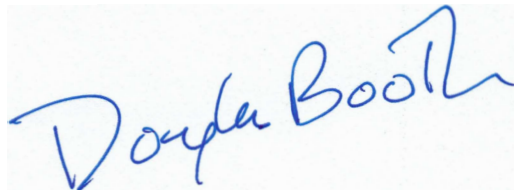


1989 G.I. JOE MINI-SERIES

OPERATION: DRAGONFIRE

DAY THREE

(Script)

A handwritten signature in blue ink that reads "Douglas Booth". The signature is written in a cursive, flowing style.

Written by:
Douglas Booth
March 11, 1989

FIRST DRAFT

DIC ANIMATION CITY

OPERATION: DRAGONFIRE

DAY THREE

CAST - SPEAKING PARTS ONLY

G.I. JOE

Sergeant Slaughter

Scoop

Stalker

Low Light

Mutt

COBRA

Alley Viper

Destro

Gnawgahyde

Copperhead

Cobra Commander

The Baroness

Note: there are various group Cobra and G.I. Joe "battle yells", as well as GROWLS and BARKS and CHATTERING that are listed as SFX

The Pythonizing Process has not yet be invented, so Copperhead is still in his "non-pythonized" state.

Day Three

RECAP OF DAYS ONE & TWO

Scenes of Tibetan Dragonfire forcefield.

ALLEY VIPER

Now that Cobra controls the power of
Dragonfire...

Scenes of battles and activation of Dragonfire in the Cave of the
Mastodons, and linkage with Tibetan Dragonfire base.

ALLEY VIPER

Destro has expanded his operations to the
Cave of the Mastodons, the second step in
his plan to conquer the world.

Sequence of Scoop giving the video cassette to Alley Viper.

ALLEY VIPER

Scoop, an undercover agent for Cobra,
continues to spy on G.I. Joe...

The Baroness using Dragonfire to transform Cobra Commander.

ALLEY VIPER

While Cobra Commander is making a surprise
return to power!

(a beat)

And now, stay tuned for today's episode of
"Operation: Dragonfire"!

FADE OUT

ACT I

FADE IN

ANGLE - AMAZONIAN PRECOLUMBIAN RUIN - FEATURING CARVINGS

PAN across a stone relief carving of stylized priests and
animals. We are in an ancient temple compound in the Amazonian
rain forest, and the style of the carvings is roughly Inca or
Mayan. STOP PAN upon reaching the final section of the
carvings... a large area in which nothing seems to make sense.
It is as if the carving had been a jigsaw puzzle, but in this
last section, all the pieces have been jumbled out of place. The
entire wall is colored with bright but fading paints, and the
"jigsaw" part, thanks to the colors, is clearly a jumbled
confusion.

SCOOP (VO)

Great carvings! Those Incas really knew
their stuff!

(upon reaching jigsaw puzzle)

Hunh!

CUT TO:

SCOOP

SCOOP is videotaping the carvings. They're on an exterior wall inside a huge temple complex, almost completely overrun by jungle. He continues to focus on the "jigsaw puzzle"

SCOOP (CONT)

I wonder what happened here?

Meanwhile, monkeys scamper up and down the terraced stone area, and one of them is running between Scoop's legs! (SFX: MONKEY SCREECHES AND CHATTERING) Scoop REACTS, and takes the camera off his shoulder, turning to watch...

SCOOP (CONT)

(humorously)

Hey! Watch where you're going!

WIDER

The monkey disappear amid the jungle-overrun complex. We may not see it all in this shot, but the temple complex is a blend of Mayan and Incan architecture, with huge terraced pyramids, smaller temples on their summits, Machhu Picchu-type buildings between and around them, and rain forest jungle growing over it all. A swampy branch of the river laps at the base of one of the pyramids, while the others are on slightly higher ground.

CLOSE ON SCOOP

He shrugs, then pulls up the camera's secret antenna, swings it on his shoulder, and, adjusting his headset mike and earphone, speaks into the mike.

SCOOP (CONT)

(sotto, somewhat nervously)

Cobra Alley Viper, this is Undercover Joe...

CUT TO:

ANGLE - FANG II

Flying low over a jungle river, ALLEY VIPER piloting. A squadron of ANNIHILATORS flies behind him, their individual flying packs making muted HELICOPTER SFX.

SCOOP (VO) (CONT)

(breaking up with static)

Undercover Joe calling Alley Viper. Come in.

CLOSER - ALLEY VIPER

He activates the communications monitor on the Fang II.

ALLEY VIPER

Gotcha, but there's static on the line.

CUT TO:

CLOSE ON SCOOP

He glares at his camera as Alley Viper's garbled transmission comes through.

ALLEY VIPER (VO) (CONT)
 (tons of static)
 Anything to transmit?

Scoop hits the "replay" button on his camera and there is an ELECTRONIC HUM as his video images are transmitted.

SCOOP
 (nervously)
 Can't understand you, too much static.
 I'm sending what I've got, but I have to
 work fast...

CUT TO:

OTS ALLEY VIPER - ON FANG'S MONITOR

The video image of the carvings is coming through with way too much static breakup to be more than barely recognizable.

SCOOP
 (his words made
 unintelligible by static)
 Before the others show up.

CLOSE ON ALLEY VIPER

Frustrated at the terrible SOUND and picture quality.

ALLEY VIPER
 Scoop, what is your location? Has G.I.
 Joe reached the Lost City? Do they know
 Cobra is on the way?

Finally, the picture breaks into colored snow and there is nothing but STATIC HISS coming over the audio.

ALLEY VIPER (CONT)
 (to himself)
 Slithering snakes, of all the times...
 (into communicator)
 Copperhead...

CUT TO:

ANGLE - COPPERHEAD

He is piloting a Cobra Hovercraft...

ALLEY VIPER (VO) (CONT)
 (over radio)
 Copperhead, Scoop's too far away to
 transmit a clear broadcast.

At the head of a whole squadron of NIGHT VIPERS travelling on
 similar vehicles.

ALLEY VIPER (VO) (CONT)
 So I don't know, if the Joes have located
 the Lost City or its supply of Dragonfire.

COPPERHEAD
 Well, you're in command. What do we do?

ALLEY VIPER & ANNIHILATORS - PANNING

Also including the Night Viper Hovercraft below.

ALLEY VIPER
 (a little worried)
 I don't know. It's the first time I've
 been in command of a squadron of
 Annihilators and Night Vipers...

CLOSER - ALLEY VIPER

ALLEY VIPER (CONT)
 And I'd hate to blow it by stumbling into
 a G.I. Joe trap!

ANGLE - COPPERHEAD - PANNING

COPPERHEAD
 On the other hand, if the Joes get the
 Dragonfire because you were scared to take
 decisive action...

ANGLE - ALLEY VIPER - PANNING

He makes a violent gesture.

ALLEY VIPER
 Hey, watch who you're callin' scared! I
 don't even know the meaning of that word!

ANGLE - ANNIHILATORS

They ZOOM AWAY FROM CAMERA with the Fang in the lead.

ALLEY VIPER (VO) (CONT)
 (to his troops)
 Cobra forces, set course bearings for the
 Lost City...

REVERSE ANGLE - ON ALLEY VIPER - LOW ANGLE

As he ZOOMS INTO CAMERA.

ALLEY VIPER (CONT)

Full speed ahead!

CUT TO:

ANGLE - TEMPLE COMPLEX

MUTT & his dog, JUNKYARD are moving through an open corridor between buildings...

MUTT

Yo, Scoop!

ANOTHER ANGLE

Junkyard runs to Scoop, scattering the monkeys, and puts his paws up on him in greeting. SFX: DOG BARKING, MONKEY CHATTER

SCOOP

How ya doin', Junkyard?

MUTT

gestures to Scoop and Junkyard.

MUTT

Sarge wants everyone back at their posts. Our lookouts radioed in a warning...

CUT TO:

ANGLE - DEFENSIVE POSITIONS AMONG THE RUINS

Sergeant Slaughter and the Marauders are in their vehicles, concealed by jungle foiliage or tumbled down walls... PAN across them to where Mutt, Junkyard, and Scoop are running back to get into position.

MUTT (CONT)

To expect a social call...

CUT TO:

THEIR POV - JUNGLE TREETOPS BEYOND RUINS

A BEAT of ENGINE SFX, then the Fang II and Annihilators appear above the treetops!

MUTT (VO) (CONT)

From a bunch of anti-social snakes!

CLOSE ON SCOOP

He gets into position, standing next to a Lynx and looks down the impressive line of Joe vehicles.

SCOOP
 (sotto - to himself)
 Alley Viper should have waited for my
 signal! The Joes are gonna slam him with
 everything they've got!

ANGLE - ALLEY VIPER IN FANG

Leading his Annihilators straight in towards the Lost City!

FAST CUT - ALLEY VIPER

He squints, to see better, then REACTS...

ALLEY VIPER
 Well what d'ya know!

HIS POV - RUINS

His eyes FOCUS beyond the foliage and ruins to see the G.I. Joes
 concealed within!

ALLEY VIPER (VO) (CONT)
 G.I. Joe is already here!

ANGLE - ALLEY VIPER

ALLEY VIPER
 Cobra forces, ATTACK!

With that, he and the Annihilators open FIRE!

COBRA FORCES
 COBRAAAA!!!!

ANGLE - RUINS

As the Joe vehicles SURGE FORWARD, breaking out of their cover,
 and FIRE back!

G.I. JOES
 YO JOE!!!!

ANGLE - ALLEY VIPER & ANNIHILATORS

LASER BLASTS tear into their midst, with rotors getting blasted
 away, and Annihilators spinning out of control...

To CRASH into treetops, the Annihilators in question leaping out
 of their harnesses...

And SPLASHING safely into the swamp waters below!

ANGLE - ALLEY VIPER

Swooping and diving, FIRING MISSILES and LASERS, dodging the G.I.
JOE BLASTS!

ALLEY VIPER
(into radio)
Copperhead, you fool!

ANGLE - COPPERHEAD

Leading the Night Vipers in their Hovercrafts, SKIMMING over the
swamp waters by the pyramid, past the splashing Annihilators,
FIRING back at the JOES!

ALLEY VIPER (VO) (CONT)
Thanks to your advice, we've stumbled into
a trap!

COPPERHEAD
Hey, wait a minute, Alley Viper, you're
the one in command! I was only following
orders!

ANGLE - ANNIHILATOR - PANNING

A single Annihilator flies past the Joes, FIRING, causing several
of them to dive for cover...

But suddenly Sergeant Slaughter comes running along the edge of
the pyramid, matching speed with the Annihilator...

SERGEANT SLAUGHTER
Where d'ya think you're goin', turkey!

And he leaps off the edge, just as the Annihilator starts to zoom
away!

ANOTHER ANGLE - DOWN SHOT

The Sarge catches the ankle of the Annihilator...

SERGEANT SLAUGHTER
It ain't polite...

ANGLE - SERGEANT SLAUGHTER

And begins climbing hand over hand up the metal frame of his
flying pack, as the Annihilator is frantically trying to control
his erratic flight path!

SERGEANT SLAUGHTER (CONT)
To shoot and run!

CLOSER

But the Sarge uses his handgun to SHOOT away the driveshaft of the rotor, which goes FLYING off by itself...

WIDE

And takes out several more rotors of other Annihilators, with METAL TEARING SFX, sending them all out of control!

ANGLE - SERGEANT SLAUGHTER AND ANNIHILATOR

The Sarge and the first Annihilator CRASH into a treetop, disappearing into the foliage. A BEAT later, they drop into view, but the Annihilator's flying pack is stuck, leaving him dangling in mid-air, while the Sarge drops safely to the ground!

SERGEANT SLAUGHTER

So hang around and enjoy the fun!

ANGLE - FEATURING SCOOP

The BATTLE continues, Scoop FIRING as well...

CLOSER - SCOOP

But with a certain purposeful lack of accuracy.

SCOOP

(sotto - to himself)

If I hit anyone, I'm in big trouble with Cobra!

ANGLE - NIGHT VIPER FORCES

But now, a couple of Night Vipers are wheeling their boats around, FIRING INTO CAMERA...

ANGLE - MUTT

And Mutt, who is occupied with firing at Annihilators, is a sitting duck! LASER BLASTS ZING around him, and he tries to dodge, but falls, and...

MUTT

Whoaaa! Scoop, bail me out!

CLOSE ON SCOOP

He REACTS...

SCOOP

Oh well!

And he whirls and SHOOTs...

SCOOP (CONT)

Looks like trouble's my middle name!

ANGLE - NIGHTVIPERS IN HOVERCRAFT

And his shots BLAST both of the boats, so they go out of control, RAMMING the base of the swamp-side pyramid, sending the Troopers flying into...

SPLASH LANDINGS in the swamp. If they end up with swamp muck all over them, to their disgust, so much the better!

ANGLE - MUTT

He gets up, glaring at the fallen Annihilators, then turns and flips Scoop a casual salute.

STALKER

(growls at Annihilators then,
with friendliness, to Scoop)
Hey, nice shootin', partner! Thanks for
the assist!

CLOSE ON SCOOP

He grins at Mutt...

SCOOP

(with genuine friendship)
Anytime, Mutt!

And then he has to dodge and dives to safety as more LASER FIRE ZINGS INTO SCENE from Annihilators flying through on strafing runs.

SCOOP (CONT)

Whoaaa!

WIDE ANGLE

The BATTLE CONTINUES.

DISSOLVE TO:

CLOSE ANGLE - MANGROVE TREES

Growing in the swampy waters nearby. We can't see the battle but the BATTLE SFX CONTINUE. PULL BACK to include COBRA COMMANDER, GNAWGAHYDE, and THE BARONESS, slogging through the swamp. Cobra Commander is wearing clothes made out of animal skins.

COBRA COMMANDER

It soundssss like G.I. Joe and Alley
Viper's attack team are knocking each
other senselesssss!

ANOTHER ANGLE

The group has reached a section of the ruins (a tumbled down series of low stairs leading into a jungle-overgrown structure) and they leave the swamp to enter.

BARONESS

Yes, and when I think of how much both
G.I. Joe and Cobra have made me suffer...

ANGLE FEATURING THE BARONESS

She looks back at the mid-air EXPLOSIONS above the section of ruins where the battle is taking place.

BARONESS (CONT)

I must say that I don't care which side
wins!

Cobra Commander puts his clawed hand on her shoulder.

COBRA COMMANDER

Now, now, Baroness. We mustn't be
vindictive.

ANGLE - GNAWGAHYDE

Consulting a map and orienting himself on the ruins with it.

GNAWGAHYDE

Cobra Commander's exactly right. Once
we've discovered the Dragonfire buried
beneath these ruins...

ANOTHER ANGLE - RUINS

Led by Gnawgahyde, Cobra Commander and the Baroness push through a vine-choked stone archway, followed by a number of curious CHATTERING monkeys.

GNAWGAHYDE (CONT)

We'll be needin' those Cobra lackeys in
one piece, to carry out our orders!

CLOSE ON COBRA COMMANDER

He's looking down at something...

COBRA COMMANDER

Ssspeaking of orders, Gnawgahyde, I
thought I ordered you to get me a new
uniform!

WIDEN ANGLE to reveal a crowd of inquisitive monkeys, pulling curiously at his "clothes". Cobra Commander has to pull back to "keep his skins on"! (SFX: MONKEY CHATTERING)

COBRA COMMANDER (CONT)
 These skins seem to be attracting the
 wrong kind of crowd!

DISSOLVE TO:

ANGLE - SERGEANT SLAUGHTER

He and the other Joes are exultant...

SERGEANT SLAUGHTER
 Nice going, Marauders!

THEIR POV

Wrecked Hovercraft and Annihilator flying packs. Night Vipers
 and Annihilators are visible, stumbling through the swamp waters,
 beating a retreat as fast as they can!

SERGEANT SLAUGHTER (VO) (CONT)
 We've got those human helicopters and
 their hyper-active Night Viper buddies on
 the run!

ANGLE FEATURING LOW LIGHT

He looks back into the jungle-overrun pyramid complex.

LOW LIGHT
 Now all we've got to do is locate the
 Dragonfire deposit somewhere in the ruins
 of the Lost City...

ANGLE - MUTT, JUNKYARD & SCOOP

Mutt and Junkyard are enthusiastic, while Scoop looks less than
 thrilled.

MUTT
 And you can chalk up a win for G.I. Joe!

SFX: HAPPY DOG BARK

CUT TO:

MISERABLE, MUDDY AREA OF SWAMP

The Cobra forces have regrouped in this miserable, but protected,
 area of the swamp. PAN across bedraggled Night Vipers and
 Annihilators to a downcast Alley Viper.

ALLEY VIPER
 (feeling miserable - to
 Copperhead)
 When Destro hear what happened, he'll have
 me washing dishes in the Cobra mess hall
 for the rest of my life!

ANGLE FEATURING COPPERHEAD

Copperhead, on the other hand, is still dapper-looking and not downcast at all.

COPPERHEAD

Cheer up, Alley Viper! Life's a gamble,
and the game's not over yet!

They REACT to STATIC and then a transmission...

ANGLE - COMMUNICATIONS UNIT

Coming from a portable communications unit propped against a tree near them.

SCOOP (VO)

(over radio - sotto)

Alley Viper, this is Undercover Joe. Come
in!

Alley Viper ENTERS SCENE.

ALLEY VIPER

Come in? Ha! It looks to me like I'm on
my way out.

SCOOP (VO)

I know. If you'd been closer, I could
have warned you.

CUT TO:

ANGLE - SCOOP

He's in a secluded nook in the ruins, the antennae up on his camera, speaking into his headset mike.

SCOOP

(sotto)

On the other hand, the Joes haven't found
the Dragonfire either, and I videotaped
something that may help Cobra find it
first!

CUT TO:

ANGLE - ALLEY VIPER AND COPPERHEAD

They exchange interested glances.

ALLEY VIPER

I may have a career as a Cobra leader,
yet!

ANGLE - SCOOP

SCOOP

Can you patch me into the Cobra Central
Computer?

ANGLE - ALLEY VIPER

He snaps his fingers at a Night Viper, who pulls a fold-out,
mini-satellite dish from a pack...

ALLEY VIPER

Viper, connect the satellite linkage.

ANGLE - COMMUNICATIONS MODULE

And, as Alley Viper pulls out a keyboard from the side of the
module and types in a code, the Viper connects a cable from the
satellite to the side of the module. As Alley Viper types, the
words: "Access Cobra Central Computer" appear on the monitor
screen.

ALLEY VIPER (CONT)

Okay, Scoop, I'm accessing the Central
Computer now. Transmit your footage...

ANGLE - SCOOP

He hits a control switch and a HUMMING NOISE from his camera
indicates the transmission is taking place.

ANGLE - MONITOR ON ALLEY VIPER'S COMM UNIT

And the scrambled, jigsaw image of the wall painting appears on
Alley Viper's screen.

ALLEY VIPER (CONT)

And I'll send you on in!

WIDEN ANGLE as Alley Viper hits a series of keys...

And a HUMMING NOISE sounds from the satellite dish...

CUT TO:

COBRA SATELLITE - IN ORBIT ABOVE SOUTH AMERICA

With a big Cobra logo on it. PUSH IN on it, as a number of small
RELAY SWITCHES CLICK, sending the signal on to...

CUT TO:

COBRA HEADQUARTERS - FEATURING SATELLITE DISH ON ROOF

A high tech fortress. The dish, pointed skywards, rotates a few degrees and HUMS as it receives the transmission.

DISSOLVE TO:

INT. COMPUTER ROOM

A huge supercomputer dominates the room. The only person in the room is a slovenly JANITOR, doing a miserable job of mopping the floor. The computer works by itself, data and images displayed on monitors around the room, and flashing lights galore.

ANGLE - ONE OF THE SUPERCOMPUTER MONITORS

Suddenly, the jigsaw image from the ruins appears on one of the screens!

ALLEY VIPER (VO) (CONT)

Okay, we're in! But what is that mess you've sent?

PAN DOWN from the monitor to its keyboard. There is an empty soft drink can and a half-eaten donut on the desk next to the keyboard. A couple of hefty COCKROACHES are nibbling at the donut, but they scurry into a computer disk drive opening to hide, when the Janitor's HAND reaches INTO SCENE to pick up the donut and can and dump them in the trash.

SCOOP (VO)

I think it's a map to the Dragonfire location...

ANGLE - INSIDE THE COMPUTER

The cockroaches are now starting to MUNCH the rubber casing on the tangle of wires inside the computer!

SCOOP (VO) (CONT)

But it's in...

ANGLE - SUPERCOMPUTER MONITOR SCREEN

The pieces of the jigsaw are being moved around with blinding speed. Most of what we see is a blur, but there is a moment where the blur FREEZES, and we see a new pattern, then it goes back into a blur again.

SCOOP (VO) (CONT)

An ancient form of code, which I'm hoping the Central Computer can figure it out!

CUT TO:

ANGLE - SOUTH AMERICAN SWAMP - FEATURING ALLEY VIPER

Peering at the blurs and freezes on his own monitor, as the Central Computer continues to work.

ALLEY VIPER

You and me both. Hey, if you've never seen it, do you want me to patch you in to your Cobra file?

ANGLE - SCOOP

SCOOP

(into his headset mike)

What? You mean, I can see the records Cobra's kept on me, since I enlisted?

ANGLE - ALLEY VIPER

He is typing, and at the bottom of the screen, the words "Access personal file: Michaels, Leonard - Python Crimson Guard" appear.

ALLEY VIPER

Yeah, it's no problem. All except the restricted parts. Hang on. I'm keeping your jigsaw puzzle on my screen, but I'm punching you straight on in!

ANGLE - SCOOP

He puts his eye more closely against his eyepiece...

SCOOP

Hey, this is great!

SCOOP'S POV - COMPUTER MONITOR IMAGE

"Leonard Michaels, Personal File. Code name: Scoop. Current Status: Crimson Guardsman" appears on screen, with a picture of Scoop, only in a Crimson Guard uniform!

SCOOP (VO) (CONT)

Leonard Michaels, Personal File. Code name: Scoop. Current Status: Crimson Guardsman...

The picture shifts to a picture of Scoop in his G.I. Joe uniform, with "Current Status: Python Crimson Guardsman, on undercover mission within G.I. Joe" written underneath.

SCOOP (VO) (CONT)

(reading)

On undercover mission within G.I. Joe.

The words underneath change to read: "Current seniority, one year."

SCOOP (VO) (CONT)
Current seniority, one year...

Then changes to read: "Recruitment data: RESTRICTED", with the word "Restricted" FLASHING in red, with BEEPING sounds accompanying it.

SCOOP (VO) (CONT)
(reading)
Recruitment data: RESTRICTED?

CUT TO:

SCOOP

His eye pressed up tight to the eyepiece.

SCOOP (CONT)
(to himself)
Hunh! I wonder what's restricted about that?

ANGLE - COMPUTER MONITOR

The word RESTRICTED is still FLASHING on the screen. PUSH IN on the screen and --

SCOOP (VO) (CONT)
(to himself, stating a "fact")
The G.I. Joes blew up my parents' home, and I joined Cobra to get even.

DISSOLVE THRU TO:

INT. OF COMPTER

The bugs are still MUNCHING away, and suddenly two bare wires touch! There's a SPARK (of course the bugs are unhurt)...

SCOOP (VO) (CONT)
Everyone knows that...

CUT TO:

ANGLE - COMPUTER MONITOR

And the word RESTRICTED suddenly changes to: ACCESS GRANTED.

SCOOP (VO) (CONT)
Access granted? All right!

And now the picture changes to a scene of a burning house... with Destro standing in front of it, talking to a COBRA RECRUITING OFFICER.

DESTRO
Scoop is a promising young man, which is why...

CLOSER ON DESTRO

DESTRO (CONT)

I want you to lie and tell him that G.I. Joe has done this to his parents' house.

CUT TO:

SCOOP

REACTING to what he's hearing, his eye still pressed to his camera's eyepiece.

SCOOP

Destro had the Cobra Recruiter lie to me?

SCOOP'S POV - MONITOR SCREEN

DESTRO

(continuing)

If Scoop knew the truth, that Cobra blew up his home, he'd never join us...

ANGLE - SCOOP

Reacting with total shock.

DESTRO (VO) (CONT)

But as long as he believes the Joes did it, we can use his anger as a weapon against G.I. Joe!

Scoop turns away from his camera eyepiece, stunned.

SCOOP

Cobra destroyed my parents' home? G.I. Joe had nothing to do with it?

He presses his eye back against the eyepiece.

SCOOP'S POV - COMPUTER MONITOR

Destro's image FLASHES OUT...

DESTRO

That will be all.

Replaced by the image of Alley Viper, back in the swamp.

ALLEY VIPER
(over the radio)
Sorry to interrupt, Scoop, but we just got
the results on your transmission.

CUT TO:

ALLEY VIPER SPEAKING INTO HIS MONITOR

ALLEY VIPER (CONT)
The Central Computer broke the code and it
told us everything we need to find the
Dragonfire and drive...

ANGLE - SCOOP

Hearing the last of what Alley Viper has to say...

ALLEY VIPER (VO) (CONT)
G.I. Joe into the swamp! Congratulations on
doing a great job!

He looks away from his eyepiece and takes off his headset and
mike, stunned at the results of his deeds.

SCOOP
(to himself - really upset)
A great job for the people who burned down
my home and who want to ruin my friends in
G.I. Joe?

C.U. SCOOP

He puts his head in his hands.

SCOOP (CONT)
(feeling totally hopeless)
Scoop, what have you done!

FADE OUT
END ACT ONE

ACT II
FADE IN:

ANGLE - SCOOP

He looks at his camera...

SCOOP
(to himself - emotionally)
You may have lied to me, Destro, but I'm
not listening any more.

Then lifts it over his head, to SLAM it down on the ground!

SCOOP (CONT)
And I'm not gonna need this camera to spy
on anyone, either, because Scoop is now a
G.I. Joe, one hundred percent!

ANGLE FEATURING CAMERA

Suddenly, there is a static BUZZ from the headphones of the
battered camera and the following:

COBRA COMMANDER (VO)
(heard over headphones)
Alley Viper, this is Cobra Commander!
Forgive me for the interruption...

CUT TO:

ANGLE - COBRA JUNGLE BIVOUAC

Alley Viper and Copperhead react in amazement, to hear the
familiar voice over their comm unit as well!

COBRA COMMANDER (VO) (CONT)
(over radio)
But I couldn't help overhearing your
conversatssssion with your undercover
ssspy...

ALLEY VIPER
(interrupting)
How could you be Cobra Commander? He's a
snake and snakes don't talk!

CUT TO:

ANGLE - COMMANDER

He waves his hand as if to dismiss the point. (speaking into the
comm pack that was in Gnawgahyde's backpack).

COMMANDER
That is a another sstory for another day.
What concerns me now is the location of
the Dragonfire!

CUT TO:

SCOOP

He's down on his knees, picking the headphones back up so he can listen to the intercepted conversation, his expression deadly serious.

COBRA COMMANDER (VO) (CONT)
 (over headphones)
 That, and the fact that I am inssside the
 Lost City...

ANGLE - ALLEY VIPER AND COPPERHEAD

Exchanging looks.

COBRA COMMANDER (VO) (CONT)
 (over comm unit)
 While you have been driven into the
 ssswamp by G.I. Joe!

ANGLE - COBRA COMMANDER

Gloating in his newfound power.

COBRA COMMANDER (CONT)
 Assss your only remaining chance of
 success, and I sssuggest you guide me to
 the Dragonfire, now!

ANGLE - ALLEY VIPER AND COPERHEAD)

Alley Viper puts his hand over the comm unit's mike and turns to Copperhead, who nods.

COPPERHEAD
 I don't know how old snakebreath got his
 voice back, but that's him, all right...

CLOSE - COPPERHEAD

He gives Alley Viper a shrug.

COPPERHEAD (CONT)
 And unless you want to report your defeat
 to Destro...

CLOSE ON ALLEY VIPER

ALLEY VIPER
 (nodding)
 Cobra Commander is our only hope!

WIPE TO:

ANGLE - G.I. JOE FIELD HEADQUARTERS - IN LOST CITY

Scoop bursts in on the scene, once again with his camera on his back and wearing his headset.

SCOOB
(very excited)
Sergeant Slaughter! There are Cobra agents inside the Lost City, and I think I know where to find them!

Sergeant Slaughter REACTS to this unwelcome news and gestures to Low Light and Stalker...

SERGEANT SLAUGHTER
Mutt, you're in charge here. Low Light, Stalker, fall out and follow me!

And they all take off after Scoop, who's already on the run!

CLOSE ON SCOOP, FEATURING THE EARPHONES

Running and listening (only he can hear what comes through his headphones).

ALLEY VIPER (VO)
(over headphones)
According to the coded instructions, follow any red line in the passageways...

WIDER

Scoop REACTS, seeing a faded red line (made out of inset red stones in a passageway wall). He swerves and follows it with the others tearing off behind him.

SCOOB
This way, guys!

CUT TO:

ANGLE - DRAGON HEAD IN WALL

A stylized stone carving -- like the ones in the Temple of the Feathered Serpent in Teotihuacan, if that helps out any (not like a European dragon, but a Precolumbian one). It has big fangs.

ALLEY VIPER (VO)
(over radio)
Any one of them will lead you to the same place... the Head of the Dragon.

Cobra Commander and his group, with Cobra Commander's CHATTERING entourage of monkeys tagging along, arrive at the Dragon head. Gnawgahyde is carrying the heavy backpack, with the communications unit partly exposed, and Alley Viper's voice audible.

ALLEY VIPER (VO) (CONT)

Pull forward on one of its fangs...

ANOTHER ANGLE - DRAGON CARVING

Cobra Commander pulls on one of the fangs, and the entire section of wall rises with GRATING SFX.

ALLEY VIPER (VO) (CONT)

And enter.

INT. SECRET CHAMBER

It's a big place, with a floor made out of large flat stones, about three feet across. Most of the stones are black, but several of them (not in any particular pattern) are pure white. Cobra Commander and his group enter the room (with the wall closing behind them). Feature Gnawgahyde, who is bringing up the rear, staggering a bit under the load of the pack.

GNAWGAHYDE

I 'ope we don't have far to go! This bleedin' backpack is heavy!

ANOTHER ANGLE - CHAMBER

The group is starting across the floor, along with the monkeys.

ALLEY VIPER (VO)

(over radio)

Not too much farther, but according to the instructions...

ANGLE - MONKEYS

Running forward, one of them is just about ready to step on one of the white squares!

ALLEY VIPER (VO) (CONT)

If you step on any of the white squares you're done for!

ANGLE - GNAWGAHYDE

REACTING in horror, Gnawgahyde launches himself OS...

GNAWGAHYDE

Noooo!!!

ANGLE - WHITE SQUARE

And dives THROUGH SCENE, grabbing the monkey -- the two of them sailing over the white square before the monkey's feet could touch it! There's an OS CRASH!

ANGLE - GNAWGAHYDE AND MONKEY

A tangled mass on the floor! Gnawgahyde gets painfully to his feet, as the monkey leaps away, CHATTERING!

GNAWGAHYDE
(muttering)
Stupid, chatterin' chimp...

ANGLE - COBRA COMMANDER

He leads the Baroness through a wide doorway at the end of the chamber, followed by his CHATTERING monkey entourage.

COBRA COMMANDER
(without looking back)
Are you coming, Gnawgahyde?

CLOSE ON GNAWGAHYDE

He gets up and hurries after them, staggering under the back pack, the monkey he saved scurrying alongside.

GNAWGAHYDE
(still muttering to monkey)
I should make you carry this, that's what I should do!

DISSOLVE TO:

EXT. PASSAGEWAY - FEATURING SCOOP'S GROUP

Scoop REACTS to something he sees OS.

SCOOP
Look! There it is!

ANGLE FEATURING LOW LIGHT - PANNING

Low Light gives Scoop a look as they hurry along.

LOW LIGHT
There what is?

ANGLE - DRAGON HEAD

SCOOP ENTERS SCENE and pulls the fang.

SCOOP
(impatiently)
The Dragon's head, what else?

The wall slides up and Scoop and the Joes enter.

ANGLE - LOW LIGHT, SERGEANT SLAUGHTER & STALKER

As they follow him through.

LOW LIGHT

(sarcastic mimicing of Scoop)

The Dragon's head, what else?

(a beat)

How come Scoop knows so much about this place, anyway?

SARGE

Worry about that later! We can't stop Cobra unless we can find 'em!

INT. ROOM

Same place Cobra Commander just crossed. Scoop is going at the run. He points to the open archway ahead.

SCOOP

Through there!

CLOSE ON SCOOP

Suddenly he remembers, and turns.

SCOOP (CONT)

(an afterthought)

And don't step on any of the...

ANGLE - FLOOR

But he's too late, because Stalker's foot has just come down on one of the white squares...

SCOOP (VO) (CONT)

White squares!

And by the time his second foot comes down on it, the entire square has DROPPED about six inches.

ANGLE - STALKER

Bewildered, he stops dead.

STALKER

Ooops.

ANGLE - WALLS

Suddenly, portals open in the walls and stone-tipped spears come hurtling out!

ANGLE - SARGE

He REACTS, diving forward into a front roll, as the first volley of spears comes HURLTING INTO SCENE!

SERGEANT SLAUGHTER

Hit the deck!

ANOTHER ANGLE - WALL

More portals open and more spears come flying out!

ANGLE - JOES

They're doing a great job diving and dodging.

LOW LIGHT

I always wondered what a pin cushion felt like.

CLOSE ON SERGEANT SLAUGHTER

He looks at the archway ahead and REACTS...

SERGEANT SLAUGHTER

If you don't get the lead out, Low Light...

HIS POV

As he sees a stone door slowly beginning to descend, cutting off their only means of exiting the room!

SERGEANT SLAUGHTER (VO) (CONT)

You're gonna find out!

ANGLE - SARGE

He leads the way, as the Joes dive under the descending wall a moment before it SLAMS into the ground, with a whole flight of spears STICKING INTO IT, right at the height the Joes were at a second before!

CUT TO:

OTHER SIDE OF THE WALL

They're in another high-ceiled stone room. The guys are catching their breath.

STALKER

Whew! After a close shave like that, I don't think I'll ever be able to grow a beard again!

Low Light looks ahead of them and REACTS.

LOW LIGHT

And after this next close shave you're
hair won't need cutting, either...

HIS POV

A huge spherical boulder, hanging from thick, entwined vines (like a huge pendulum), is swinging down at them and INTO CAMERA at great speed! (Note: there are lots of freely hanging vines dangling down from the high ceiling as well)

LOW LIGHT (VO) (CONT)

Cause in another second, you won't have a
head to grow it on!

ANGLE - JOES

They flatten themselves on the floor and the boulder swings over their heads, just missing!

ANOTHER ANGLE

It continues to swing, SMASHING the wall they just came through!

ANGLE - SCOOP

He jumps up...

SCOOP

Everyone up! We've gotta jump on the
boulder when it swings back!

CLOSE ON LOW LIGHT

LOW LIGHT

Scoop have you gone totally nuts?

WIDE

The boulder is swinging back at them...

SERGEANT SLAUGHTER

Stow the chatter, Low Light...

CLOSER

And Sarge, Scoop, and Stalker leap onto it...

SERGEANT SLAUGHTER (CONT)

AND GET ON BOARD!

And Low Light follows suit! PAN with the boulder as it swings up the other side of its arc, barely missing a series of huge stone steps, leading to a platform just beyond the radius of its swing.

SCOOP

Now jump!

And this time, everyone does what Scoop says without hesitation...

Landing on the platform, with passages leading off in different directions. Scoop looks around, as if he knows where he is going, leading the guys around a corner.

SCOOP (CONT)

There should be a staircase this way.

CLOSE ON LOW LIGHT, SERGEANT SLAUGHTER & STALKER

Following after him.

LOW LIGHT

(sarcastically)

Right. So now he can see around corners.

And suddenly, Low Light's eyes widen...

LOW LIGHT'S POV

As he sees a stone spiral staircase leading down. Scoop is standing on the top step, beckoning impatiently.

SCOOP

(urgently)

Come on, guys! We don't have any time to waste!

CUT TO:

ANGLE - DRAGONFIRE CHAMBER

The Dragonfire Chamber is at the bottom of these stairs. The Cobra party is already there, and Gnawgahyde has already unloaded the Communications Unit and is setting up the portable sound module (see Day Two). Cobra Commander is speaking to Alley Viper, as his monkey entourage leaps and CHATTERS around him.

COBRA COMMANDER

(into comm unit)

Alley Viper, your directions were excellent.

ANGLE - BARONESS

With great reverence, the Baroness is unpacking the special resonator-headress (see Day Two as well).

BARONESS

Gnawgahyde, activate the sound module immediately...

ANGLE - GNAWGAHYDE

He turns it on and the WEIRD ELECTRONIC SFX begin (CONTINUING THROUGHOUT).

BARONESS (VO) (CONT)
It is time to summon the Dragonfire!

DISSOLVE TO:

ANGLE - WITHIN THE EARTH

PAN DOWN within the crust of the earth, as the ELECTRONIC SFX CONTINUE, penetrating the layers of rock, until they reach the LAKE OF DRAGONFIRE directly beneath the sound unit! The fiery energy becomes even more embroiled as the ELECTRONIC SFX reach it (like hot water being brought to a furious boil) and now columns of this energy begin to rise, penetrating the rock layers as if they were made of air!

BARONESS (VO) (CONT)
And soon, its ultimate power...

DISSOLVE TO:

DRAGON FIRE CHAMBER

But just as the Baroness is getting ready to put on the headdress...

BARONESS (CONT)
Will be ours!

Cobra Commander takes it from her and prepares to don it himself!

COBRA COMMANDER
Thank you for warming things up, Baroness,
but I'll take over from here!

BARONESS
(a bit put out)
But Commander...

COBRA COMMANDER
I sssaid I'll take over from here!

ANGLE - GNAWGAHYDE

He looks at a central spot in the chamber (where the stone floor has been laid to make a circle of a different color from the rest of the floor). The first fiery tendrils of Dragonfire are beginning to rise from this spot.

GNAWGAHYDE
Guv'nor, look! The Dragonfire is
beginning to rise!

ANGLE - COBRA COMMANDER

He moves to stand in the rising energy, holding the headdress. The crystal resonator "antlers" are beginning to vibrate and HUM as the Dragonfire power begins to enter into them.

COBRA COMMANDER
 And now, just as the Baroness was able
 change me from a sssnake into this
 approximation of my former majesty....

ANGLE - MONKEYS

They've calmed way down, and are looking up at the Commander with
 rapt attention.

COBRA COMMANDER (VO) (CONT)
 So shall I transform these furry
 creatures...

DRAMATIC ANGLE - COBRA COMMANDER

He places on the headdress on his lizard head, and now the power
 enters his body and causes the crystal resonators to GLOW AND HUM
 with ever-increasing power!

COBRA COMMANDER
 Into loyal soldiers, to fight my
 battles...

He now raises his hands, and completely ensheathed in the
 Dragonfire, he sends it ROARING out through his hands!

ANGLE - MONKEYS

And this Dragonfire (which is a different color from the
 Dragonfire that has risen from the floor, as if the headdress and
 Cobra Commander have somehow turned it into something else) now
 surrounds the monkeys...

COBRA COMMANDER (VO) (CONT)
 And win my wars!

And, as we watch, the monkeys are growing in size and
 transforming into fierce, humanoid Ape Men Warriors, with nasty
 fangs! And now they're moving into CAMERA, glaring and GROWLING
 with menace as we...

FADE OUT:
 END ACT II

ACT III
FADE IN

ANGLE - APE MEN WARRIORS

Glaring INTO CAMERA (GROWLING SFX).

THE DRAGONFIRE ENTRY WAY

Sarge, Scoop and the others arrive.

 SERGEANT SLAUGHTER
 Well, well, what have we got here?

THEIR POV

Cobra Commander and his new troops. (Cobra Commander has removed the headdress)

 COBRA COMMANDER
 A ssspecial welcome, Sssergeant
 Ssslaughter! I was hoping you might drop
 by!

CLOSER ON SARGE

Low Light, Stalker, and Scoop deploy around him.

 SERGEANT SLAUGHTER
 I'd know that ugly voice anywhere, Cobra
 Commander...

CLOSE - ON COBRA COMMANDER

 SERGEANT SLAUGHTER (VO) (CONT)
 And it looks like you've finally scared up
 a face ugly enough to match!

WIDEN ANGLE as Cobra Commander's Ape Warriors move forward,
grabbing up large hunks of the floor with their taloned hands!
(SFX: GROWLS)

 COBRA COMMANDER
 You always had a way with words, Sergeant,
 but shortly...

REVERSE ANGLE

The Ape Warriors continue to advance on the Joes, who are backing
away nervously. (SFX: GROWLS)

 COBRA COMMANDER (VO) (CONT)
 All you will be able to do with your vocal
 chords is scream!

CLOSER - JOES

They don't really know what to make of this!

STALKER

Sarge, we can't fight these guys. They're just a bunch of overgrown monkeys!

LOW LIGHT

Maybe we could blast 'em with bananas?

CLOSE ON COBRA COMMANDER

COBRA COMMANDER

Ape Warriors of Cobra, ATTACK!

WIDE

The Ape Warriors move to the attack! Sarge is out front, and the front line Ape Warriors leap on him and he goes down! (SFX: GROWLS)

CLOSE - SARGE

At the bottom of the pile.

SERGEANT SLAUGHTER

Forget the bananas and warn the rest of the Joes...

ANGLE - PILE OF APE WARRIORS

More are piling on the Sarge!

SERGEANT SLAUGHTER (CONT)

While I keep these monkey men under control!

CLOSE ON SCOOP

Undecided...

SCOOP

But we can't leave the Sarge here!

Stalker grabs Scoop by the arm, and drags him away.

STALKER

If the Sarge says he's got those monkey men under control...

ANGLE - PILE OF APE WARRIORS

Suddenly Ape Warriors go flying off in all directions, as Sergeant Slaughter heaves them away, and kips back to his feet.

STALKER (VO) (CONT)
He's got 'em under control!

ANGLE - COBRA COMMANDER

But now he's got the headdress back on, and, with the Dragonfire energy BLAZING around him once again, he holds out his hands and ZAPS energy out...

COBRA COMMANDER
Arise, my sssimian troopers...

ANGLE - NEW MONKEYS

Surrounding a whole new batch of monkeys, who seem to be coming out of a passageway that leads from a deeper part of the ruins. And there are more monkeys coming out, behind this new batch who are rapidly transforming into more menacing APE MAN WARRIORS!
(SFX: GROWLS)

COBRA COMMANDER (VO) (CONT)
And ssstop the G.I. Joessss!!!!

ANGLE - SERGEANT SLAUGHTER

He looks and sees...

SERGEANT SLAUGHTER
I think it's time I said my good-byes as well!

HIS POV - A NEW ARMY OF APE WARRIORS

RUSHING INTO CAMERA! (SFX: GROWLS)

CUT TO:

STAIRWAY

The Joes are running back up the spiral stairway as the Sarge catches up, with the Ape Warriors close behind!

STALKER
Still got everything under control, Sarge?

ANGLE - "PENDULUM" ROOM

It's still swinging. The guys run out of the stairwell and, just as the boulder swings back towards them...

SERGEANT SLAUGHTER
No problem Stalker!

Following Sergeant Slaughter's example, they leap on board, with the Ape Warriors just missing catching them from behind. (SFX: GROWLS)

ANOTHER ANGLE - APE WARRIORS

They're swinging across the "Pendulum Room" on vines...

SERGEANT SLAUGHTER (VO)
We've got those monkeys right where we
want 'em..

ANGLE - JOES

They leap off the boulder and through the ruined wall...

SERGEANT SLAUGHTER (CONT)
As long as you guys keep...

ANGLE - ROOM WITH WHITE SQUARES

The Joes come racing through the room, dodging to miss the white squares...

SERGEANT SLAUGHTER
Your big flat feet offa the white squares!

ANGLE - APE WARRIORS

Leaping off the vines and into the room! (SFX: GROWLS)

ANGLE - JOES

Meanwhile, the Joes BLAST DOWN the wall through which they first entered...

ANGLE - DRAGON HEAD

A LASER BLAST FIRING out through the Dragon's mouth a split second before the entire wall CRASHES down...

ANGLE - JOES

And the Joes run through the gaping hole!

SERGEANT SLAUGHTER
Now let's move it!

ANGLE - ROOM WITH WHITE SQUARES

The Ape Warriors trample all over the white squares...

ANGLE - WALLS

But when the spears come WHIZZING OUT....

ANGLE - APE WARRIORS

The Ape Warriors don't even dodge, but instead...

SERIES OF QUICK CUTS

They grab the spears out of the air...

ANOTHER ANGLE

And keep right on coming, preparing to heave the spears! (SFX: GROWLS)

ANGLE - JOES

They REACT at what they see...

SERGEANT SLAUGHTER

So much for Plan A!

And continue to run, as spears clatter around them (not very close). Stalker is last in line, and unfortunately...

SERGEANT SLAUGHTER (CONT)

At this point, I'm open to suggestions.

STALKER

slips on a loose rock and falls!

STALKER

Whoaaa!

ANGLE - SCOOP

Scoop turns and sees, and comes back after him.

SCOOP

Stalker!

ANGLE - APE WARRIORS

The Ape Warriors are nearly on Stalker...

STALKER

(seeing Scoop coming back for
him)

Get away, kid, you don't have a chance!

Until Scoop unslings his camera from his back and heaves it into the arms of the lead Warrior!

SCOOP

(with humor - as he heaves
the camera)

Wanna bet? Those overgrown monkeys may be tough, but they've never had to stand up to a video camera before!

The Warrior catches it, but it's so heavy, it staggers him back into the next couple of Warriors, and they all go down with a CRASH!

ANGLE FEATURING SCOOP AND STALKER

Scoop gives Stalker a hand, and they're both back on the run!

STALKER

Scoop, you shouldn't have done that! That camera was your pride and joy!

SCOOP

(with feeling)

Not any more. Those monkeys are welcome to it!

THEIR POV

The Ape Warriors are still in a heap, although one of them is curiously fiddling with the camera.

ANGLE - SERGEANT SLAUGHTER AND THE OTHERS

Low Light and the Sarge hustle Scoop and Stalker past them, then raise their guns...

SERGEANT SLAUGHTER

Get past us guys, cause we've just decided to bring down the house!

And BLAST AWAY!

ANGLE - CEILING OF PASSAGEWAY

And about fifty tons of rocks come CRASHING DOWN, blocking the passageway...

APE WARRIOR SIDE OF PASSAGEWAY

So that the Ape Warriors, although unhurt by the fallen rocks, have to unpile a lot of boulders to get through (which they're doing... all except the one Warrior who is trying to use the video camera to take pictures of them) !

ANGLE - JOES

Surveying their handiwork!

LOW LIGHT

Not bad for a bunch of guys who never went to architecture school.

SERGEANT SLAUGHTER

Yeah, and hopefully, it'll give us enough time to get to the others...

They turn and run off down the passageway.

SERGEANT SLAUGHTER (CONT)

And figure out how to deal with the new and not-improved Cobra Commander!

STALKER

Not to mention that crazy Dragonfire!

ANGLE - BARRIER

One of the smaller boulders falls off the pile, revealing that the Ape Warriors are already starting to break through! (SFX: GROWLS)

ANGLE - JOES - FEATURING LOW LIGHT AND SCOOP

The guys are running along the passageway, back towards the rest of their unit...

LOW LIGHT

(breathing with effort)

By the way, Scoop, how is it that you knew exactly where to find both the Dragonfire and Cobra Commander?

When an OS CRASHING of rocks makes Scoop and Low Light turn and look back the way they came!

ANGLE - BARRIER

The hole in the barrier is getting almost big enough for the first Ape Warrior to squeeze through! (SFX: GROWLS)

BACK TO SCENE

Sergeant Slaughter, still running, looks back towards Scoop and Low Light.

SERGEANT SLAUGHTER

Keep it moving, solidiers!

PAN back to Scoop and Low Light, who start running again, CAMERA FOLLOWING.

SCOOP

(labored breathing)

It's a long story, Low Light, and I want to tell you, but I'm not sure that now's the time...

Low Light frowns and, coming to a sudden decision, he reaches out and grabs Scoop's arm, jerking him a stop!

LOW LIGHT
 (with anger)
 Correction, Scoop. It's actually a story
 that's really short...

ANGLE - SERGEANT SLAUGHTER AND STALKER

Hearing Low Light's angry words, they stop and head back
 towards...

LOW LIGHT (VO) (CONT)
 And I just figured out how it ends!

LOW LIGHT AND SCOOP

SERGEANT SLAUGHTER
 What's goin' on, Low Light?

LOW LIGHT
 We all know that Scoop is the one who led
 us into Cobra Commander's trap, Sarge, but
 the reason he knew every inch of the
 way...

CLOSE ON LOW LIGHT

All his hostility towards Scoop showing in his face and his
 voice.

LOW LIGHT (CONT)
 Isn't because he's such a good G.I. Joe.

ANGLE - STALKER AND SERGEANT SLAUGHTER

Not exactly knowing how to react to this, exchanging bewildered
 glances.

LOW LIGHT (VO) (CONT)
 It's because he's the meanest, rottenest
 thing on this green earth...

ANGLE - LOW LIGHT

Really letting him have it!

LOW LIGHT
 A low-down Cobra spy!

STALKER

Thinks this is a joke...

STALKER
 What? I don't believe it! Low Light,
 you've finally wiggled out but good! Scoop
 is no more a Cobra spy than...

But the Sarge isn't so sure.

SERGEANT SLAUGHTER
 Shut up, Stalker.
 (turning to Scoop)
 Lowlight's just made some mighty serious
 charges, Scoop.

PUSH IN on the Sarge.

SERGEANT SLAUGHTER
 (deadly serious)
 What I want to know is, are they true?

CLOSE ON SCOOP

Totally crushed, his eyes brimming with tears of shame. Things weren't supposed to turn out like this.

SCOOP
 Yes, Sergeant Slaughter, I'm afraid they
 are.

ANGLE - LOW LIGHT

He REACTS to ROCK CRASHING SFX, back from the direction of the barrier.

LOW LIGHT
 Sarge, look out!

HIS POV - THE BARRIER

The Ape Warriors have opened a gaping hole in the barrier, and now they have been joined by Gnawgahyde, the Baroness, and Cobra Commander, all of them FIRING LASERS INTO CAMERA!

LOW LIGHT (VO) (CONT)
 The Cobra creeps are breakin' through!

ANGLE - JOES

As the LASER BLASTS tear THROUGH SCENE, the Joes take off again.

SERGEANT SLAUGHTER
 Let's get out of here! And Low Light...

CLOSE - LOW LIGHT AND SCOOP

SERGEANT SLAUGHTER (VO) (CONT)
 Don't let the prisoner get away!

PAN QUICKLY DOWN to their waist level, as Low Light SNAPS a pair of handcuffs onto Scoop's wrist, already fastened to his own!

ANOTHER ANGLE

Low Light runs after Stalker and the Sarge, Scoop having to run along with him.

LOW LIGHT

Let's move it, creep! And don't think your buddies are gonna rescue you today...

ANGLE - LOW LIGHT

His expression is unsympathetic, to say the least!

LOW LIGHT (CONT)

Because you're one Cobra low-life whose assets are mine!

CUT TO:

COBRA FORCES

Gnawgahyde, the Baroness, and Cobra Commander are joined by the Ape Warriors in climbing through the gaping hole in the barrier, FIRING away and yelling their battle cry of:

COBRA COMMANDER/GNAWGAHYDE/BARONESS

COBRAAAAAA!!!!!!

FREEZE FRAME

ALLEY VIPER

And if you want to know what happens next, you'd better tune in on this same station to the next episode of "Operation: Dragonfire".

FADE OUT

THE END