, but Zarkov stops her.

ZARKOV  
No, Dale. Fria likes Flash.  
And that's an edge we may need  
before we leave Frigia.

And Dale stifles her jealous anger and follows Zarkov o.s.

CUT TO:

ANOTHER ANGLE

With Flash and Fria in the lead chariot, the others chariots and snow troopers on skis following, the group leaves the buried rocketship and starts off toward the distant snowy horizon of Frigia.

CUT TO:

EXT. FRIGIA - DAY

The chariots and snow troopers form a line against the ice and snow of this frozen world, as the sun begins to set in the b.g.

CUT TO:

TWOSHOT - FRIA, FLASH

With Flash next to her, Queen Fria drives her chariot at a reckless pace. The icy wind whistles through their hair.

CUT TO:

EXT. THE CITY OF ICE - TWILIGHT

The chariots, with Fria and Flash in the lead, pull over a snow rise and pause for a moment as they come upon the incredible splendor of the Ice City -- a Camelot-like palace that rises from the side of a great mountain of ice -- spires and minarets of crystal-clear ice that sparkle in the dying sunlight like some wondrous gemstone. It is a city out of a fair tale.

TWOSHOT - FRIA, FLASH

She smiles, he is awed by the sight he beholds.

REVISED
DATE 8-13-79

FRIA  
Welcome to Fria's City, Flash Gordon.

FLASH (impressed)  
It's quite some snow castle. \*

FRIA (smiling)  
Have you anything like it on your own  
world -- Earth? \*

FLASH  
Nothing like this. \*

Fria smiles, and urges her snowbirds onward toward the  
city's gates. \*

ANOTHER ANGLE

Fria's chariot much in the lead, the others following,  
they all race toward the splendored City of Ice in the  
b.g.

WIPE TO:

INT. FRIA'S ICE PALACE - NIGHT

Through the transparent ice-crystal walls the star-filled  
black arctic night filters through onto the blue-white  
ice-marble floor of the throne room. Fria, Flash, Dale,  
Thun and Zarkov enter the room. There are several members  
of the Frigia Royal Court already in the room. As Fria,  
her attention still very much focused on Flash, passes  
by with the others we MOVE IN on two men who are very  
interested in what Fria is up to. The first is COUNT  
MALO, who had been Fria's favorite, and a rather evil-  
looking CAPTAIN in the Snow Troopers.

CAPTAIN  
(whispering to Malo)  
Ah, Count Malo, it appears our good  
Queen Fria is quite taken with the  
stranger from Earth.

MALO  
(hard)  
We shall see, Captain! We shall see!

And Malo storms off, leaving the Captain to look after  
him as a sinister smile crosses his lips.

CAPTAIN  
(to himself)  
Yes, I think we shall.

The Captain jingles a pouch of gold coins in his hands.

REVISED
DATE 8-13-79

CAPTAIN (CONT)  
(to himself)  
Which should make my Emperor Ming  
a happy man -- and me a rich one!

CUT TO:

SHOT - FRIA

As she sits upon the throne, then we PULL BACK to reveal Flash, Dale, Zarkov, Thun and others of the royal court in the b.g. Fria waves her arm to show the visitors the wonders of her ice kingdom.

FRIA  
We may live in isolation from the  
rest of Mongo, Flash Gordon -- but  
we live well.

Flash looks around.

FLASH  
You do indeed, Queen Fria.

Zarkov steps up.

ZARKOV  
Your city is an amazing place.

FRIA  
(smiling)  
There is little wood or stone here.  
Ice itself is our basic building  
material.

ANOTHER ANGLE

Fria stands up and walks over to a wall and a heat-control unit.

FRIA (CONT)  
Each area has its own heat conditioning  
unit. Without it, you might find  
yourself quickly frozen as solid as  
these walls.

FLASH  
We'll remember that.

TWOSHOT - FRIA, FLASH

The man from Earth and the Queen of the ice kingdom look at each other for a long moment, then --

FRIA

I fear the long journey has tired you. Please take time to enjoy the pleasures of Frigia, then join me for a royal welcome.

(softly, to Flash)

You will find the pleasures here to your liking, I am certain.

SHOT - DALE

Reacting to Fria's overinterest in Flash.

WIPE TO:

INT. FRIGIA INDOOR POOL - NIGHT

Zarkov and Thun are watching as Flash makes a perfect dive into the warm waters of the large pool. Dale is already swimming in the water.

ZARKOV

(to Thun)

Shall we leave these two to enjoy the pool by themselves.

Thun is about to say "no" -- then realizes Zarkov's deeper meaning, and nods. He raises his arm and waves to Flash.

THUN

(loudly)

We'll see you two later!

SHOT - FLASH

In the pool.

FLASH

I'll join you!

ANOTHER ANGLE

As Dale swims up next to Flash, and Thun and Zarkov exit in the b.g.

DALE

No you won't! We haven't had five minutes alone together since we came to Mongo.

FLASH  
You have something in mind?

Dale gives him a quick smile, then dives beneath the water.  
Quickly Flash dives after her.

ANGLE - DOORWAY

CUT TO:

It slides open slowly and Count Malo enters.

MALO  
Until now I was number one in Fria's  
favor. The earthman is not going to  
take my place.

THE POOL - UNDERWATER

Flash and Dale in a graceful underwater ballet-like swim.

CUT TO:

SHOT - COUNT MALO

He steps over to the heat-control unit on the wall and turns  
the dial to the COLD level.

MALO  
This ought to "cool off" our  
guests.

Malo turns and exits.

SHOT - THE DIAL

As it continues to move, by itself, past the COLD level --  
and into the red DANGER area.

CUT TO:

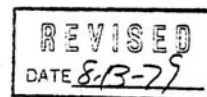
THE POOL

Ice begins to form along the edges -- and moves with  
surprising swiftness towards the center. The air in the  
room is rapidly growing colder.

CUT TO:

UNDERWATER SHOT - FLASH, DALE

Swimming toward the bottom of the pool, then beginning to  
realize that the temperature is dropping fast, they look upward.



POV

THE SURFACE FROM UNDERWATER

Where a solid sheet of ice has formed over the entire surface of the pool.

UNDERWATER SHOT

Flash swims to the surface. Dale is right behind him. He runs into the unmoving layer of ice that holds them prisoner beneath the surface.

SHOT - THE POOL

Looking down through the ice layer as Flash tries hopelessly to break through.

CUT TO:

UNDERWATER SHOT

The water is growing colder and thickens as it begins to freeze around them. Flash cannot break through. Dale is feeling the cold and becoming numb.

UNDERWATER SHOT - DALE

Growing number with the increasing cold, and unable to breath underwater, she starts to slowly sink downward.

UNDERWATER SHOT - ANOTHER ANGLE

As we PULL BACK to reveal Flash pounding helplessly against the ice barrier -- and Dale sinking to the bottom -- and the water in the pool thickening into a solid block of ice, and we

FADE OUT.

END OF ACT TWO

FL#52008



Chapter Eight:  
"The Frozen World"

FL # 52008

ACT THREE

FADE IN:

UNDERWATER SHOT - THE POOL

Flash is unable to break through the hard ice crust. The water is growing steadily colder and thickens. Dale, numbed by the intense cold, loses consciousness and begins to sink to the bottom of the pool.

ANOTHER ANGLE

Flash swims down after Dale and catches her. He feels his lungs about to burst, when --

POV

UNDERWATER DRAIN

A grill covers a large water outlet pipe near the bottom of the pool.

ANGLE - FLASH, DALE

With Dale in one arm, Flash swims down to the grill -- and struggles to pull it open -- succeeding after a last great effort.

INT. THE WATER PIPE

Flash, carrying Dale, swims through the darkened pipe -- until he reaches a vertical shaft where they break through and are, finally, able to breath.

TWOSHOT - FLASH, DALE

Flash gulps down the welcome fresh air. Dale, spitting out a mouthful of water but otherwise all right, returns to consciousness. Flash notices a series of ladder rungs on the wall leading upward. He gives Dale a grin.

FLASH

Underwater survival lesson is over  
for the day.

DALE

Cut the jokes and start climbing  
-- I'm freezing.

And Flash starts to climb the rungs, with Dale right  
behind him.

CUT TO:

INT. FRIGIA PALACE CORRIDOR - NIGHT

TIGHT on an inspection manhole cover -- as it flips open  
and Flash emerges, and turns to help Dale climb out.  
Once more they are on solid ground, though a bit water-  
logged.

DALE (CONT)

Why do I have this feeling that  
someone in Frigia doesn't like us?

FLASH

You're just naturally suspicious,  
Dale. Come on -- we don't want to  
be late for dinner.

And they exit.

WIPE TO:

EXT. FRIGIA SNOWSCAPE - DAY

After a moment, a group of skiers appears on the top of  
a hill and begins to ski downward. As they approach us,  
we can see Fria, Flash, Zarkov, Dale, Thun, Count Malo,  
The Captain and two Snow Troopers.

ANGLE - FLASH, FRIA

As they ski down the slope.

FRIA

We have not found the man who tried  
to harm you and Miss Arden, but  
rest assured he will be found --  
and punished.

And as they pass CAMERA, we see Count Malo and the Captain  
ski into FRAME.

CAPTAIN  
I worry, Count Malo. If Queen Fria  
reopens the orium mines for the rebels,  
the Emperor Ming's wrath will be  
terrible to behold.

SHOT - MALO

His face a picture of silent anger.

MALO  
That will never happen!

CUT TO:

ANGLE - DALE, THUN, ZARKOV

On skis.

DALE  
Doctor, Count Malo and that  
Captain bother me.

ZARKOV  
They disturb me to, Dale. The  
Count is cordial enough, but I  
sense a deep anger underneath.

THUN  
I was told that Count Malo had been  
Fria's favorite -- until Flash came  
along.

On Dale's reaction to Thun's last remarks.

CUT TO:

TWOSHOT - FLASH, FRIA

They pause as they come to a pass between two mountains.

FRIA  
Beyond here lies the entrance to  
the orium mines.

FLASH  
Where is the danger that caused your  
people to close the mines?

FRIA  
There is a legend -- of a race of giants.  
Though I have never seen them myself.

ANOTHER ANGLE

Flash and Fria have their backs to us, and as she continues to talk -- a huge dark shadow crosses over them.

FRIA (CONT)

There are also many fierce creatures that inhabit this part of Frigia.

SHOT - DALE

She sees the menace first.

DALE

(shouts)

Flash -- look out!!

CUT TO:

SHOT - GIANT ICE WORM

Suddenly towering above Flash and Fria is a hairy ice-worm, with two long tenacles and a snake-like face. It poses, ready to strike.

FRIA (OS)

An ice worm!

ANOTHER ANGLE

Flash pushes Fria out of the way, and picks up a boulder and tosses it at the ice worm.

FLASH

Run!

ANGLE - ICE WORM

The boulder bounces off the giant creature like a pebble -- and it strikes at Flash.

ANGLE - FLASH

He manages to evade the ice worm's attack.

ANGLE - FRIA

Running, she is struck by one of the tentacles and falls to the ground.

ANOTHER ANGLE

The ice worm turns from Flash and moves rapidly toward the helpless Queen of Frigia.

ANGLE - COUNT MALO

He sees the danger that Fria is in -- and instantly dashes to her rescue.

MALO

Fria!

ANOTHER ANGLE

Malo reaches Fria -- and rolls her out of the creature's path -- only to be snatched up himself in the ice worm's giant tenacle.

ANOTHER ANGLE

The snow troopers, Thun and Zarkov rush to aid.

ANGLE - ICE WORM

Holding a struggling Malo in its terrible grasp.

ANOTHER ANGLE

One of the snow troopers raises his ray rifle to fire. Flash pushes the weapon aside.

FLASH

No -- you might hit Malo!

Thun arrives on the scene.

THUN

But we must do something!

ANGLE - FLASH

He notices something o.s.

FLASH

Quick -- follow me!

ANOTHER ANGLE

As Malo continues to struggle in the creature's grip -- Flash and the others run toward a hill behind the ice worm. On top of the hill is a huge boulder.

SHOT - FRIA

Angrily, she begins to move towards the ice worm -- but is stopped by Dale who appears and puts a restraining hand on her shoulder.

FRIA

Malo risked his life to save mine.

DALE

I know -- but a direct attack against  
that creature is hopeless.

CUT TO:

ANGLE - ICE WORM

It starts to move Malo towards its giant maw, as we PAN  
UPWARD to the top of the hill where Flash and the others  
have reached the giant boulder on the edge of the hill.

ANGLE - FLASH

He puts his shoulder against the boulder, and motions  
the others to do likewise. They all do -- except for  
the Captain, who hangs back.

FLASH

Push, men -- push!

ANOTHER ANGLE

They push against the huge rock -- but it will not budge.

CUT TO:

ANGLE - ICE WORM

Moving the helpless Malo ever closer to its terrible jaws.

CUT TO:

TWOSHOT - FLASH, THUN

They -- and the others in b.g. -- are straining against  
the rock.

THUN

(straining)

It's -- impossible --

FLASH

(also straining)

Nothing -- is -- impossible --

CUT TO:

TWOSHOT - DALE, FRIA

Reacting to Malo's peril and Flash's attempt to save him.

CUT TO:

ANGLE - ICE WORM

Malo is almost to the jaws.

CUT TO:

ANGLE - BOULDER

With one herculean effort -- the giant boulder begins to move -- then starts to roll.

ANOTHER ANGLE

PANNING with the giant boulder as it rolls down the hillside -- and crashes onto the tail of the ice worm, effectively trapping the creature.

ANGLE - FLASH

He suddenly leaps onto the head of the ice worm and ducks as the creature tries to grasp this new prey with its other tentacle.

FLASH

Malo -- jump!

ANOTHER ANGLE

Flash continues to irritate the creature into anger. The ice worm waves both tentacles frantically.

ANGLE - ICE WORM

It gives a horrible ROAR and waves its tenacles -- tossing Malo free -- but cannot escape from the prison of the boulder.

ANGLE - FLASH

As he suddenly gives an Olympian leap and lands some distance away -- safely out of reach of the struggling ice worm.

ANGLE - FLASH, THUN, ZARKOV

Flash turns to Zarkov and Thun as they come down the hill to join him.

FLASH

That ought to keep our friend  
occupied for a while.

ZARKOV

But I'd suggest we depart these  
parts before the creature works  
free.

THUN

A sentiment I second, Doctor Zarkov.

CUT TO:

ANGLE - MALO

Where he had landed -- stunned, but otherwise alright --  
as Dale and Fria are first on the scene. Fria helps Malo  
to his feet.



FRIA  
Your bravery this day will not go  
unrewarded, Count Malo.

ANOTHER ANGLE

As Flash approaches and Malo steps over to him -- and  
throws himself on his knees in front of the Earthman.

MALO  
You saved my life, Earthman --  
after what I did to you in the  
pool.

FLASH  
(reacting)  
You -- but why?

MALO  
I was jealous of you and Fria.  
I don't deserve to live.

FLASH  
You've proved yourself a man today,  
Malo. Forget the past.

And as Malo gets up, Fria approaches the two men.

FRIA  
What was Malo saying to you?

Flash watches as Malo starts to move away,

FLASH  
It was...personal.

And Flash walks away from Fria toward Dale.

CUT TO:

ANOTHER ANGLE

The party begins to move off, leaving the ice worm to  
continue to struggle to free itself from the boulder  
on its tail. But the Captain is not among the group.

WIPE TO:

EXT. MOUNTAIN PASS - DAY

With Flash and Fria in the lead, the party starts through a narrow pass that leads onto a dangerous cliffside trail with an angular drop of several hundred feet to one side. Flash and Fria pause momentarily as they emerge from the pass, ahead of the others.

FLASH

(looking down)

You're certain this is the easiest way to the mines?

FRIA

Its the only way.

ANOTHER ANGLE

As Dale and Thun are about to emerge from the pass -- a great net drops over them -- and the others in the party (except for Flash and Fria) from above.

POV

ABOVE

A group of wild, yelling neanderthal-like giants (all of them are eight feet tall or better) is flinging the nets. They wave their ice clubs and spears in the air.

MALO (OS)

The giants --

CUT TO:

SHOT - THUN

Struggling to break out of the heavy net -- as one of the giants -- then another -- leaps down to complete the job of tying up our group.

CUT TO:

TWOSHOT - FLASH, FRIA

Flash turns and starts back to aid his friends, when --

ANOTHER ANGLE

A giant leaps down directly in Flash's path and swings at Flash with his club.

---

ANGLE - FLASH

He skillfully dodges out of the way of the swinging club, then uses his leg to trip the giant.

ANGLE - THE OTHERS

As more giants leap down and complete the trap -- Thun, Zarkov, Dale, Malo and the snow troppers are helplessly caught in the rope web.

CUT TO:

TWOSHOT - FLASH, FRIA

She touches his arm.

FRIA

No -- there are too many!

Flash hesitates a moment, realizes she's right.

FLASH

You're right -- retreat so we can fight another day.

ANOTHER ANGLE

As Flash and Fria run along the cliffside trail away from the pursuing giants.

ANOTHER ANGLE

As we PAN UPWARD to see the Captain resting on his elbows over the edge of the cliff and raising his ray rifle into firing position.

CAPTAIN

So, Flash Gordon -- you evaded  
Brukka's giants.

(takes aim)

But you'll not escape this!

And he fires a laser blast.

ANGLE - LASER BLAST

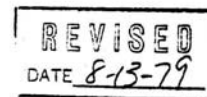
As it hits the loose rock directly above Flash and Fria's path -- and starts an avalanche of dirt and rock tumbling down upon the pair.

ANGLE - FRIA

She suddenly points o.s.

FRIA

Flash! Look out! It's an  
avalanche!



ANGLE - FLASH, FRIA

He tries to push the Frigia Queen out of the path of the oncoming avalanche -- but it is too late.

ANOTHER ANGLE

As Flash and Fria are swept down the side of the steep hillside by the avalanche.

CUT TO:

ANGLE - CAPTAIN

He sets down his ray rifle as a tight smile crosses his face.

CAPTAIN  
(to himself)  
Goodbye, Earthman -- Queen Fria.  
Ming will make me a rich man for  
this day's work.

CUT TO:

ANGLE - THE CAPTURED GROUP

Thun continues to attempt to break free, but one of the giant's raises a club -- and Thun relaxes for the moment. Zarkov tries to comfort Dale.

ZARKOV  
Don't worry, Dale. If Flash got  
free, he'll bring help.

CUT TO:

ANGLE - AVALANCHE

Flash and Fria being swept helplessly down the hillside by the torrent of dirt and stone -- toward a river at the bottom of the ravine.

ANOTHER ANGLE

As they tumble into the murky water, other stones continue to SPLASH into the river -- then all is silent.

WIPE TO:

EXT. GIANT'S CAVE - BRIDGE - DAY

The captured group is led by the giants up a steep trail to an open chasm and a wooded door -- giant size -- beyond the open space. One of the giants blows on a HORN and the door slowly opens from the top, revealing it to be a bridge.

ANOTHER ANGLE

As the bridge falls into place and the captured group is motioned to cross.

TWOSHOT - ZARKOV, MALO

As they cross the bridge into the cave, Zarkov turns to Count Malo.

ZARKOV  
Who are these brutes, Malo?

MALO  
Primitive nomads who roam the northern realms of Frigia. They are the main reason the orium mines were closed.

CUT TO:

INT. GIANT'S CAVERN

Underground volcanic vapors give the caverns a strange, misty look and provide heat that protects the giants from the savage cold outside. It is a narrow and treacherous path that our group is forced to travel to reach the innersantum of Bruksa, chief of the giants.

ANOTHER ANGLE

Dale and Thun reacting to their surroundings, as one of the giants urges them on.

ANGLE - THUN

He whirls and GROWLS at the giant, who takes a step backward. Thun smiles and LAUGHS and then continues on beside Dale.

CUT TO:

INT. BRUKKA'S AREA

The group are led into a large cavern where they face a nine-foot leering giant -- Brukka, chief of the giants -- who leans forward in his stone throne chair to study this new group.

MALO

Release us, Brukka -- or it will go hard on your people when Flash Gordon returns with the armies of Frigia.

CAPTAIN (OS)

From where Flash Gordon is -- he will not be returning.

ANGLE - CAPTAIN

As he steps out of the shadows to stand next to Brukka.

MALO (OS)

You -- are a traitor to Frigia!

CAPTAIN

I am no traitor, my Count Malo. I serve the true ruler of all of Mongo -- Ming the Merciless!

SHOT - DALE

She steps forward, fire in her eyes.

DALE

What have you done to Flash?

ANOTHER ANGLE

The Captain smiles, as Brukka leans closer to inspect this Earthwoman.

CAPTAIN

Your precious Earthman is through meddling in Mongo affairs.

Brukka stands up and points at Dale.

BRUKKA

This one I like. The others you may sell, but I keep this one for myself.

ANOTHER ANGLE

Dale takes a quick step backward, avoiding Brukka's reach.

CAPTAIN

No, Brukka -- that one belongs  
to Emperor Ming!

SHOT - BRUKKA

Furiously he turns toward the Captain.

BRUKKA

No! She is mine! Not Ming's!  
This is Brukka's kingdom! What  
Brukka wants -- he takes!

ANOTHER ANGLE

The Captain is equally angry.

CAPTAIN

I have my orders from Ming!

BRUKKA

Do not argue with me, Captain --  
or you may find yourself sold into  
slavery along with those you  
betrayed.

That silences the Captain.

ANOTHER ANGLE

Brukka turns to his giant guards.

BRUKKA (CONT)

Take them to the pits.

ANOTHER ANGLE

As the giants start herding their captives -- including  
Dale -- off toward the pits.

BRUKKA (CONT)

(pointing toward Dale)  
No -- leave the woman!

ANGLE - DALE

She is released while the others are marched o.s.

SHOT - BRUKKA

Looking at Dale, smiling.

BRUKKA  
You will like Brukka.

SHOT - DALE

Looking back at Brukka, she is certain she isn't going to.

CUT TO:

INT. CAVERNS

The giants herd their captives through an area of deep pits which are used as prisons. The two snow troopers are thrown into one of the pits -- and Malo, Thun and Zarkov into another.

INT. PIT

Malo, Zarkov and Thun land at the bottom of the pit. The walls are eighteen feet high and too slick to climb.

MALO  
I fear for the fate which has  
befallen my lovely Queen and  
the Earthman.

ANGLE - THUN

As he walks around, studying their situation.

THUN  
I fear for Flash and Fria --  
but I also fear for ourselves.

WIPE TO:

EXT. RIVER - DAY

Some distance downstream from the area they plunged into -- Flash and Fria come ashore, a bit worse the wear for their ordeal, but otherwise alright.

TWOSHOT - FLASH, FRIA

Sitting on the edge of the river, the ice mountains loom on both sides of them.



FLASH  
That last step was a dilly.  
Are you alright?

FRIA  
I think so -- what do we do now,  
Flash Gordon?

ANOTHER ANGLE

As Flash stands up, then helps Fria to her feet.

FLASH  
You know the way back to your palace?

FRIA  
What about you?

SHOT - FLASH

Determined.

FLASH  
I'm going after my friends.

SHOT - FRIA

Equally determined.

FRIA  
It was my men also that the giants  
captured. I am going with you.

TWOSHOT - FLASH, FRIA

Flash looks at her for a long beat.

FLASH  
Sometimes -- you remind me of Dale.

FRIA  
(soft smile)  
I think I like that.

Then she turns and starts up the hillside. Flash starts  
up also. As they climb to the ridge, we PAN UP past them  
towards the domain of the giants that lies ahead, and we

FADE OUT.

END OF CHAPTER EIGHT

FL # 52008