

1989 G.I. JOE MINI-SERIES

OPERATION: DRAGONFIRE

DAY ONE

(Script)

Douglas Booth

Written by:  
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**FINAL**

DIC ANIMATION CITY

OPERATION: DRAGONFIRE

DAY ONE

CAST - SPEAKING PARTS ONLY

G.I. JOE

Sergeant Slaughter

Rock & Roll

Low Light

Scoop (in civilian clothes as well as G.I. Joe outfit)

COBRA

Serpentor

Destro

Gnawgahyde

The Baroness

Zarana

Crimson Guardsman (also in disguise as Tibetan monk)

Cobra Battle Yells

OTHERS

Tashi Lama - eighty year old Tibetan Lama. Wispy beard, frail, but very dignified, with an inner strength.

Tibetan Monks - walla-style chanting

## OPERATION: DRAGONFIRE

Day One

## ACT ONE

FADE IN:

CLOSE ON PRIMITIVE WATER WHEEL

A mountain stream spins a wooden paddlewheel. WIDEN ANGLE to reveal that the shaft, through a series of gears, is connected to the magnetic wheel of a small electrical generator. SERGEANT SLAUGHTER is making the final connections, throwing a lever that engages the spinning paddlewheel with the generator which WHIRS into life. SPARKS fly off the generator, and a small power line, propped up on forked sticks, carries the newly generated electricity O.S.

SERGEANT SLAUGHTER

We're not dealin' with Niagara Falls, but this generator oughta put out enough power...

ANOTHER ANGLE

reveals a two story stone and plaster house, the destination of the electrical lines. The location is a small Sherpa farming village nestled in the 10,000 foot high foothills of the Himalayas. SHERPA VILLAGERS watch in appreciation, as well as a number of G.I. JOES, including LOW LIGHT, ROCK & ROLL, SPIRIT, and FOOTLOOSE.

SERGEANT SLAUGHTER (CONT)

So your kids'll never strain their eyes reading school books, ever again!

ANGLE - SIDE OF BUILDING

SCOOP, in civilian clothes, a video camera slung over his back like a rifle, overtakes an eight year old SHERPA GIRL carrying a huge stack of firewood, starting to overbalance. But he grabs it in the nick of time and sets it on top of a larger stack piled against the house.

SCOOP

Whoa! Let me help you with that!

Low Light ENTERS SCENE.

LOW LIGHT

(to little girl)

Grab your readin' material, little girl. We're ready for a test run.

The girl runs into the house. Low Light turns to Scoop.

LOWLIGHT (CONT)

An' you'd better fire up your camera,  
Scoop, if you wanna make the evenin' news.

Scoop glares at Low Light as he slings his camera around onto his shoulder, adjusts a headset mike that enables him to record narration with his video picture, and steps away from the house to get the right shot.

SCOOP

(contemptuously)

Only friends call me "Scoop". Now get  
outta my face, cause I've got a job to do.

Low Light gives him weird look, which Scoop ignores, sighting into his camera lens, and we switch to --

SCOOP'S POV - THROUGH CAMERA LENS

He first FOCUSES on the waterwheel and generator, where Sergeant Slaughter gives him a salute, then PANS along the power line, featuring other Joes with a couple of excited villagers. The CAMERA PIVOTS as Scoop turns to...

SCOOP (VO) (CONT)

(filtered - as narrator)

This is Leonard Michaels for United News.  
Today, in a primitive village in the  
Himalayas....

ENTER through the low doorway of the house, stepping inside...

SCOOP (VO) (CONT)

(filtered - as narrator)

G.I. Joe is trying to make itself look  
good...

And FOCUSING on the little girl, sitting at a table, trying to read by the miserable light of a single candle.

SCOOP (VO) (CONT)

(as narrator)

By interfering in the lives of innocent  
civilians, at the U.S. taxpayers' expense.

EXT. HOUSE - ROCK & ROLL AND LOW LIGHT

The two guys follow Scoop through the doorway, Low Light shaking his head at what he's just heard.

LOW LIGHT

Geez! That reporter makes helping a child  
to read sound like a federal crime!

ROCK & ROLL

(shrugging)

Maybe he doesn't know too much about G.I. Joe. Hopefully, when he sees what we're really doing...

INT. HOUSE

Featuring a single unlit electric bulb hanging from the ceiling. PAN across the ceiling, following the wire as it reaches the wall and travels down to a switch.

ROCK & ROLL (VO) (CONT)

He'll realize we're just a bunch of guys tryin' to help out the best that we can.

WIDEN ANGLE to include Low Light and Rock & Roll.

ROCK & ROLL (CONT)

Okay! We're ready to go, so cross your fingers and...

Rock & Roll flicks the switch to "on" and the whole room is suddenly illumined in light!

ROCK & ROLL (CONT)

Let there be light!

ANOTHER ANGLE

Reveals the delighted expression of the little girl as she can now read her book with ease! PAN with her as she jumps up and gives Rock & Roll a hug!

PULL BACK to reveal that we are watching this scene on a monitor INSIDE COBRA'S FIELD HEADQUARTERS, along with DESTRO, the BARONESS, SERPENTOR, and ZARANA, as well as NIGHT VIPERS and T.A.R.G.A.T.s (without flying packs).

DESTRO

(contemptuously)

Ha! While G.I. Joe fiddles with tinker-toy electronics, Cobra prepares to conquer the civilized world!

ANOTHER ANGLE

Features an octagonal plexiglass terrarium with COBRA COMMANDER inside (as the SNAKE he had become by the end of the "G.I. Joe Movie"). Serpentor turns to address "the Commander".

SERPENTOR

Do you hear that, Cobra Commander? Luckily, now that you're a snake...

## CLOSE ON THE SNAKE

His face is expressive enough to register his hatred towards Serpentor. SFX: HISS

SERPENTOR (VO) (CONT)

You will be unable to bungle this operation the way you nearly ruined Cobra when you were a man.

## ANGLE - BUG CONTAINER

Serpentor reaches into a container, pulling out a large dead beetle. He opens the top of the terrarium and tosses it in.

SERPENTOR (CONT)

But look on the bright side. It's time for your lunch.

## ANGLE - "COBRA COMMANDER"

His eyes dart upwards, furtively, then, hunger overcoming him, he strikes at the beetle and gulps it down in one bite.

## WIDE

SERPENTOR

Amazing to think that slithering incompetent once led Cobra.

GNAWGAHYDE enters, slapping Serpentor on the back in comradely way, which is a big mistake...

GNAWGAHYDE

G'day, blokes! By the way, Serpy, the raidin' party's revved up and...  
(suddenly strangled voice)  
Ready to strike...

Because Serpentor has grabbed Gnawgahyde by his leopard-skin vest and lifted him off the ground...

## CLOSE UP - SERPENTOR &amp; GNAWGAHYDE

Serpentor glares at Gnawgahyde, some two inches from his face...

SERPENTOR

My name is Serpentor, not "Serpy", I am not a "bloke"...

And then heaves him away!

## WIDER

Gnawgahyde staggers back, stumbling and losing his balance...

SERPENTOR (VO) (CONT)

And from now on, you will bow before your  
leaders, you mercenary Dreadnok scum!

DRAMATIC ANGLE - SERPENTOR

SERPENTOR (CONT)

THIS I COMMAND!

ANGLE - GNAWGAHYDE

And with that, the off-balance, backward-travelling Gnawgahyde  
BUMPS into the wall and ends up sitting down with a THUD, his hat  
falling off into his hat, as if complying with the command!

GNAWGAHYDE

Ouf!

(grudgingly, to Serpenter)

As long as yer payin' the bill, yer  
worship, I'll tip me hat...

C.U. GNAWGAHYDE

A nasty expression replaces his smile as he gets up.

GNAWGAHYDE (CONT)

(sotto)

But if you ever run out of money, you'd  
better watch yer back!

ANGLE FEATURING MONITOR

Serpenter fiddles with the screen. We see an ancient monastery,  
with dwellings at the base of a steep slope and a two story  
pagoda-like temple structure perched high above.

SERPENTOR

Remember, the reason for our attack is to  
trick the monks of this monastery into  
defending themselves with their secret  
weapon.

DESTRO

And once we have learned the secret and  
captured this weapon for Cobra?

Serpentor hits the monitor controls and the monitor image changes to an interior shot of the monastery, featuring a golden statue of a wild, dragon-like human being, of fabulous antiquity and even greater monetary worth.

SERPENTOR

Once we are victorious, the monastery's sacred golden statue will be yours, as agreed.

THE BARONESS

REACTS in delight...

BARONESS

Oh, Destro, darling, you remembered how much I like antique art!

But Zarana smiles evilly.

ZARANA

Don't over-excite yerself, Baroness. The statue isn't for you at all, it's for me!

BARONESS

(aghast)

Destro? You are dumping me, the Baroness, for that hussy Zarana?

Zarana takes Destro's arm.

ZARANA

Time marches on, sweetie, and Destro got tired of seein' its footprints on your saggin' face!

DESTRO

(weakly)

Baroness, I hope we can still remain friends.

The Baroness is incredibly miffed. She grabs Gnawgahyde and drags him O.S., looking angrily back at Destro and Zarana.

BARONESS

(very upset)

Ha! Gnawgahyde, we... we must leave to prepare for battle. There is something in this room that stinks!

ZARANA

An' you got him, right by the hand!

ANGLE - HALLWAY OUTSIDE OF THE ROOM

PAN with Gnawgahyde and te Baroness as they continue on.



## GNAWGAHYDE

Cobra just ain't like it was in the old days. The Commander, he knew how to respect the blokes what served him.

## BARONESS

Until traitors like Zarana and that two-timing Destro sold him down the river!  
(a beat)  
Gnawgahyde, is my face really... sagging?

Gnawgahyde puts his arm around the Baroness' shoulder to comfort her...

## GNAWGAHYDE

Aw, don't believe that lyin' she-hyena. Yer skin's fresh as a newborn baby hippo's.

On the Baroness' dirty look --

WIPE TO:

GOLDEN "SACRED STATUE"

PULL BACK to reveal that we are inside the central temple area of the Monastery. TASHI LAMA, the venerable eighty year old head of the Monastery, is filling the seven golden bowls in front of the sacred statue with consecrated water.

CUT TO:

INT. MONK'S CELL IN TEMPLE COMPLEX

Only instead of the usual monk, we see a fully uniformed CRIMSON GUARDSMAN, speaking into a sophisticated communication panel. A small monitor reveals that he is speaking to Serpentor, who rides his FANG II.

## CRIMSON GUARDSMAN

(into comm link - sotto)  
Serpentor, I've discovered that the monks use special sound vibrations to activate what they call "Dragonfire" from deep within the earth.

CUT TO:

INT. TEMPLE AREA

PUSH IN on the Sacred Statue...

## CRIMSON GUARDSMAN (VO) (CONT)

According to the legends, it's an energy like electricity, but infinitely more powerful.

To reveal a sophisticated microphone, concealed in its headpiece!

CRIMSON GUARDSMAN (VO) (CONT)

So, the sooner the monks start chanting,  
the sooner I can record the activating  
vibrations...

CLOSE ON CRIMSON GUARDSMAN IN SERPENTOR'S MONITOR

PULL BACK to include Serpentor, riding at the head of the Cobra attack force, including HISS II's, HOVERCRAFT, and DEVASTATORS, manned by NIGHT VIPERS and T.A.R.G.A.T.s.

SERPENTOR

And the sooner the Dragonfire weapon will  
be ours.

Destro rides in his RAZORBACK, close to Serpentor.

DESTRO

In that case, we will give the monks an  
opportunity to defend themselves,  
immediately!

ANOTHER ANGLE

Reveals the lower monastery complex, stretching up the hill slope to the upper temple, dead ahead! With Destro at the lead, the Cobra attack column ROARS toward it, laser weapons BLASTING AWAY!

DESTRO

Cobra Forces, ATTACK!

CUT TO:

INT. UPPER TEMPLE AREA

A GONG SOUNDS O.S., like an alarm. Monks rush towards the central temple.

INT. MONK'S CELL

The Crimson Guardsman quickly flips the communications instrument panel upside down, with the underside becoming the lid to an antique trunk, concealing the high-tech electronics. The Guardsman takes off his helmet, revealing the closely cut hair and facial features of a Tibetan monk, and pulls on a maroon robe that conceals his uniform, before rushing out of the cell to join the others. (GONG SFX CONTINUING)

INT. CENTRAL TEMPLE

Tashi Lama is seated on the Lama's throne, just to the left of the Sacred Statue. He holds an incredibly ancient, unbound Tibetan book, open in his lap.

TASHI LAMA

Cobra fiends are attacking the lower compound, but they are too far away for us to help our brother monks.

CRIMSON GUARDSMAN

(as monk)

But Rimpoche, what good is the Dragonfire weapon, if we cannot use it to defend our own?

ANGLE FEATURING BOOK

Sanskrit lettering and numerous interlocking geometrical figures cover the pages. Very complicated... more like a scientific diagram than a religious text.

TASHI LAMA

The ancient texts are almost impossible to understand. My teacher taught me...

PAN to the Statue, pushing in on one of its jeweled eyes.

TASHI LAMA (VO) (CONT)

How to protect the Sacred Statue, but I dare do nothing more.

CUT TO:

EXT. LOWER COMPLEX

The Cobra forces are BLASTING away at the by now deserted buildings, as monks and servants run to safety!

COBRA FORCES

COBRA!!!!

ANGLE - GNAWGAHYDE AND BARONESS - PANNING

They are riding together in a HISS II, doing their share of BLASTING, as well.

GNAWGAHYDE

This ain't no fun, no how! Blowing up empty buildings, and no one to fight back!

BARONESS

You're right, Gnawgahyde! But if Cobra Commander were human once again...

CLOSER - GNAWGAHYDE AND BARONESS

The two of them exchange a meaningful look.

BARONESS (CONT)

He would see that we had better things to do!

GNAWGAHYDE

That 'e would, my lady! That 'e would!

CUT TO:

ANGLE - "G.I. JOE VILLAGE"

A bedraggled monk runs down the mountainside, collapsing into Rock & Roll's arms. The man seems to be saying something and points back up the mountain as Rock & Roll listens and helps him to sit down against a rock.

ROCK & ROLL

Just catch your breath, pal. I got the message!

ANGLE - SERGEANT SLAUGHTER

The Sarge is running out of the door of the recently illuminated house, followed by Rock & Roll, Low Light, and Scoop (who is still getting everything on video).

SERGEANT SLAUGHTER

That message wouldn't be a snake-o-gram, would it?

Rock & Roll leaps into the cockpit of his RAIDER and FIRES UP the engine. Spirit leaps into his ARMADILLO and Footloose, his LYNX, and they both do the same.

ROCK & ROLL

You got it, Sarge! Up the hill, a whole slithering mess of 'em, attacking a defenseless monastery!

Low Light calmly puts his boot up on a stump and starts to tie his bootlace, as in the BG Barbecue leaps on board his Raider, FIRING it up...

LOW LIGHT

Just give me a sec to tie up my snake-stomping boots.

ANOTHER ANGLE

And the Sarge, in the driver's seat of his EQUALIZER, throws it into gear and ROARS off!

SERGEANT SLAUGHTER

Slaughter's Marauders, let's roll!

ANGLE - MOUNTAIN SIDE

The Marauders are roaring up the hill, using a dry river bed as their road (and as Barbecue makes a skidding turn to head in the right direction, Low Light calmly swings on board)!

GROUP

YO JOE!

ANGLE - UPPER BANK OF RIVER BED

Scoop runs up the rocky bank, camera in hand, and leaps...

SCOOP

Hey, Rock & Roll, wait for me!

Landing in the cockpit next to Rock & Roll, as the Raider roars up the riverbed below!

ROCK & ROLL

What're you doin' here?

Scoop slaps the side of his trusty camera.

SCOOP

Can't forget the evening news! Course, you Joes'll probably turn and run as soon as we catch up to those Cobra guys.

ROCK & ROLL

We do that, and I'll eat that camera of yours! A deal?

Scoop grins for the first time as he gives Rock & Roll's hand a shake.

SCOOP

I'll even throw in the mustard and ketchup!

WIPE TO:

ANGLE - LOWER MONASTERY COMPLEX

It is becoming a smoking ruin. Destro, driving INTO SCENE, speaks into his communicator.

DESTRO

Guardsmen, we have reduced the lower monastery to ruins and still no sign of the fabled Dragonfire weapon.

CUT TO:

INT. TEMPLE AREA

The Guardsman, in his monk disguise, is in a far corner of the inner temple, looking at Destro's image on a watchman-like hand communicator, hidden in the folds of his sleeve.

DESTRO (CONT)  
 (over communicator)  
 Am I to believe your earlier reports were  
 nothing but gossip and lies?

WIDER

The Guardsman looks around nervously, back towards the central  
 area of the temple...

CRIMSON GUARDSMAN  
 Destro, I am sure the weapon exits...

GUARDSMAN'S POV - ON MONKS

The monks are seated on low benches opposite each other, CHANTING  
 softly. PAN up from them to the golden statue, which seems to  
 look down upon them.

MONKS  
 (Tibetan style chanting, softly)

CRIMSON GUARDSMAN (VO) (CONT)  
 But it seems that the monks will only use  
 it to defend their Sacred Statue.

CUT TO:

ANGLE - SERPENTOR AND HIS MINI-MONITOR

PULL back from the face of the Guardsman in the monitor to  
 include Serpentor and then WIDER still, PANNING UP to include the  
 temple perched on the top of the slope.

SERPENTOR  
 Then it is the Statue that we shall  
 attack!

CLOSE ON SERGEANT SLAUGHTER

ROARING INTO CAMERA on his Equalizer, MISSILES BLASTING off at  
 the Cobra forces dead ahead!

SERGEANT SLAUGHTER  
 Not if I got anything to say about it,  
 Fang Face!

CLOSE - DESTRO

He points toward the approaching Marauder force, as MISSILES  
 EXPLODE around him.

DESTRO  
 Cobra forces, stop them!

WIDEN as the Cobra mobile forces driven by the T.A.R.G.A.T.s and Night Vipers wheel to confront the new threat. LASERS BLASTING & MISSILES FIRING, they roar into battle.

COBRA FORCES

COBRA!!!

ANGLE FEATURING LOW LIGHT

Barbecue driving, Low Light calmly RETURNS FIRE...

ANGLE - COBRA

And one of the Cobra vehicles EXPLODES, its occupants leaping to safety.

ANGLE FEATURING GNAWGAHYDE

As the Baroness pilots their vehicle, Gnawgahyde FIRES back...

GNAWGAHYDE

By the leopard's fangs, this is more like it!

ANGLE - ROCK & ROLL'S VEHICLE

And his blast hits Rock & Roll's vehicle, causing it to swerve wildly, throwing Rock & Roll from the driver's seat!

SCOOP

(alarmed)

Rock & Roll!

ANGLE - ROCK & ROLL

He's dangling off the back of the vehicle (which is still careening along at full speed), hanging on by one hand.

ROCK & ROLL

I'm okay, kid! Just take the wheel!

ANGLE - SCOOP

He jumps into the driver's seat and takes the wheel, turning hard left, tipping up onto the left side treads, just missing a crash with a huge boulder...

SCOOP

Yee-haw!

And the force of Scoop's swerve throws Rock & Roll back into the passenger cockpit!

ROCK & ROLL

Whoaa! Where'd you learn to drive?

OTS - SCOOP AND ROCK & ROLL

Scoop now spins the wheel hard left, threading the needle between two oncoming, FIRING, Cobra vehicles, both of which have to peel away in opposite directions...

ROCK & ROLL (CONT)

Second thought, I don't wanna know!

One of the Cobras SLAMS into the same boulder Scoop avoided, and, as the driver leaps free, EXPLODES!

ANGLE - DESTRO

He spins his vehicle around, and GUNS it.

DESTRO

More than one can play at this game!

ANGLE WIDENS as Destro pops a wheelie and comes ROARING back, missing Scoop's vehicle, which passes THROUGH SCENE just ahead of it... but (CAMERA FOLLOWING DESTRO'S VEHICLE) a split second after that, Destro RAMS Sergeant Slaughter's Equalizer, sending it tumbling end over end! It slams into a ramshackle wooden building, bringing the entire structure splintering down on top of it!

CLOSE ON DESTRO

He now turns his vehicle to head up the slope...

DESTRO (CONT)

(Triumphant laughter)

ANGLE - WOOD-BURIED EQUALIZER

And wooden erupts into FLAME, trapping the Sarge under his upside down vehicle!

ANGLE - SERPENTOR

He turns his Fang II to head up the slope, as well, towards the main temple structure of the monastery.

SERPENTOR

Now that we have slaughtered Sergeant Slaughter and mauled his pathetic Marauders...

WIDER

Following Serpentor, the Cobra forces ROAR up the steep slope toward the temple.

SERPENTOR (VO) (CONT)

We shall attack the Monastery's heart.  
This I command!



CLOSE - BARBECUE AND LOW LIGHT

The flames of the wrecked building reflecting off their faces...

LOW LIGHT

Barbecue! Do something about those flames! The Sarge is in there!

They leap off their halted vehicle. Barbecue has his portable fire fighting equipment in hand and starts SPRAYING a pathetically small jet of foam at the raging flames, to almost no effect!

ANGLE - ROCK & ROLL AND SCOOP

Scoop spins their vehicle around to face the inferno and GUNS the engine. The vehicle ROARS towards the fire and Scoop leans out the driver's side...

SCOOP

Rock & Roll, I'm bailin' out, so it's your turn to drive.

And, as their vehicle races by the flaming wreck, he LEAPS towards the flames!

Rock & Roll grabs for the wheel, looking back.

ROCK & ROLL

Michaels, no! Wait for Barbecue to chill out those flames!

ANGLE - SCOOP

Grinning back at Rock & Roll, he slaps his camera slung over his back...

SCOOP

If I wait, I might miss the evening news!

And runs into the burning building, dodging the flames, seemingly to his doom!

FADE OUT  
END ACT I

ACT II  
FADE IN:

INT. RAGING INFERNO

Scoop is dodging the flaming wreckage of the house.

SCOOP

Whoaaa! This is HOT!

## SCOOP'S POV

Dead ahead is the over-turned Equalizer. Flames surround it, but its gas tanks have not yet caught. Sergeant Slaughter lies underneath, alive, but in bad shape. He looks up at Scoop.

SERGEANT SLAUGHTER  
(straining heavily)  
Michaels, what're you doin' here?

## ANOTHER ANGLE

Scoop runs up and tries to lift the vehicle off the Sarge so he can crawl out.

SERGEANT SLAUGHTER (CONT)  
Cut the heroics, newshound. You're never gonna get that vehicle offa me.

## CLOSE ON SCOOP

Face contorted with effort, clothes smoldering on his body, flames BLAZING all around, he refuses to give up and continues to heave against the overturned vehicle.

SERGEANT SLAUGHTER (VO) (CONT)  
Save yourself while you can!

SCOOP  
(with effort)  
I wish you'd save your breath...

WIDEN ANGLE as Scoop finally succeeds, tipping the vehicle back far enough that Sarge can crawl out! Scoop grabs him and hoists him up into a partial fireman's carry...

SCOOP (CONT)  
Cause this work's hard enough without having' to hear you jabber, as well!

## EXT. INFERNO

Nothing but flames... and then the silhouettes of Scoop and the Sarge appear, as Scoop staggers through the smoke, the Sarge over his back, their clothes smoking and smoldering!

## ANGLE - JOES

Amazed!

ROCK & ROLL  
Barbecue! Foam 'em down!

Barbecue covers the guys with flame-dousing foam. Story Board note: be sure not to spray their heads or faces.

CLOSE - LOW LIGHT

LOW LIGHT  
Hit the deck! The Equalizer's tanks are  
gonna blow!

WIDE - JOES

Everyone dives for the dirt as a tremendous EXPLOSION tears through the flames...

But the Joes, flat on their stomachs in a slight depression on the ground, are safe.

CLOSE UP - FEATURING SERGEANT SLAUGHTER AND SCOOP

Sarge, getting up, turns to Scoop, who is kneeling, looking at his video camera. He's popped out his video cassette cartridge, which is a smoking, melted mess.

SERGEANT SLAUGHTER  
Thanks for savin' my life, Michaels!

SCOOP  
(with humor)  
You're welcome, Sarge... but I think my  
footage got a little overexposed.

The Sarge looks pointedly at Scoop's smouldering, burnt-up clothes, then off to Rock & Roll, giving R&R a broad smiling nod.

SERGEANT SLAUGHTER  
Not to mention your clothes. If you feel  
like changing outta those smokin' civvies  
into something more stylish...

ANGLE - ROCK & ROLL

He's already pulling a fresh uniform out of a trunk compartment of one of the vehicles, grinning back at the Sarge and Scoop.

ROCK & ROLL  
Like, say, a G.I. Joe uniform?

ANGLE - SCOOP

SCOOP  
(delighted)  
You mean it?

WIDEN ANGLE as the Sarge claps him on the shoulder.

SARGE  
Michaels, when I see someone whose got the  
right stuff, I'll sign him up, right on  
the spot!

SCOOP

In that case, let's dump this "Michaels" business. Like I said, my friends call me "Scoop!"

And with that, Rock & Roll, Barbecue, and Spirit ENTER SCENE to join with the Sarge in exchanging high fives and handshakes with the newest Joe recruit!

SERGEANT SLAUGHTER/ROCK & ROLL/SCOOP

(ad lib happy greetings)

CLOSE ON SCOOP - MOUNTAINSIDE AND UPPER MONASTERY IN BG

He looks up towards the monastery, with the Cobra forces closing on it rapidly.

SCOOP

Now let's go skewer some snakes!

CUT TO:

CLOSE ON SERPENTOR

Approaching the upper monastery at high speed, BLASTING AWAY!

SERPENTOR

FIRE!

Destro draws even with him and puts out a restraining hand.

DESTRO

Serpentor, remember, we don't actually want to destroy the Monastery! Give the monks time to raise their Dragonfire weapon first.

SERPENTOR

If in fact there is such a weapon. If in fact your agent has not been making fools of us!

CLOSE ON DESTRO

DESTRO

If he has made a fool of me, I will have his head...

CLOSE ON SERPENTOR

SERPENTOR

(with menace)

As I will have yours.

CUT TO:

## INT. CENTRAL TEMPLE AREA

The Crimson Guardsman (disguised as a monk) rushes back into the central temple.

## CRIMSON GUARDSMAN

(to Tashi Lama)

Rimpoche! The, uh, fiends are attacking the central monastery!

The old Lama rises with great dignity from his throne.

## TASHI LAMA

(to assembled monks)

It is time to activate the Dragonfire. Sit and chant as you have been taught. I will do the rest.

And as the main group of monks begin CHANTING, two other monks play nine foot long TRUMPETS, and another CLASHES CYMBALS...

The Crimson Guardsman secretly activates a little LED remote control device (SFX: SOFT BEEP)...

Which, in turn, activates the mike concealed on the Statue, its LED meter pulsating in synch with the CONTINUING CHANTING...

As does that of another, similar device in another part of the room, behind a small statue of a three-headed, many armed deity.

## ANGLE - TASHI LAMA

Meanwhile, the old Lama pulls an old wooden lever that is to one side of the Statue.

And as he does, ten foot high metal and crystal "resonators", looking like trident-shaped tuning forks, rise from the floor, VIBRATING with the chanting and other sounds... transforming them into a WEIRD ELECTRONIC SOUND, much more powerful than mere chanting could possibly be!

## TASHI LAMA

Lake of Dragonfire, coiled inside the mountain's heart, we beg you answer our call!

PAN down, DISSOLVING THROUGH THE FLOOR, down through the layers of rock beneath the monastery...

Into the center of the mountain itself! There, in a sort of underground lake, is a roiling inferno of pure energy! The WEIRD SOUND from the temple penetrates, increases, and resonates... causing cloudy, glowing Dragonfire energy to begin to rise up and up...

TASHI LAMA (VO) (CONT)

May our vibrations of desperate need cause  
you to rise...

EXT. CENTRAL TEMPLE

Around all the corners of the temple are lightning rod-like structures, rising from the ground and extending above the roof, branching out into the same trident-like structures as the interior resonators. And as we watch, the glowing Dragonfire energy rises up the poles! PAN UP with it, WIDENING ANGLE as the energy from each of the poles bridges over to the next...

TASHI LAMA (VO) (CONT)

And protect our Sacred Statue from all  
harm!

WIDER

Surrounding the entire temple pagoda with a fiery energy field.

TASHI LAMA (VO) (CONT)

Create an impenetrable wall that will turn  
away those who would steal what is ours!

ANGLE - COBRA FORCES

They are firing point black at the wall of energy, but their  
BLASTS ricochet off harmlessly!

CUT TO:

ANGLE - G.I. JOE FORCES - PANNING

They're still racing up the slope... now witnessing the  
protective Dragonfire field surrounding the monastery (although  
they are still not within laser range of the Cobra forces).

ROCK & ROLL

Yo! It looks like Cobra just met its  
match!

CLOSE - SERGEANT SLAUGHTER

SERGEANT SLAUGHTER

In fact, I'd say those slimey snakes just  
ran into...

HIS POV - TEMPLE

It's surrounded by the seething energy field!

SERGEANT SLAUGHTER (VO) (CONT)

A Himalayan Dragon!

CUT TO:

ANGLE FEATURING SERPENTOR, DESTRO & ZARANA

Exultant.

DESTRO

My Crimson Guardsman was right! The  
Dragonfire energy is a reality!

ZARANA

Maybe so, but how strong is it really?

WIDEN to include Baroness and Gnawgahyde in their vehicle nearby.

SERPENTOR

Gnawgahyde, my good man! Why don't you  
ram the energy field and find out?

CLOSE ON GNAWGAHYDE

He looks at the seething energy field, clearly not thrilled.

GNAWGAHYDE

But Emperor, that would be suicide!

DRAMATIC ANGLE - SERPENTOR

SERPENTOR

THIS I COMMAND!

THE BARONESS

starts to climb down from their vehicle, pausing to whisper:

BARONESS

(sotto, to Gnawgahyde)  
If you survive, Gnawgahyde, you might  
think about that leadership change we  
discussed earlier.

Gnawgahyde smiles grimly and nods as the Baroness jumps clear.  
He then FIRES the engine and ROARS O.S.

GNAWGAHYDE

COBRA!

ANGLE - ENERGY FIELD

SLAMMING into the energy field full blast, all his guns  
BLAZING... but, with a tremendous FLASH OF ENERGY, the Dragonfire  
field hurls his vehicle back out INTO CAMERA as if it were made  
of tinkertoys!

GNAWGAHYDE (CONT)

(Anguished yell)

CLOSE - SERPENTOR AND DESTRO

DESTRO

This Dragonfire has possibilities indeed!

WIDEN ANGLE to include the Cobra forces.

SERPENTOR

Cobra, RETREAT!

ANGLE - GNAWGAHYDE

He's lying, battered but unhurt, amid the wreckage of his vehicle.

GNAWGAHYDE

(disgusted)

Now he tells me.

WIDE

The Cobra forces speed away (avoiding the oncoming Joes).

ANGLE - JOES

ROCK & ROLL

Looks like that Himalayan Dragon just stomped its first snake!

JOES

Yo Joe!

WIPE TO:

INTERIOR - TEMPLE

The Joes have joined Tashi Lama and the monks inside the temple. Scoop is enthusiastically videotaping everything.

SERGEANT SLAUGHTER

Amazing, uh, defensive weapon you've got here, Rimpoche!

Tashi Lama shows him the ancient Tibetan text.

TASHI LAMA

The secret of Dragonfire was handed down to us by our ancestors. Its force lies deep within the earth...

CLOSE ON SCOOP

He pivots to bring his Camera to bear on Tashi...

TASHI LAMA (VO) (CONT)

Here, inside this mountain...



## SCOOP'S CAMERA'S POV

And then PUSHES IN on the open page of the book, which features an ancient map of the world, with marks placed in what could be interpreted as Southern France, Amazonian Brazil, and the Southwestern U.S.A.

TASHI LAMA (VO) (CONT)

And elsewhere.

## ANGLE - GROUP

(No longer the Video Camera's POV)

LOW LIGHT

(whistling softly)

Forget defense. That fire could make an offensive weapon you wouldn't believe!

Tashi Lama shakes his head and indicates another page of the book, this one with more abstract geometrical figures and more Sanskrit writing.

TASHI LAMA

The ancients may have known how, but that secret is beyond the knowledge of anyone living today.

WIDEN ANGLE to include Scoop, who has swung his Camera away from his face.

SCOOP

If it's okay with you, Sarge, I'm gonna cruise around and get some more footage of the monastery.

## ANGLE - SERGEANT SLAUGHTER

SERGEANT SLAUGHTER

(chuckling, waving him away)

You can put a newshound in uniform, but you can't change his tricks! Just don't make a pest out of yourself!

## ANGLE - DOWNWARD LEADING STAIRWAY

Scoop snaps back a salute and exits.

SCOOP

Yes sir!

## ANOTHER ANGLE

The monk-disguised Crimson Guardsman looks hard after Scoop, then slinks down another, darker, staircase after him.

ANGLE - SARGE AND OTHERS

Sarge looks down the stairway Scoop descended.

SERGEANT SLAUGHTER

So, what d'ya think, guys?

ROCK & ROLL

I'd say we've got ourselves a top flight  
new G.I. Joe!

CUT TO:

ANGLE - LOWER AREA OF MONASTERY

Dark and gloomy, stone corridors, strange statues and artifacts  
in shadowy wall niches. Scoop moves along slowly and carefully,  
videotaping as he goes.

ANOTHER ANGLE - CORRIDOR

The Cobra "Monk" slinks from a side passageway into the main  
corridor and moves quietly after Scoop.

CUT TO:

ANGLE - UPPER LEVEL - SARGE AND OTHERS

Low Light is shaking his head.

LOW LIGHT

I'm not so sure. There's something about  
that Scoop I just don't trust.

ROCK & ROLL

Low Light, you don't even trust your own  
mother!

LOW LIGHT

Yeah, but if you ever tried to eat my Ma's  
tuna supreme, you wouldn't trust her  
either!

At that, all three break out in good natured laughter, Low Light  
relaxing somewhat.

SERGEANT SLAUGHTER/LOW LIGHT/ROCK &  
ROLL

(Laughter)

SERGEANT SLAUGHTER

Well, anyway, when I was roastin' in those  
flames, I was mighty glad to see Scoop  
pointin' his zoom lens my way.

CUT TO:

ANGLE - SUBTERRANEAN CHAMBER

The spookiest place of all. Scoop, camera on his shoulder, pans slowly around the room...

ANGLE - SCOOP'S CAMERA'S POV

And when he comes back to the doorway by which he entered, who should be standing there, but the menacing-looking Monk!

ANGLE - SCOOP

REACTING, he lowers the camera from his shoulder, then relaxes.

SCOOP

Whew! Sorry, Lama, but you gave me a start!

DRAMATIC ANGLE - MONK

CRIMSON GUARDSMAN

That's nothing to what you're about to get!

And with that, the Guardsman uses one hand to rip off his Monk's robes, revealing his Crimson Guardsman uniform...

ANOTHER ANGLE

And the other to rip off his latex "Tibetan" face mask... but we CUT before the audience sees his real face (as this is always kept secret from the home viewers, as per Hasbro policy). He is also putting on his helmet and mask, so the next time we see his face, it is covered.

ANGLE - SCOOP

Scoop REACTS again, this time in horror (for a beat)...

ANGLE - CRIMSON GUARDSMAN

Then the Guardsman sheaths his sidearm, he raises his arms in a gesture of greeting, and his eyes crinkle up in a friendly smile.

CRIMSON GUARDSMAN (CONT)

(with sudden friendliness)

Well?

ANGLE - SCOOP

And he breaks into a grin as well.

SCOOP

Wait a minute! It's not my old buddy from the Cobra Academy, is it?

And with that, the two guys rush together, clapping each other on the back (as the Guardsman puts on his Guardsman's helmet and face mask) like the old friends they are!

CRIMSON GUARDSMAN

None other than! It's good to see you, Scoop!

(indicating his new outfit)

And it's good to get back into a Cobra uniform, as well!

SCOOP

Yeah, but what a great disguise! I had no idea!

The Guardsman holds Scoop away at arm's length to look.

CRIMSON GUARDSMAN

Well, your disguise beats mine to lizard meat! Leonard Michaels, top ranking Crimson Guardsman, a G.I. Joe?

The Guardsman leads Scoop to a dark, cobwebbed corner of the chamber.

SCOOP

Yeah, when we graduated from Cobra Academy, who would have thought our deep cover assignments would bring us together in a place like this!

CRIMSON GUARDSMAN

You know what the recruiters say join Cobra and see the world!

The Guardsman indicates the life-sized statue of a three-eyed, many-armed scarey-looking god.

CRIMSON GUARDSMAN (CONT)

Now gimme a hand!

With difficulty, they drag the statue away. The Guardsman presses a small inset stone and a cyclopean stone panel slides away, revealing a wide passageway, curving down away.

CRIMSON GUARDSMAN

The secret back door into the Monastery.

SCOOP

You've got the recording of the sounds that activate the Dragonfire?

The Crimson Guardsman nods and pulls out a shiny laser disc.

CRIMSON GUARDSMAN

Yup! Who needs monks when you've got the compact disc?

Scoop hands the Guardsman his camera, the lens pointing at himself.

SCOOP

Then point this at me...

CAMERA'S POV

Scoop's face appears... first out of focus, then snapping into clarity.

SCOOP

And focus!

PULL BACK to reveal that, instead of the eye piece, we are now watching Scoop through a small monitor... and Destro and Serpenter are looking on.

SCOOP

Serpenter, my lord, the secret entrance into the Monastery is open and G.I. Joe suspects nothing! All you have to do is attack...

DRAMATIC ANGLE - SERPENTOR

SCOOP (VO) (CONT)

And secret of Dragonfire will be ours!

Serpenter's eyes burn with evil delight.

SERPENTOR

Why thank you, Leonard Michaels, Captain of the Crimson Guard!

FADE OUT  
END ACT II

ACT III

FADE IN:

ANOTHER FEATURING SERPENTOR AND DESTRO

They are looking into their monitor at the image of Scoop. The ANGLE WIDENS to reveal that the Cobra forces (Night Vipers and T.A.R.G.A.T.s and a FRAG VIPER or two, in addition to the named characters) are at the base of the mountain slope, near the concealed mouth of a cave. Their vehicles concealed inside the cave, they are marching up the dark and winding tunnel, which eventually leads to Scoop's the Monastery's secret entrance.

SERPENTOR

My commendations, snakeling! You and your comrade have done well... but your greatest use to Cobra is yet to come.

ANGLE - MONITOR

Featuring Scoop.

SCOOP

Serpentor, to gain revenge on the  
murdering fiends of G.I. Joe, I will do  
whatever you command!

Destro SNAPS off the picture.

WIDER - PANNING

He and Serpentor enter the cavern after their forces.

SERPENTOR

Fanatical devotion is always music to my  
ears.

DESTRO

That particular guardsman joined Cobra  
shortly after he was told that G.I. Joe  
had destroyed his family home.

SERPENTOR

Did they?

DESTRO

Of course not. We did. Only an accident,  
of course...

SERPENTOR

Of course.

DESTRO

(shrugging)

If we had told him the truth, we would  
have lost a most promising recruit!

CUT TO:

INT. MONASTERY - MAIN TEMPLE AREA

FAINT RUNNING FOOTSTEPS echo in the distance. Sergeant Slaughter  
REACTS, looking to Rock & Roll.

SERGEANT SLAUGHTER

Rock & Roll, you hear something?

ROCK & ROLL

Sounds like footsteps.

ANGLE - STAIRWAY

Scoop climbs up the stairs and rejoins the group, trying to look  
innocent. (MORE FOOTSTEP SFX)

SCOOP

Musta been me.

CLOSE ON LOW LIGHT

He squints, listening... as other FOOTSTEPS CONTINUE.

LOW LIGHT

I don't think so.

CUT TO:

INT. SUBTERRANEAN CHAMBER

The Cobra forces are streaming out from the secret tunnel, and led by Scoop's Crimson Guardsman classmate, race for the upper levels...

CUT TO:

TEMPLE AREA

And burst into the main room!

COBRA FORCES

COBRAAAA!!!

ANOTHER ANGLE

The Sarge immediately grabs a Night Viper and flips him across the room....

SERGEANT SLAUGHTER

Let's get 'em, boys!

But four more Night Vipers jump him, burying him from view!

ANGLE - FRAG VIPER

Unfortunately, a Frag Viper has just tossed a grenade...

ANGLE - WALL

And it EXPLODES high up against a wall... causing the whole all to collapse, CRASHING down...

Towards the diminutive Tashi Lama, underneath!

QUICK SHOT - SCOOP

Scoop REACTS in horror and rushes O.S. --

SCOOP

Oh no! Not the Rimpoche!

ANGLE - TASHI LAMA

Catching the diminutive octogenarian and diving O.S., before the CRASHING MASONRY can bury them both!

## ANGLE - SCOOP AND TASHI

Scoop's made a skid landing on the floor, with Tashi shielded from the landing and the masonry, safe!

SCOOP (CONT)

Whew!

## ANGLE - ROCK &amp; ROLL

He's running along the room, diving and tumbling to avoid LASER FIRE...

ROCK & ROLL

Yikes! I feel like a duck in Cobra's shootin' gallery!

## ANGLE - SARGE

He heaves off the Vipers and, dodging more LASER FIRE, heads for a window...

SERGEANT SLAUGHTER

Rock & Roll's right!

## WIDER INT. ANGLE FEATURING WINDOWS

Monks and Joes alike are clambering out the windows, as LASER FIRE ZINGS all around them. The Sarge heads for the nearest window but LASER FIRE cuts him off.

SERGEANT SLAUGHTER (VO) (CONT)

Out the windows. It's time for a strategic...

## EXT. MONASTERY

The Joes and Monks are climbing to safety, scrambling down the cliff (including Scoop carrying Tashi Lama on his shoulders, running down the hill). The Sarge, having been cut off from the windows, comes CRASHING out through a wall! He tumbles down the cliff just as Night Vipers and T.A.R.G.A.T.s appear in the windows, FIRING after them, the Frag Viper heaving GRENADES as well!

SERGEANT SLAUGHTER (CONT)

RETREAT!

DISSOLVE TO:

## INT. TEMPLE - A SHORT TIME LATER

Serpentor and Destro stride about the temple, in the company of the Crimson Guardsman, the Baroness, Gnawgahyde, and Zarana. Vipers carry detached sections of a portable computer/sound console into the center of the room, while others carry in Cobra



Commander's octagonal plexiglass terrarium. The Guardsman holds the Tibetan book and stands to one side of Serpentor.

SERPENTOR

Night Vipers, assemble the computer-synthesizer immediately...

(turning to the others - with sarcasm)

And do take care not to jostle Cobra Commander.

ANGLE - SACRED STATUE

Zarana approaches the statue, runs her hand luxuriously over its golden surface, and smiles seductively at...

ZARANA

Aaaah, nice!

DESTRO

who smiles, enraptured, back at her, while...

THE BARONESS

sees this exchange and seethes!

BARONESS

(Dangerous sotto "growl")

DESTRO'S

reverie is interrupted by the Crimson Guardsman, who approaches him, the ancient book in hand.

CRIMSON GUARDSMAN  
(clearing his throat  
discreetly)

Destro, as I was showing Serpentor...

Destro snaps back to the business at hand, as the Guardsman continues, indicating the map on one page and the complicated symbols on the facing page.

CRIMSON GUARDSMAN (CONT)  
This map shows other locations of  
underground lakes of Dragonfire energy...

CLOSER - BOOK

Featuring the geometric symbols.

CRIMSON GUARDSMAN (CONT)  
And these ancient symbols describe how to  
use it as an offensive weapon!

DESTRO

Takes the book and places it...

CRIMSON GUARDSMAN (CONT)  
Unfortunately, no one's been able to  
understand them for the last five hundred  
years.

under a scanner on the by now assembled computer console.

DESTRO  
Hmm. Where humans have failed, perhaps my  
computer can succeed.

The symbols appear on the computer screen and combine and recombine with increasing rapidity... with the sense they are building a larger, more complex form.

SERPENTOR

watches for a second, and then turns to the large octagonal terrarium that is Cobra Commander's home.

SERPENTOR  
(mocking)  
What do you think, Commander? Aren't you  
pleased that Cobra is about to gain the  
power of the Dragon?

ANGLE - INTERIOR OF TERRARIUM

But the terrarium is empty, with a large hole in the plexiglass on the far side! Zarana's head appears on the outside, looking in.

ZARANA

'Scuse me, Serpentor, but it looks like the Commander's gone!

ANGLE - DESTRO

He joins Serpentor and Zarana in examining the jagged hole in the side of the terrarium.

DESTRO

He must have seen a king-sized cockroach that excited his fancy...

SERPENTOR

Yes, but when he runs out of bugs to eat...

ANGLE - GNAWGAHYDE

He's backing out of the temple area, holding a large sack.

SERPENTOR (VO) (CONT)

He'll come slithering back fast enough.

An angry HISS sounds from inside the sack and the Commander's snake head rises from the neck of the sack. Gnawgahyde shoves it back in and moves quickly from the room.

GNAWGAHYDE

(sotto)

Quiet, Commander. Yer bein' rescued, and that Serpentor...

ANGLE - CORRIDOR AREA

Gnawgahyde is met by the Baroness, who indicates a large woven basket in a shadowy niche. Gnawgahyde hands her the sack...

GNAWGAHYDE (CONT)

He'll be hiss'n' out of the other side of his mouth before we're through.

And Cobra Commander sticks his snake's head out again, nuzzling the Baroness' cheek.

BARONESS

While Destro and his hussy will wish they'd never been born...

She gently lowers the Commander's sack into the basket. SFX: MORE SNAKE HISSING.

BARONESS (CONT)

Once we've transformed you back into a human being, to lead Cobra to the glory we so richly deserve!

CUT TO:

G.I. JOES AND MONKS

By now, they've reached the base of the slope and their vehicles. They're beyond laser range of the temple, which still looms high in the BG.

ROCK & ROLL

What now, Sarge? Regroup and counter attack?

TASHI LAMA

Please, no. More fighting will destroy our monastery.

SERGEANT

On the other hand, if Cobra learns to use your Dragonfire, they'll be in a position to destroy a whole lot more!

The Monks gather around their Lama.

TASHI LAMA

(indicating his monks)

Impossible. Without the vibrations of our chanting, Cobra will be unable to raise the Dragonfire.

CUT TO:

INT. MONASTERY TEMPLE - CLOSE ON COMPUTER SCREEN

The computer screen suddenly FLASHES and BEEPS as it reaches the final configuration of geometric images, which interlink to create the incredibly menacing image of a dragon of fire, filling the screen!

TASHI LAMA (VO) (CONT)

And without the ancient knowledge that lies beyond even our understanding, they will never be able to use this power...

ANOTHER ANGLE

Reveals Destro and Serpentor looking on in triumph. Destro takes the gleaming laser disc and puts it into a slot on the sound console and cranks up the volume control all the way.

TASHI LAMA (VO) (CONT)

Against any living creature, man or beast.

## C.U. SERPENTOR

An evil smile lights up his face as the recorded CHANTING begins, louder than it was when "live".

## ANGLE - CRIMSON GUARDSMAN

He is standing near the Sacred Statue and pulls the lever, as the CHANTING CONTINUES.

## ANGLE - RESONATOR RODS

The metal and crystal trident rods rise from the floor as the CHANTING CONTINUES. Caught by the RESONATORS, it is transformed into the WEIRD ELECTRONIC SFX of before!

## INTERIOR OF MOUNTAIN - LAKE OF DRAGONFIRE

As before, the seething energy of the Lake of Dragonfire begins to ascend...

## EXT. TEMPLE

Rising up the exterior lighting rod-like resonators, to create the ENERGY FIELD, as seen before!

CUT TO:

## ANGLE FEATURING ROCK &amp; ROLL

He looks back toward the upper temple...

ROCK & ROLL

Uh, guys...

## HIS POV - TEMPLE

Now wreathed in the Dragonfire forcefield!

ROCK & ROLL (VO) (CONT)

It looks like we guessed wrong!

## C.U. TASHI LAMA

His horrified face reflects the glare of the energy.

TASHI LAMA

I pray that Cobra can raise the Dragonfire no higher.

## C.U. SCOOP

Smiling grimly, he raises his video camera and trains it on the glowing Dragonfire forcefield.

SCOOP

(sotto)

Why not? It'll make a great shot for my  
life story.

CUT TO:

INT. TEMPLE

Destro's fingers play over the keyboard as the geometric symbols  
on the screen reflect on his metallic face.

DESTRO

According to the ancient knowledge  
deciphered by my computer, these added  
sound frequencies...

The ELECTRONIC SOUNDS in the room suddenly become incredibly  
distorted, strange, and menacing...

DESTRO (CONT)

Should change the defensive Dragonfire  
forcefield...

DISSOLVE TO:

INT. MOUNTAIN - DRAGONFIRE LAKE

The ELECTRONIC SFX are magnified and distorted even more in this  
cavern of seething, destructive energy...

DESTRO (CONT)

Into an awesome offensive weapon...

DISSOLVE TO:

EXT. MONASTERY

And now the forcefield rises even higher. It seems as if mighty  
wings are beating in the air, as the ELECTRONIC SFX sound like a  
tortured shriek.

CUT TO:

C.U. DESTRO

He hits the final control, the SFX PEAK...

DESTRO (CONT)

Of IRRESISTIBLE POWER!

CUT TO:

SCOOP'S CAMERA'S POV - EXT. MONASTERY & DRAGONFIRE FIELD

And, with a THUNDEROUS ROAR, the "Dragon" unleashes a tremendous  
bolt of fiery energy directly INTO CAMERA!

SCOOP

has to bail out, slinging his camera back on his back, turning,  
running, and diving for cover...

WIDER

As does everyone else, as the ENERGY BOLT strikes nearby, EXPLODING with tremendous, on-going force, BLASTING several Joe vehicles to smithereens!

CUT TO:

INT. TEMPLE AREA - DRAMATIC ANGLE - SERPENTOR

Watching the explosion, his face is lit by the BLAST!

SERPENTOR

At last! Victory is mine!

CUT TO:

G.I. JOES AND MONKS

Whipped by WIND that is part of the aftershock of the blast.

TASHI LAMA

(hushed - horrified)

Cobra has unleashed the Dragon! If they are not stopped...

ANGLE FEATURING SERGEANT SLAUGHTER AND THE OTHER JOES

They're all getting back up, shouldering their weapons, ready to fight no matter how desperate the odds.

SERGEANT SLAUGHTER

They'll be an odds on favorite to conquer the world. Men, we've got our work cut out for us!

CLOSE ON SCOOP

But of them all, Scoop's eyes reflect the most dangerous glare.

SCOOP  
(sotto - with grim  
satisfaction)  
That we do, Sarge. That we do.

FADE OUT

TITLE CARD OVER LAST SCENE

SERGEANT SLAUGHTER (VO)  
Operation Dragonfire will continue, so be  
sure to report for Part Two, next time on  
this station!