

1989 G.I. JOE MINI-SERIES

OPERATION: DRAGONFIRE

DAY FIVE

(Script)

(#199005)

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DIC ANIMATION CITY

FINAL

OPERATION: DRAGONFIRE
DAY FIVE
CAST - SPEAKING PARTS ONLY

G.I. JOE

Sergeant Slaughter

Scoop

Stalker

Low Light

Spirit

COBRA

Alley Viper

Destro

Copperhead

Cobra Commander

Note: there are various group Cobra and G.I. Joe "battle yells".

Day Five

SHOT OF SCOOP.

SCOOP (VO) (CONT)
My name's Scoop.

DESTRO STANDING IN FRONT OF SCOOP'S BURNING HOME.

SCOOP (VO) (CONT)
Ever since I realized the true evil of
Cobra, I've been working for G.I. Joe.

SHOTS OF THE DRAGONFIRE BASES, SURROUNDED BY DRAGONFIRE.

SCOOP (VO) (CONT)
Unfortunately, Cobra Commander and Destro
already control three Dragonfire bases,
and now...

SORCERER'S MESA.

SCOOP (VO) (CONT)
They're going after number four and total
victory.

SCOOP BREAKING AWAY FROM OTHER JOES IN THE JUNGLE AND RUNNING FOR
THE LOST CITY.

SCOOP (VO) (CONT)
I'm going to do my best to see that they
fail...

LOW LIGHT COMING AFTER HIM, TAKING THE NIGHT VIPER'S UNIFORM, AND
PENETRATING THE LOST CITY BASE.

SCOOP (VO) (CONT)
But Low Light thinks I'm a Cobra spy...

SCENES OF SERPENTOR AND COPPERHEAD TRYING TO SHOOT SCOOP'S
CONQUEST DOWN IN THEIR DOGFIGHT.

SCOOP (VO) (CONT)
Which means I've got enemies on all
sides...

THE TIBET DRAGONFIRE BASE STRIKES AT THE JOES.

SCOOP (VO) (CONT)
As I'm trying to discover the final secret
of Dragonfire, to save G.I. Joe!

THE COBRA MOTHERSHIP AND THE PYTHON CONQUESTS TAKE OFF, HEADING
FOR SORCERER'S MESA AND THE FINAL BATTLE.

SCOOP (VO) (CONT)
And now, the final episode of "Operation:
Dragonfire" begins!

ACT I
FADE IN

ANGLE - SORCERER'S MESA - NEW MEXICO - DAY

A red rock mesa with an ancient Pueblo Indian village on top (for reference, check Acoma Pueblo - Nat'l Geographics - also Day Four). PUSH in on the Great Kiva in the center of the village, a circular stone building (mostly underground). SERGEANT SLAUGHTER and SPIRIT stand on the roof, next to a wooden ladder, sticking out of the hatch entry into the kiva. NOTE: There is a wide roadway leading to the top of the Mesa, allowing vehicle access.

SPIRIT
Welcome to Sorcerer's Mesa, Sergeant
Slaughter.

CLOSER

Spirit starts down the ladder, Sergeant Slaughter following.

SPIRIT (CONT)
It's the last of the Dragonfire Sites that
Cobra wants to capture...

INT. GREAT KIVA

Spirit and Sergeant Slaughter descend into the Kiva.

SPIRIT (CONT)
And, if the legends of my ancestors are
true, the most powerful!

ANGLE WIDENS to include the altar at one end with life-sized Katchina statues on either side. Each holds a colorful spear, straight up. Eagle feathers are tied below the spearheads, which are beautifully worked CRYSTAL RESONATORS! Additional Katchinas stand around the walls, each holding a Crystal Resonator "spear".

In another part of the Kiva, LADY JAYE is setting up a mobile communications center, complete with monitor and computer synthesizer module.

SPIRIT (VO) (CONT)
It was here that the Dragonfire was last
invoked, many years ago.

ANGLE - SERGEANT SLAUGHTER

He's taking a closer look at one of the Katchinas, then looks at the ground at its feet.

SERGEANT SLAUGHTER
You think it's still down there?

Spirit nods.

SPIRIT
Yes, and there is an elder who still
remembers the way to summon it.

CUT TO:

EXT. SKY

FREEDOM, Spirit's eagle (he's a toy) is soaring above a series of rocky, pine-covered peaks. (SFX: EAGLE CRY)

~~At~~ SPIRIT (VO) (CONT) *seeks*
~~I've sent my eagle, Freedom, to find him.~~
The an elder who remembers how to invoke the power.
ANGLE - ISOLATED MOUNTAIN TOP

An old Indian (the ELDER) looks skyward...

As Freedom flutters down from the sky, to land on the Elder's wrist. (EAGLE CAWING SFX)

CUT TO:

ANGLE - TOP OF GREAT KIVA

Sergeant Slaughter and Spirit have climbed back out again. WIDEN ANGLE and PULL BACK into a HIGH AND WIDE ANGLE featuring the village, mesa top...

SERGEANT SLAUGHTER (CONT)
Well, I hope Freedom can lead us to him fast. Unless we get a Dragonfire Shield up to protect the mesa...

And the surrounding wilderness (like the final shot of the Toyota commerical with the car on top of the mesa).

SERGEANT SLAUGHTER (CONT)
Cobra's gonna turn this place into dust!
DISSOLVE TO:

ANGLE - COBRA MOTHERSHIP

Flanked by the Python Patrol Conquests, the Cobra attack force presents a formidable aspect. (JET SFX)

COBRA COMMANDER (VO)
Once we have captured the final Dragonfire
ssssite...

INT. COBRA MOTHERSHIP - COMMAND AREA - COBRA COMMANDER

COBRA COMMANDER, in his new uniform, is addressing the group (DESTRO, THE BARONESS, SCOOP, ALLEY VIPER & COPPERHEAD). The Command Area is in the plane's mid-section, with a big monitor and lots of high tech gear.

COBRA COMMANDER (CONT)

We will be able to link...

ANOTHER ANGLE - FEATURING MONITOR

Cobra Commander activates the monitor and, in split screen, it features the Tibet Dragonfire Base, the Mastodon Caves Dragonfire Base, & the Lost City Dragonfire Base, all three with their swirling Dragonfire force shields about them.

COBRA COMMANDER (VO) (CONT)

Our other Dragonfire bases together with this...

The Sorcerer's Mesa location is superimposed over them and it, too, is surrounded by a "simulated" DRAGONFIRE SHIELD, the biggest and most powerful looking of all!

COBRA COMMANDER (VO) (CONT)

The lasst and most powerful Dragonfire source of them all!

DESTRO

Turns to Scoop, who looks kind of uncomfortable, especially since Alley Viper is glaring at him.

DESTRO

Scoop, you know Joe Headquarters from the inside. What can you tell us about Sergeant Slaughter's plan to defend Sorcerer's Mesa?

Scoop punches some controls on the console. The monitor image changes to a map, the Mesa clearly indicated. G.I. Joe Base Charlie Delta is two miles away. Scoop uses a pointer to indicate the Mesa.

SCOOP

Uh, Sergeant Slaughter is hoping you will head for the Mesa directly...

He then points to G.I. Joe Base Charlie Delta, at which point the map representation changes to a photo image of the Joe Base (it's of standard design, facing the Mesa).

SCOOP (CONT)

So his attack, launched from Joe Base Charlie Delta, will take you completely by surprise.

Destro looks from the monitor to Scoop.

DESTRO
And your advice?

Scoop SLAPS the monitor picture of Charlie Delta with the pointer.

SCOOP
Turn the tables on G.I. Joe and attack
Charlie Delta first!

CLOSE ON DESTRO

**

THUMPS a flat surface for emphasis.

DESTRO
Then that is exactly what we will do.

**

ECU - SCOOP

**

Scoop turns away from the group, letting out a soft, relieved breath.

SCOOP
(sotto - to himself - letting
out a sigh of relief)
My luck must be changin'. He fell for it.

**

CUT TO:

JOE BASE CHARLIE DELTA

There's activity in the staging area, with the available members of Slaughter's Mauraunders - BARBECUE, MUTT & FOOTLOOSE getting into their Armadillos and Lynxes, with DOWNTOWN and BACKBLAST as STALKER'S passengers in the Raider and ROCK & ROLL firing up the Radar Rat.

SERGEANT SLAUGHTER
Listen up, Joes!

CLOSER ON SERGEANT SLAUGHTER

He climbs up to the cockpit of his Equalizer...

SERGEANT SLAUGHTER (CONT)
We know Cobra's going after the Mesa...

And FIRES up his engine.

SERGEANT SLAUGHTER (CONT) -
But before they can get there, we're gonna
hit 'em with a surprise attack I'm hopin'
will slow them down...

STALKER

is FIRING up the Raider.

STALKER

And buy Spirit enough time to get the Dragonfire Shield in place?

SERGEANT SLAUGHTER

Drives out of the base area, followed by the others.

SERGEANT SLAUGHTER

That's my idea. I just hope it works.

ANGLE - GULLY

It's about a third of a mile away from the Joe base, part of the way towards Sorcerer's Mesa. The Joe vehicles are all partially concealed in the bottom, but will be able to drive out of the gully easily when the time comes. PAN from Sergeant Slaughter to...

STALKER AND BARBECUE

They've gotten out of their vehicles and are up on the lip of the gully, scanning the horizon.

STALKER

Y'know, it's times like this *o, when the odds are stacked against us,*

CLOSE - STALKER'S BOOT

A tarantula starting to climb onto Stalker's boot.

STALKER (CONT)

~~When the odds against us are stacked sky high,~~ that I wish our buddy Low Light were ~~here...~~

WIDEN ANGLE

As Stalker holds his knife down to the boot, so the huge spider climbs on it (safely of course). PAN with the action as Stalker uses the knife to carry the spider to a hole in the ground, into which the spider safely scurries.

STALKER (CONT)

To to brighten things up with his cheerful smile!

CUT TO:

SWAMPY AREA OUTSIDE OF LOST CITY RUINS

*

PAN ACROSS the ruined wrecks of Cobra Hovercraft and Annihilator flying units (from the battle of Day Three) in the swampy area outside the ruins of the Lost City.

LOW LIGHT (VO)

(really ticked off)

WHAT IN THE BLUE BLAZES?! Here I am, Low Light, a card-carryin' G.I. Joe...

STOP PAN at LOW LIGHT in NIGHT VIPER GEAR, helmet off, waist deep in the muck of the swamp, wearing an Annihilator flying pack. He's trying to get it started, but while the motor SPUTTERS, it's not catching.

LOW LIGHT (CONT)

And not only do I have to disguise myself as a low-life Cobra clown...

CLOSER

*

Low Light SMACKS the side of the flying pack with his hand and the motor finally CATCHES and the rotor WHIRS into life.

LOW LIGHT (CONT)

But I've gotta use one of their flyin' packs that's probably gonna break when I'm 10,000 feet high!

Low Light begins to lift from the swamp. PAN WITH HIM as he rises higher, clearing the treetops...

LOW LIGHT (CONT)

Aw, what the heck! With Scoop blabbin' our secrets to Cobra, ~~we don't have much of a chance, anyway.~~



And flys north, CAMERA TRACKING with him as he goes.

LOW LIGHT (CONT)

I just hope I get a last crack at that traitor before we all go down to a humiliating defeat!

DISSOLVE TO:

ANGLE - LARGE CANYON - NEW MEXICO

Like the Grand Canyon, minus the Colorado River. The Cobra Mothership and the accompanying Python Patrol Conquests are disappearing beneath the canyon rim, their JET SFX becoming muffled as they descend out of sight...

ANGLE - BOTTOM OF CANYON

Landing in this place of concealment.

INT. COBRA MOTHERSHIP - CARGO BAY

*

Python Patrol members - VIPERS, TROOPER, and CRIMSON GUARDSMEN, are piling into the Stuns and driving down the lowered Cargo ramp.

EXT. MOTHERSHIP

*

Cobra Commander is driving a Stun. He throws it into gear and ROARS off, followed by the others. PAN with him.

COBRA COMMANDER

**

Python Patrol, follow me! The Joes won't be expecting us and our pythonized vehicles won't show up on their radar...

ANOTHER ANGLE

The Canyon leads out into an open plain, onto which the Cobra vehicles ROAR. Above, we see the first of the Python Conquests, flying overhead.

COBRA COMMANDER (CONT)

But even though the odds are stacked in our favor, showing mercy would be a mistake!

CUT TO

INT. COMMAND CENTER - ON BOARD MOTHERSHIP

Scoop is alone in the room. Looking around quickly, he activates a communications panel.

SCOOP

(into radio)

Sergeant Slaughter, come in!

ANGLE - SERGEANT SLAUGHTER

He's in the cockpit of his Equalizer. Scoop's face comes over his monitor.

SCOOP (CONT)

(a little desperate - over radio)

Sarge, please come in!?

SERGEANT SLAUGHTER

Scoop! What's goin' on?

INT. MOTHERSHIP

Scoop is hunched over his console, talking fast.

I covered

SCOOP

Cobra's on the way to attack Joe base
Charlie Delta before going after the Mesa.

Sergeant Slaughter, on the monitor, REACTS.

SERGEANT SLAUGHTER

You're kiddin'!! They oughta be attacking
the Mesa before we can activate its
Dragonfire.

Scoop grins.

SCOOP

I know. Luckily I was able to convince
them to take care of you first!

CLOSE ON SERGEANT SLAUGHTER

SERGEANT SLAUGHTER

(with irony)

Thanks a lot! But you did ~~good~~. That
will slow Cobra down some..

Good work!

CUT TO:

ANGLE - SPIRIT AND X-WING CHOPPER

*

Hovering just above the mountaintop. A rope, with a "rescue
seat" at the end lowers about five feet below the copter. The
Elder gets into it and then the copter lifts off fast! TILT UP
as it rises, joining FREEDOM, who soars high above! (SFX: CHOPPER
ROTORS, EAGLE CRY)

But ~~just~~ You may have bought some extra time for ~~each~~
SERGEANT SLAUGHTER (VO) (CONT)
Which may give Spirit's friend time to
activate the Dragonfire and save the free-
world from a terrible defeat!

ANGLE - SERGEANT SLAUGHTER

*

Looking at Scoop on his monitor screen.

But SERGEANT SLAUGHTER (CONT)
~~And Scoop~~, until you're out of that pit of
vipers, *be careful.*

CUT TO:

ANGLE - SCOOP

Back at his console in the Mothership.

SERGEANT SLAUGHTER (CONT)

Be careful!

As Scoop snaps off the image, PULL BACK to reveal that this angle
has been Alley Viper's POV (as we move into an OVER THE SHOULDER
ANGLE - ALLEY VIPER).

ALLEY VIPER (VO)
Hey, Scoop! That was Sergeant Slaughter
on the screen!

ANGLE - ALLEY VIPER *

He moves forward with great menace...

ALLEY VIPER (CONT)
And if I didn't know better, I'd say you
were sellin' us out to the Joes!

SCOOP *

gets out of his big console chair and backs off...

SCOOP
You and I used to be friends, Alley Viper.

As Alley Viper moves quickly forward and rolls the chair after him. Scoop has to jump over it. The chair continues on, SMASHING into the wall beyond.

ALLEY VIPER)
Ha! There are no friendships in Cobra!
It's every snake for himself.

SCOOP AND ALLEY VIPER *

are now circling each other, like two wrestlers.

SCOOP
In G.I. Joe, it's different. People try to
help people, not destroy them.

Alley Viper makes a feint with his shield, and Scoop grabs it, but Alley Viper jerks it out of his hands, sending Scoop backwards and a little off balance. He may have to grab a desk or something for balance.

SCOOP (CONT)
C'mon, aren't you listening?

CLOSE UP - SCOOP

His last attempt.

SCOOP (CONT)
Don't you think one real friend is worth
more than all the empty power Cobra gives?

ALLEY VIPER

Circles around, getting ready for the final grapple.

ALLEY VIPER
 (rotten to the core)
 Actually, I think this is going to be
 worth a promotion when I turn you in as a
 rotten stinking spy!

ANGLE - SCOOP

He bends down to grab a long electric cable and pulls on it,
 hard.

SCOOP
 That's what I was afraid you'd say!

ANOTHER ANGLE

NOTE: THIS WHOLE NEXT SEQUENCE SHOULD BE TIMED QUICKLY!!!! The
 cable is attached to power supply box, which is, itself, plugged
 into the wall. The wall plug comes out, and the cable and the
 power supply box come flying forward...

To snag the base of the wheeled chair Alley Viper had pushed at
 Scoop before,

SCOOP

Gives the power cord another strong heave...

And the chair, snagged by the cord, accelerates forward, and hits
 Alley Viper from behind. He is knocked off his feet into the
 chair, sending him rolling INTO CAMERA...

REVERSE ANGLE

And towards an open storage closet!

Scoop moves in behind, and gives the chair a final shove, sending
 Alley Viper flying inside!

CLOSER

quickly tie
~~Alley Viper gets all tangled up with the stuff that's in the~~
~~closet, giving Scoop a chance to tie him up with an electrical~~
 cable and use a strip of tape to cover his mouth!

SCOOP (CONT)
 I think this is the best place for you
 just now!

ALLEY VIPER
 (very muffled)
 You won't get away with this!

PULL BACK as Scoop SLAMS the door shut and bolts it.

SCOOP
 Maybe not, but at least I will have tried
 to do the right thing.

CUT TO:

ANGLE - G.I. JOE FORCES

Sarge is up on the bank of the dry gully.

SERGEANT SLAUGHTER
 Here comes Cobra!

Stalker is looking at the Radar Rat's instruments.

STALKER
 And get a load of this! Nothing's showing
 up on the radar!

ANGLE - CONQUESTS

They're firing missiles into the Joe base, causing damage!

ANGLE - STUNS *

As the Python Stuns are BLASTING away from the ground!

ANGLE - SERGEANT SLAUGHTER

SERGEANT SLAUGHTER
 Yeah, lucky thing they're attacking an
 empty base! *No matter what happens,*

ANGLE - BACK BLAST

He's starting to fire his missiles... *we're for the story between
those snakes & the mesa*

AANGLE - PYTHON PATROL CONQUESTS

And now, the first Conquest is hit! The pilot bails out as the
 plane EXPLODES!

ANGLE - SERGEANT SLAUGHTER *

REACTING as the Python Stuns switch direction and now starting
 coming at them!

SERGEANT SLAUGHTER
 All right, Joes! Here they come, so let's
 let 'em know who we are!

WIDER

As the Joe vehicles ROAR out from their place of concealment,
 FIRING away!

JOES
 Yo Joe!

CLOSE - SERGEANT SLAUGHTER

SERGEANT SLAUGHTER
And no matter what happens, stay between
those snakes and Sorcerer's Mesa!

ANGLE - STUNS AND COBRAS

*

All swinging around so that they're charging right into the
CAMERA, FIRING AWAY!

COBRA FORCES
COBRAAAAAA!!!!

CUT TO:

UP ON THE MESA

*

The X-Wing Copter hovers five feet above the roof of the Kiva.
The Elder is sitting in the rescue seat hanging below the Copter.
He gets off and steps aside, starting down the ladder into the
Kiva, as the rope retracts and the Copter settles down.

INT. KIVA

There are four INDIANS inside, plus Lady Jaye. Spirit and the
Elder enter. Spirit joins Lady Jaye at the comm module as
Sergeant Slaughter appears on the monitor.

SPIRIT
Sarge, we're ready to tap into the
Dragonfire. Get to the Mesa immediately!

CUT TO:

ANGLE - DESTRO

*

In the Razorback, approaching the battlefield, as Stuns and
Conquests continue to FIRE at the Joe forces in the BG.

DESTRO
Commander, the Joes seem more concerned
with keeping us away from the Mesa...

ANGLE - DESTRO'S MONITOR

*

Featuring Cobra Commander, at the helm of his Stun.

DESTRO (VO) (CONT)
Than defending their base.

ANGLE - COBRA COMMANDER

FIRING at the Raider, cutting hard to avoid a return SALVO!

COBRA COMMANDER
Do not...

(cutting hard to avoid
getting blasted)
Be concerned!

ANGLE - AREA BETWEEN CANYON AND MESA *

A large number of Fang II's, Hiss II's, and an additional
Razorback (or Razorbacks) towing one or more Python Asps, are
racing straight towards the Mesa!

COBRA COMMANDER (VO) (CONT)
My backup team is already on the way to
cut them off!

CUT TO:

TOP OF KIVA

Spirit has just stuck his head out from inside, and he REACTS
to... to this sight.

SPIRIT'S POV

The new Cobra forces heading his way!

ANGLE - SPIRIT

He pulls out a walkie talkie and speaks into it.

SPIRIT *(into walkie talkie)*
Hey, Sarge! Don't look now, but you're
about to be cut off! And if you're on the
wrong side of the Dragonfire Shield when
it goes up...

CUT TO:

SERGEANT SLAUGHTER AND THE JOES *

Still battling the Python Stuns and Python Conquests.

SERGEANT SLAUGHTER
Yeah, I know! We'll be locked out...

CLOSE ON SERGEANT SLAUGHTER *

He whirls around and looks...

SERGEANT SLAUGHTER (CONT)
While Cobra hits us with everything
they've got!

SERGEANT SLAUGHTER'S POV - HISS II'S, STUNS & FANG II'S *

ROARING INTO CAMERA, FIRING AWAY!

COBRA FORCES
COBRAAAAAAAAAA!!!!!

FADE OUT
END ACT I

ACT II
FADE IN

ANGLE - INT. KIVA

Spirit enters from above.

SPIRIT
We can wait no longer! The chanting must
begin!

The Elder and his helpers begin CHANTING...

GROUP
(Deep chanting...)

And as the Chanting continues PAN to one of the Katchina statues,
and PUSH IN on its dark eyes...

DISSOLVING THROUGH TO:

UNDERGROUND LAKE OF DRAGONFIRE

Deep within the Mesa. The CHANTING CONTINUES, penetrating the
earth, and the energy of the Dragonfire begins to RISE.

DISSOLVE TO:

INT. GREAT KIVA

The Crystal Resonator spears the Katchina statues hold begin to
glow with the energy of the DRAGONFIRE, which is now channeled up
and outwards.

ANGLE - SPIRIT

SPIRIT
It's working! Lady Jaye, start the
recording loop and amplify it!

PAN to Lady Jaye who works the controls on her high tech console
as the RECORDED CHANTING, with added ELECTRONIC SFX, kicks in!
It's even more powerful than the Indians were able to produce
unassisted, and the DRAGONFIRE EFX increase.

CUT TO:

EXT. GREAT KIVA

Other Crystal Resonators, also looking like crystal-tipped spears
(feathers tied just below the "spear tips") are channelling the
Dragonfire energy fed to them from the Kiva.

WIDER

These resonators are not just on the outside of the Kiva, but at
the corners of the stone dwellings at the farthest edges of the

mesa top... and the Dragonfire soars skyward, starting to form a protective shield over the entire top of the Mesa! (SFX CONTINUE)

CLOSE ON SERGEANT SLAUGHTER

Sending his Equalizer right into the Dragonfire shield.

SERGEANT SLAUGHTER
Go for it guys! If we don't make it
through we're done for!

ANGLE - SLAUGHTER'S MARAUDERS AND OTHER JOES

*

The guys drive as fast as they can, up the approachway to the top of the mesa, ROARING through the rapidly coalescing shield, to safety, and not a minute too soon!

ANGLE - COBRA FANG II'S

A couple of Fang II's, pursuing the Marauders, try to make it through, a moment too late...

REVERSE ANGLE

And CRASH into the shield, which is by now impenetrable! They are hurled back, their pilots leaping to safety...

ANGLE - COBRA FORCES

*

As a group of Stuns have their own LASER FIRE...

BOUNCE off the force shield...

And BLAST right back at the vehicles who fired! They EXPLODE as their drivers leap to safety!

COBRA FORCES
(Assorted startled yells)

ANGLE - SERGEANT SLAUGHTER

He looks back through the force shield, at the Cobra forces.

SERGEANT SLAUGHTER
 (happy with what he sees)
 YO JOE!
 (into his walkie talkie)
 Spirit! Tell the Elder that he's saved
 our hides...

CUT TO:

WIDE - COBRA FORCES

They're milling around at the base of the Mesa and part way up the "driveway slope", unable to proceed any farther.

SERGEANT SLAUGHTER (VO) (CONT)
 At least for the moment!

CUT TO:

INT. GREAT KIVA

The Indians have stopped chanting, while the electronic instruments maintain their CHANTING SFX.

SPIRIT
 Thank you, Grandfathers. The synthesizers
 will take over from here.

ANGLE - ROOF OF GREAT KIVA

Spirit climbs onto the roof, looking at the force shield.

SPIRIT (CONT)
 I only wish we knew how to program them to
 make the Dragonfire fight back!

CUT TO:

ANGLE - COBRA FORCES - FEATURING COBRA COMMANDER

*

Cobra Commander, in the cockpit of his Stun, is very upset.

COBRA COMMANDER
 This is an outrage!!! We should have
 attacked the Mesa firssst!

PAN to Destro, in the Razorback, next to him.

DESTRO
 Calm yourself, Commander. Sorcerer's Mesa
 will still be ours.

CLOSER

DESTRO punches commands into the Razorback's control panel...

DESTRO (CONT)
 And this temporary setback will give us
 the chance to test the capacities...

ANGLE - FRONT OF RAZORBACK

*

And the "'black bar" radar accessory, just in front of the central bubble, RISES, emitting a HIGH PITCHED HUMMING SIGNAL.

DESTRO (CONT)
Of our newest weapon!

ANGLE - DRAGONSTAR ONE (THE COBRA SATELLITE)

In orbit above the earth. Two additional reflector vanes fold out and snap into place, with WHIRRING SFX.

DESTRO (VO) (CONT)
First, I must lock our satellite,
Dragonstar One, in on our target!

ANGLE - DESTRO & COMMUNICATIONS MONITOR IN RAZORBACK

*

The image of the satellite POPS off...

DESTRO (CONT)
There. All is ready.

And is replaced by that of the Himalayan Dragonfire base.

DESTRO (CONT)
(into comm unit)
Himalayan Dragonfire Base...

ANGLE - INT. HIMALAYAN BASE

Its NIGHT VIPER garrison activates the synthesizer unit and the DRAGONFIRE SFX AND EFX begin.

DESTRO (VO) (CONT)
Prepare to channel all your power...

EXT. HIMALAYAN BASE

The Dragonfire shield begins to form into the ENERGY FIELD.

DESTRO (VO) (CONT)
To Dragonstar One!

ANGLE - DESTRO & COMMUNICATIONS MONITOR IN RAZORBACK

*

DESTRO (CONT)
European Dragonfire Base, South American
Dragonfire base...

ANGLE - MASTODON CAVES

The Dragonfire Shield is in place around the caverns.

DESTRO (VO) (CONT)
Standby...

ANGLE - LOST CITY BASE

The Dragonfire shield coalesces into place.

Standby. DESTRO (VO) (CONT)

CLOSE ON DESTRO

DESTRO (CONT)
And now, prepare to... FIRE!!!

ANGLE - TIBET

The Dragonfire STREAKS skyward!

ANGLE - MASTODON CAVES

Ditto...

ANGLE - LOST CITY

And the same!

ANGLE - DRAGONSTAR ONE

The three beams of Dragonfire STREAK INTO SCENE, each bouncing off a reflector vane and firing back to Earth.

ANGLE - UPPER ATMOSPHERE - DRAGONFIRE BEAMS

All three meet above the clouds and fuse into one firey column, shooting down! PAN DOWN, as it IMPACTS against the Dragonfire Shield that covers Sorcerer's Mesa... and the incredible energy SPRAYS AND FLASHES OUT in all directions!

ANGLE - ROOFTOP OF GREAT KIVA

Sergeant Slaughter and the rest of the Joes are here, looking up with amazement into the incredible DRAGONFIRE SFX that FLARE and EXPLODE over their heads!

CUT TO:

ANGLE - DESTRO AND COBRA COMMANDER

Their faces lit by the spectacle of the clashing DRAGONFIRE.

COBRA COMMANDER
Amazing! That sssuch a weapon is mine!

DESTRO
(pointedly)
Ours, Cobra Commander...

ANGLE - MESA TOP

The battle of the two Dragonfires.

DESTRO (VO) (CONT)
But the Dragonfire Shield of Sorcerer's
Mesa is even more powerful than our
Dragonfire Lance!

ANGLE - SPACE - FEATURING DRAGONSTAR ONE

*

The Reflector Vanes are starting to overheat.

DESTRO (VO) (CONT)
I must shut down our weapon before we
destroy it.

ANGLE - DESTRO

*

Working fast, tapping away at his console.

DESTRO (CONT)
Himalayas, Europe, South America, cease
firing!

ANGLE - SPACE

The beams of Dragonfire fade, as does the combined ray...

ANGLE - SORCERER'S MESA

And the descending column of Dragonfire fades as well.

ANGLE - SARGE

He and the others are on top of the Great Kiva, looking skyward,
as the superbrilliance of the clashing Dragonfire fields fades
(leaving only their defensive field)

SERGEANT SLAUGHTER
We beat the snakes off! Their
Dragonfire's fading out!

JOES
(Happy Cheering)

CUT TO:

ANGLE - COBRA COMMANDER

His body language indicates that he's very disappointed.

COBRA COMMANDER
Ah, what a pity. I was sssso enjoying the
show!

PAN to Destro.

*

DESTRO

Please, Commander, there is no need for
despair. I have yet another plan...

DISSOLVE TO:

SERIES OF SHOTS

*

The high tech gear from the Cobra Mothership's command center is
being loaded onto trailers towed by the two Razorbacks...

DESTRO (VO) (CONT)

Which will combine the best features of
both Python Patrol and Dragonfire.

To the Cobra occupied Charlie Delta base...

Which now exchanges the American flag for the flag of Cobra!

A CLOSER ANGLE reveals that one of the units being moved into
base Charlie Delta contains the same closet into which Alley
Viper has been stuffed!

INT. CLOSET

Alley Viper lurches around inside the closet, still tied up!

ALLEY VIPER

(very muffled)

Lemme outta here! Lemme out!

DISSOLVE TO:

INT. JOE BASE

As Cobra Python Patrol Vipers, Troopers, and Tele-vipers are
setting up the equipment...

EXT ANGLE - ROOF OF JOE BASE

As others assemble an open pyramid frame with a satellite dish at
the top and a huge, multi-faceted crystal inside the pyramid,
suspended on an crystal column that rises from the crystal to the
base of the satellite dish. From here, one can see all the way
to Sorcerer's Mesa, two miles away.

CLOSER ANGLE

Destro and Cobra Commander are up here, supervising.

DESTRO

Once we have harnessed the combined might
of our Dragonfire bases...

THEIR POV - PYTHON PATROL VEHICLES IN AREA BELOW

Python Patrol Vipers work at fitting their vehicles with smaller
satellite dish-topped pyramids, crystal columns leading from the
12" dishes down into the vehicle itself.

DESTRO (VO) (CONT)
To the vehicles of Python Patrol...

PAN UP and FOCUS IN on the Dragonfire Shield protecting Sorcerer's Mesa, in the distance.

DESTRO (VO) (CONT)
We may still be unable to shatter the Dragonfire Shield.

PAN DOWN to feature the walls of the Mesa, itself. The Dragonfire protects the top of the Mesa but not the sides.

DESTRO (VO) (CONT)
However, the Mesa itself is unprotected...

CLOSE ON COBRA COMMANDER

He gets the picture.

COBRA COMMANDER
(completing the thought with
a laugh)
Which means we can blast our way up to the
Joes from beneath!

PUSH past Cobra Commander, FOCUSING on Scoop, who is listening in the BG, as he helps the Python Vipers and Televipers set up the satellite dish.

SCOOP
(sotto - to himself)
Not if I help it!

ANGLE FEATURING SATELLITE DISH PYRAMID

picking up a spare television camera
Scoop moves toward Copperhead, who is programming numbers into a small keypad (like a rack-mounted piece of audio equipment) on the far side of the pyramid. As he does, PAN to the Crystal, its different facets shifting slightly into different alignments (it's a composite made up of many panels, not a solid hunk of quartz). STOP PAN and HOLD as Scoop GAINS back INTO SCENE, looking at the crystal.

SCOOP (CONT)
~~(trying to be casual)~~
Copperhead, what frequency are you using to transmit the Dragonfire to Python Patrol?

ANGLE - COPPERHEAD

Copperhead turns back to look at Scoop.

COPPERHEAD

(suspiciously)

What's it to you, Scoop?

It's classified, but since here it is - here it is - but what's it to you?

ANGLE - SCOOP

Scoop takes a Python Televiper's cameras out of the Viper's camera pack and spins it around his wrist as if it were a six shooter (the Televiper is working away, his back to Scoop, and he seems unaware that his camera is gone).

SCOOP

I'm curious. Just like Cobra Commander might be curious as to why you disobeyed his orders...

He ends up with the video camera up to his eye, pointing it at the L.E.D. screen on Copperhead's panel. *

SCOOP (CONT)

And tried to shoot me down with your Python Conquest jet!

ANGLE - COPPERHEAD

Copperhead nods, finding this an acceptable answer. He hits a button and a series of numbers flashes across the screen.

COPPERHEAD

You got me there, Compadre. I did say I owed you for not rattin' on me then...

~~PUSH IN~~ on the panel to feature the flashing numbers. ~~and WIDEN FRAMING of ANGLE~~ to reveal that we're seeing this through the viewfinder of the camera Scoop is using.

COPPERHEAD (VO) (CONT)

So if you'll just keep your mouth shut about this, we'll call it even.

ANGLE - SCOOP

He lowers the camera and walks away.

SCOOP

You've got it, partner. In fact, as far as I'm concerned...

CLOSE ON SCOOP

His smile hardens into resolve, as he looks from the crystal transmitter to the distant form of Sorcerer's Mesa.

SCOOP (CONT)

From this point on, we can call everything quits!

*Scoop.**Just curious.**PAN down to camera - light is on - int. viewfinder - Numbers flash**Scoop**Very nice, Copperhead.**Very nice.*

WIPE TO:

HIGH ANGLE - JOE BASE CHARLIE DELTA

Seen from the distance, through a binocular matte. PAN from the Python Patrol vehicles to the Cobra banner, waving!

LOW LIGHT (VO)

Hmmm. Looks like I'm too late to help
save Charlie Delta from the snakes...

ANGLE - LOW LIGHT

He's flying high, looking down at the Joe Base with a pair of binoculars, still a good distance away.

LOW LIGHT (CONT)

But there's still plenty of time...

LOW LIGHT'S POV

The Binoculars FOCUS IN on the roof, the open structure of the pyramid, and Scoop, who is just starting to head down through an open hatch in the roof.

LOW LIGHT (VO) (CONT)

To take care of the traitor who lost it
for us!

ANGLE - LOW LIGHT

He swoops THROUGH SCENE, heading for the Joe Base.

DISSOLVE TO:

DRAMATIC LOW ANGLE - PYTHON PATROL STUNS & CONQUESTS *

Lined up in front of the Joe base. Their motors are REVVING and each has been fitted with receptor dish and crystal rod.

COBRA COMMANDER (VO) (CONT)

Python Patrol...

DISSOLVE TO:

INT. EARTH - DRAGONFIRE LAKE

The SEETHING ENERGY of DRAGONFIRE rises and...

COBRA COMMANDER (VO) (CONT)

Prepare to receive a destructive power
born from the center of the earth...

CUT TO:

QUICK ANGLES FEATURING -- *

The Dragonfire beam from the Himalayan Base SHOOTS skywards...

As does the forcefield of Mastodon Caverns...

And the Lost City...

CUT TO:

DRAGONSTAR ONE SATELLITE

To reflect off the three reflector vanes of the Dragonstar One satellite and beam down to earth as one fiery column...

COBRA COMMANDER (VO) (CONT)
Channeled through outer space...

CUT TO:

SATELLITE RECEPTION DISH ON ROOF OF JOE BASE CHARLIE DELTA

Which hits the satellite dish dead center, its incredible energy descending into the transmitter crystal, which beams it out in laser-sharp, individual rays.

CLOSE UP - COBRA COMMANDER

His face mask reflects the blazing energy beams...

COBRA COMMANDER
And brought to you by the magic of Cobra
technology!
(a beat)
And now, everyone...

ANOTHER ANGLE

BEAMS ZAPPING OUT FROM THE CRYSTAL

COBRA COMMANDER
I give you the Dragonfire edition of...

ANGLE - PYTHON PATROL

All the vehicles are receiving their own beam of Dragonfire, which goes into the dish, down their own crystal, and into the vehicle, wreathing it with its own field of Dragonfire! This makes the vehicle impervious to damage, as well as giving them special firepower as well.

COBRA COMMANDER
PYTHON PATROL!

And with that, the vehicles all ROAR INTO IN CAMERA, heading for the Mesa, looking as incredible as can be!

COBRA FORCES
COBRAAAAAA!!!!

FADE OUT
END ACT II

ACT III
FADE IN

ANGLE - COBRA FORCES

Powered by Dragonfire, they ROAR INTO CAMERA!

ANGLE - SORCERER'S MESA

Wearing glowing Katchina dolls (5" high, similar to the Cobra badges in Day Two), Sergeant Slaughter and Spirit emerge from the force field.

SERGEANT SLAUGHTER
What is Cobra throwin' at us now?

SPIRIT
It doesn't matter.

CLOSER

Spirit indicates his glowing Katchina doll.

SPIRIT (CONT)
As long as they are not wearing Katchinas
attuned to the exact frequency of our
Force shield...

ANGLE - PYTHON CONQUEST

Flying toward the Mesa, connected by the Dragonfire beam...

SPIRIT (CONT)
Even though they may be powered by
Dragonfire themselves...

ANGLE - CRYSTAL TRANSFORMER

To the Crystal Transformer back at the Joe Base.

SPIRIT (VO) (CONT)
They cannot get through.

THEIR POV

As the Vehicles are roaring up to the base of the Mesa, the planes swooping down low, FIRING MISSILES.

ANGLE - BASE OF MESA

The missiles strike, their EXPLOSIONS triggering rockslides!

ANGLE - SPIRIT AND SERGEANT SLAUGHTER

REACTING!

SERGEANT SLAUGHTER
Yeah, but if they destroy the Mesa out
from under us, they won't need to bother!

Sarge pulls out his walkie talkie.

SERGEANT SLAUGHTER (CONT)
(into his walkie talkie)
Backblast, Downtown, get out here!

ANGLE - ASPS AND STUNS

FIRING at the base of the Mesa with their Dragonfire-charged
weapons, causing more landslides and general mayhem!

ANGLE - FORCE SHIELD

Backblast and Downtown run through the force shield (each wearing
a glowing Katchina), setting up their weapons.

SERGEANT SLAUGHTER
(into walkie talkie)
Let's get some Armadillos and Lynxes out
here as well!

ANGLE FEATURING BACKBLAST

He FIRES, and a whole flight of missiles WHOOSHES out from his
portable launcher...

ANGLE - PYTHON CONQUEST

But thanks to the jet's Dragonfire shield, the missiles explode
without doing any damage.

ANGLE - DOWNTOWN

He's firing a mortar shell, just as a Lynx and an Armadillo
emerge from inside the force shield (each with a glowing katchina
doll mounted on their front), FIRING as well!

ANGLE - COBRA FORCES

However, the same thing happens, as the Cobra land vehicles are
protected by their Dragonfire shields!

ANGLE - JOES

REACTING in disappointment.

SERGEANT SLAUGHTER
 It's no use! The only way we can attack
 Cobra is if we can attune our own
 Dragonfire...

CLOSE ON SERGEANT SLAUGHTER

SERGEANT SLAUGHTER (CONT)
 To the exact frequency of the Cobra
 transmissions.

PAN to Spirit.

SPIRIT
 Which is information that only Cobra
 knows. I fear we are lost.

ANGLE - BASE OF MESA

As a huge chunk of the base of the Mesa is BLASTED away by the
 continuing Cobra attack!

INT. COCKPIT OF FANG II

The Commander is now piloting a Fang II, flying by the explosions
 at the side of the Mesa.

COBRA COMMANDER
 Destro, it is working! Soon, Sorcerer's
 Mesa will be rubble...

ANGLE - COCKPIT OF DESTRO'S RAIDER

FIRING at the mesa from the ground.

DESTRO
 And we will be the sole possessors of
 every source of Dragonfire on Earth!

CUT TO:

INT. JOE BASE

The interior area where Cobra has set up all the high tech
 equipment transported from the Mothership. There's a Python
 Patrol Televiper working at a console as Scoop ENTERS SCENE.

SCOOP
 You, Python Televiper...

The guy looks up from the console.

SCOOP (CONT)
 Cobra Commander wants to switch the
 frequency of the Dragonfire to ultimate
 attack mode.

The Televiper nods, and punches in a new sequence...

ANGLE - SCOOP

As Scoop raises his camera and videos the complicated sequence of equations as it flashes across the screen.

ANGLE - TELEVIPER

He has finished and now all that remains is for his finger to press a large red square marked "Fire"! But before he can, Scoop's hand REACHES INTO SCENE and grabs his wrist.

WIDER

Scoop pulls the guy out of the chair...

SCOOP (CONT)
Oh, sorry, change in plans!

And whirls him around with one hand, opening the door to the closet Alley Viper is in with the other! He shoves the Televiper in, SLAMS the door shut, and bolts it once more!

SCOOP (CONT)
Cobra won't be attacking any more!

ANGLE - SCOOP

Scoop pops the cassette out of the camera. There is a slot in the communications module and he slides the cassette in.

SCOOP (CONT)
But once I send the Sarge your information, G.I. Joe will!

INT. CLOSET

The startled Televiper trips over Alley Viper, who motions for him to pull off his gag and start untying him. *

ALLEY VIPER
(muffled)
Untie me, quickly!

CUT TO:

EXT. JOE BASE

Low Light swoops in for a running landing in the courtyard, shedding the pack and still-spinning propeller unit.

LOW LIGHT
Hope I'm in time...

CLOSER - LOW LIGHT

Pulling on the Night Viper's helmet, he darts inside.

LOW LIGHT (CONT)
 To stop that traitor Scoop before he does
 any more damage!

CUT TO:

INT. JOE BASE - COMMUNICATIONS CENTER

Scoop at the console, the "attack frequency" on the screen.

SCOOP
 (into mike)
 Sorcerer's Mesa, come in. Sorcerer's
 Mesa, come in.

CUT TO:

DOORWAY TO COMMUNICATIONS CENTER

Low Light ENTERS.

LOW LIGHT
 Scoop! Your spying days are done!

ANGLE - SCOOP

He REACTS, stopping what he's doing...

SCOOP
 (not recognizing Low Light in
 his disguise)
 Sorry, pal, but no one's going to stop me
 now!

ANGLE - LOCKER

*(ON WHOLE SEQUENCE)

THUMPING SOUNDS from behind the door.

ALLEY VIPER (VO)
 Let us out! That traitor Scoop has us
 trapped inside!

Low Light unbolts the door.

LOW LIGHT
 Not for long!

As Alley Viper and the Televiper fall out, PAN with Low Light as
 he continues on after Scoop. But just as he reaches him, Low
 Light suddenly stops...

LOW LIGHT
 (as the light suddenly dawns)
 Hey, wait a minute!!!

And pulls off his helmet, looking at Scoop in confusion.

LOW LIGHT

(to Scoop)

If the snakes are tryin' to stop you, then
you can't be one of them, can you?

Meanwhile, Scoop's jumped out of his chair, ready for anything,
but now, recognizing Low Light, he REACTS with surprise and
relief.

SCOOP

(reacting)

Low Light?!! OF COURSE I'm not one of
them!!!

LOW LIGHT

Then what are you doin' here?

SCOOP

Helpin' G.I. Joe the best I can. That is
until you went...

ANGLE - ALLEY VIPER & TELEVIPER

Holding his shield at the ready, Alley Viper and the Televiper
are charging after our heroes!

SCOOP (VO) (CONT)

And let loose the one snake who can ruin
it all!

LOW LIGHT

grins.

LOW LGHT

Well, I hope you'll accept my apologies.)

ANGLE - SCOOP

He moves quickly back to the console...

LOW LIGHT (VO) (CONT)

Now get back to work...

~~ANGLE - LOW LIGHT, ALLEY VIPER & TELEVIPER~~

And for As Low Light leaps up and grabs an overhead pipe, pulling himself
out of the way, just as Alley Viper and the Televiper dive to
tackle him, where he was! As a result, they both CRASH to the
floor. CAMERA PANS as they slide on their bellies, under a
conference table, scattering the chairs that were placed around
it.

ANGLE - LOW LIGHT

He swings on the pipe like a gymnast, reversing his direction, so when he releases, he is flying back towards the two Cobra warriors!

LOW LIGHT (CONT)

And let me take care of our reptilian friends!

CUT TO:

INT. GREAT KIVA

Spirit and Sarge have rejoined the others, REACTING to Scoop on their monitor screen (THEIR DRAGONFIRE SFX CONTINUING)

SCOOP

(over comm system)

Sergeant Slaughter, Spirit! ^{here!} ~~I have~~ the information we need to neutralize Cobra's Dragonfire attack!

ANGLE - SERGEANT SLAUGHTER

SERGEANT SLAUGHTER

Than what are you waiting for, solider! Transmit it on the double!

CUT TO:

INT. JOE BASE - SCOOP & MONITOR

He hits "TRANSMIT" and the techno-jargon on his screen starts FLASHING and CHANGING as it's transmitted!

SCOOP

~~You've got it,~~ Sarge. Now if you'll excuse me...

ANGLE - LOW LIGHT, ALLEY VIPER & TELEVIPER

*

Alley Viper and the Televiper rise up from underneath the table, sending it flying, and kick away some chairs to clear a space...

ALLEY VIPER

(Loud, angry yell)

To come after Low Light, who is standing in front of them.

ANGLE - SCOOP

He gets up from the console, to give Low Light a hand.

SCOOP (CONT)

I've gotta help out a friend!

CUT TO:

ANGLE - DESTRO

At the controls of his Razorback, firing away at the Mesa. *

DESTRO
Cobra Commander, we have blasted a tunnel
that will...

HIS POV - MESA

Enough of the mesa has been shot away, that a gaping cavern now
reveals the first flickers of the Dragonfire rising up from
beneath the earth, on its way up to the Great Kiva! *

DESTRO (CONT)
Give us access to the Mesa's Dragonfire!

CLOSE - COBRA COMMANDER

Flying his Fang II by for a look.

COBRA COMMANDER
In that case, VICTORY IS OURS!!!!

CUT TO:

INT. GREAT KIVA

Sarge looks to Spirit, at the high tech console... ←

ser (C) SERGEANT SLAUGHTER
Have you recalibrated that Cobra
information for our resonators? Yes

SPIRIT
I'm all set, Sarge...

As ~~Spirit~~ is working the controls like a virtuoso.

~~SPIRIT (CONT)~~ SARGE
~~Which means we're just about ready to turn~~
~~the tables on the snakes!~~ Then let 'em have it!

He hits the final button...

AND NOW

The DRAGONFIRE SFX become more intense, and the statues seem to
come to life, raising their RESONATOR SPEARS higher, as the
DRAGONFIRE ENERGY CHANGES in color and intensity...

EXT. SORCERER'S MESA

And now the Dragonfire shield around the mesa also INCREASES in
power, shifting into ATTACK MODE...

ANGLE - DESTRO

In Razorback.

DESTRO
One more volley, and the Dragonfire will
be ours!

But before he can press the firing button...

ANGLE - SORCERER'S MESA DRAGONFIRE

The Dragonfire surrounding the Mesa FIRES OUT, and the STREAMS OF DRAGONFIRE hit every single Cobra vehicle...

CLOSE - SERIES OF VERY QUICK CUTS

PENETRATING the Dragonfire shields of the Cobra vehicles and hitting their smaller crystals...

Then ZAPPING out through their receptor dishes...

In the direction of the big Transformer crystal on top of the Joe base!

ANGLE - TRANSFORMER CRYSTAL

All streams of SORCERER'S MESA DRAGONFIRE CONVERGE on the one CRYSTAL, causing it to go through a wild transformation, as this new stream of energy, now unified, now goes HURTLING UP THROUGH THE CRYSTAL, BACK TO OUTER SPACE...

ANGLE - DRAGONSTAR ONE SATELLITE

Where it ENTERS the Dragonstar satellite, and now ZAPS back down to earth, via the three reflector vanes...

And when it hits...

THE TIBET DRAGONFIRE BASE

That Dragonfire shield EXPLODES and then disappears (leaving the Monastery intact)...

MASTODON CAVES DRAGONFIRE BASE

As does the one over the Mastodon Caves...

LOST CITY DRAGONFIRE BASE

And ditto the one over the Lost City, with WILD SFX CONTINUING THROUGHOUT THIS SEQUENCE!

CUT TO:

ANGLE - BATTLEFIELD IN FRONT OF MESA

The Cobra Vehicles are longer Dragonfire protected or powered, each of their crystals a melted, smoking ruin!

ANGLE - COBRA COMMANDER'S FANG II

SPUTTERING in the air over his forces.

COBRA COMMANDER

W-what happened?

ANGLE - DESTRO IN RAZORBACK

Putting his Razor back into reverse, he spins it around.

DESTRO

G.I. Joe has knocked out our Dragonfire, which means we're on our own!

ANGLE - DRAGONFIRE SHIELD

Sergeant Slaughter rolls through in his Equalizer!

SERGEANT SLAUGHTER

Not quite, Snakebreath!

(to the Joes)

Hey, guys, what d'ya say we help these troublemakers to clear off of our turf?

And he and the other Joes (in their vehicles) ROAR INTO CAMERA, FIRING AWAY!

JOE FORCES

YO JOE!!!!

ANGLE - COBRA VEHICLES

Led by Destro, they retreat in haste, the Joes in pursuit!

CLOSE ON COBRA COMMANDER

He SMACKS his smoking control panel, which SPARKS and FLASHES back to life.

COBRA COMMANDER

COBRA FORCES...

ANGLE - COBRA COMMANDER'S FANG II

It SPUTTERS and limps through the air.

COBRA COMMANDER (CONT)

RETREAT!!!!!!

CUT TO:

ANGLE - INT. JOE BASE

Alley Viper and the Televiper struggle to their feet and run away -- but before he leaves, Alley Viper turns back...

ALLEY VIPER
You'll be sorry you did this, Scoop!
Cobra has a long memory, and somewhere,
somehow, we'll make you pay!

LOW LIGHT

Snarls at him.

LOW LIGHT
G.I. Joe has a pretty good memory too,
Alley Viper...

He picks up Alley Viper's shield and heaves it out the window (not at Alley Viper)... *

LOW LIGHT (CONT)
And if I ever see you skulking around
again...

ANGLE - EXT. JOE BASE - FEATURING WINDOW *

The shield comes flying out the window. WIDEN ANGLE and PULL BACK, as the shield continues to fly TOWARDS CAMERA...

LOW LIGHT ((VO) (CONT))
You'll have a lot more than your shield
flying after your sorry behind!

Finally hitting a rock on the ground in front of the base, breaking in two with a loud CRACK!

PAN to one side to reveal Alley Viper and the Televiper running out of the base...

ANGLE - WINDOW *

Low Light and Scoop are watching these two join the retreating Cobra forces.

LOW LIGHT (CONT)
Scoop, I'm sorry I didn't believe you
before, but let me tell you...

ANOTHER ANGLE

Low Light breaks into a grin and slaps Scoop on the back!

LOW LIGHT (CONT)
(with real friendship)
You're gonna make one heck of a G.I. Joe,
and I'd be proud to call you my friend!

CLOSE ON SCOOP

Scoop beams back at him, happier than we've ever seen him.

SCOOP

You mean that?

CLOSE ON LOW LIGHT

Still grinning, he gives Scoop the thumbs up and nods.

LOW LIGHT

Yo Joe!

CUT TO:

SERGEANT SLAUGHTER

He's at the console in the Great Kiva, giving the word.

SERGEANT SLAUGHTER

(triumphant)

All right, Joes, it's time to turn the
rest of those snakes out into the cold!

CLOSER - SARGE

SERGEANT SLAUGHTER (CONT)

And I'm talkin' about all over the world!

DISSOLVE TO:

ANGLE - JOE TRANSPORT PLANES OVER HIMALAYAS

JOE PARATROOPERS are leaping out of the plane...

ANGLE - GROUND OUTSIDE OF TIBET DRAGONFIRE BASE

And hit the ground running, and FIRING...

JOES

(Assorted yells but not "Yo Joe")

CUT TO:

JOES AND JOE VEHICLES

CHECK FOLLOWING SEQUENCE *

Charging the Mastodon Caverns... (BATTLE SFX) PRODUCTION NOTE:
please time the following scenes QUICKLY, as a montage, and
spread Scoop's narration over the action.

SCOOP (VO)

(narrating)

And, y'know, once Cobra lost the use of
their Dragonfire weapon, they just weren't
any match for my pals in G.I. Joe.

DISSOLVE TO:

MORE JOES AND JOE VEHICLES

Fighting their way through the jungle into the ruins of the Lost City (MORE BATTLE SFX)

DISSOLVE TO:

ANGLE - MASTODON CAVERNS

The Joe forces are herding the surrendering Cobra Forces from the Mastodon Caverns outside...

DISSOLVE TO:

ANGLE - LOST CITY

As the same thing is happening at the Lost City...

DISSOLVE TO:

ANGLE - TIBETAN MONASTERY

And here as well. END OF MONTAGE

SCOOP (VO) (CONT)
Which isn't to say that Cobra won't be
comin' back...

DISSOLVE TO:

ANOTHER ANGLE

And now all the Joes (minus Scoop) are accompanying the Tibetan Monks back in through the gate of their monastery...

SCOOP (VO) (CONT)
But if they do try somethin' new,
Slaughters Marauders...

FRONT STEPS OF MONASTRY

To stand on the steps the temple steps, posing...

SCOOP (VO) (CONT)
And the rest of G.I. Joe will be ready for
'em...

CUT TO:

REVERSE ANGLE

As Scoop, his trusty camera once more on his shoulder, takes a video portrait of the whole group!

SCOOP (VO) (CONT)
Including yours truly...

CLOSE UP - HEAD ON ANGLE - SCOOP

Scoop is smiling broadly as he sights through his eyepiece.

SCOOP (VO) (CONT)

Scoop!

PUSH IN on his lens, until the reflection of of the group on the steps FILLS THE PICTURE.

CUT TO:

CLOSE ON SERGEANT SLAUGHTER

With his arm around Tashi Lama.

SERGEANT SLAUGHTER

All right, everyone, let's give 'em one
for the road!

WIDEN ANGLE

As everyone, Joes and Monks alike, raise their arms in a victory salute into the air and let out with a triumphant...

MONKS/JOES

YO JOE!

WE WIDEN ANGLE FURTHER to reveal that the shot is framed by Scoop's viewfinder, and with that, we FREEZE FRAME and...

FADE OUT

THE END