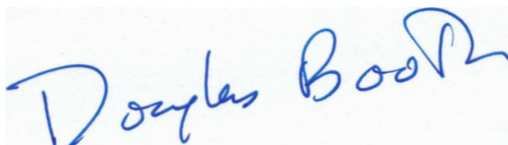


1989 G.I. JOE MINI-SERIES

OPERATION: DRAGONFIRE

DAY TWO

(Script)

A handwritten signature in blue ink that reads "Douglas Booth". The signature is written in a cursive style and is centered on a light-colored rectangular background.

Written by:
Douglas Booth
March 8, 1989
Revised:
March 12, 1989

DIC ANIMATION CITY

OPERATION: DRAGONFIRE

DAY TWO

CAST - SPEAKING PARTS ONLY

G.I. JOE

Scoop

Stalker

Low Light

Lady Jaye

COBRA

Alley Viper

Destro

Gnawgahyde

The Baroness

Cobra Commander

VEHICLE AND PERSONNEL CHANGES AS PER HASBRO NOTES

Page 1 -- the single MUDFIGHTER becomes TWO MUDFIGHTERS, throughout this sequence. (It's a single person plane)

Page 2 -- D.E.M.O.N.S. and IMPS become DEVASTATORS and HOVERCRAFT.

Page 4 -- The TROOPERS & VIPERS become NIGHT VIPERS. Note: COPPERHEAD is non-pythonized in this episode. The TELE-VIPER is also non-pythonized.

Page 7 -- The TROOPERS become NIGHT VIPERS, with the addition of the single non-pythonized TELE-VIPER.

Page 10 -- TROOPERS become NIGHT VIPERS.

Page 11 -- DITTO

Page 21 -- VIPERS and TROOPERS become NIGHT VIPERS and the lone non-pythonized TELE-VIPER.

Page 23 -- VIPERS become NIGHT VIPERS.

Page 24 -- TROOPERS become NIGHT VIPERS

Page 27 -- PYTHON OFFICER becomes NIGHT VIPER

ADDITIONAL NOTE: This draft of Day Two incorporates Robby's notes and Allison's notes, but does not incorporate Sally Bell's notes from Cluster.

Day Two

RECAP OF DAY ONE:

Scenes of Dragonfire forcefield in action.

STALKER (VO) (CONT)

(as narrator)

Last time, Cobra discovered the secret of Dragonfire, a natural force that Cobra is using to create the most powerful weapon in the world and...

Sequence of Scoop pulling Sergeant Slaughter from the flames.

STALKER (VO) (CONT)

Scoop became a G.I. Joe by saving Sergeant Slaughter's life...

Sequence of Scoop helping the Crimson Guardsman open the secret entrance for Cobra troops.

STALKER (VO) (CONT)

But what the Joes don't know is that Scoop is really a Cobra spy! And now, stay tuned for today's episode of "Operation: Dragonfire"!

FADE OUT

ACT ONE

FADE IN:

ANGLE - SKY

Two MUDFIGHTERS streak through the skies over Southern France.

CLOSER - COCKPIT OF FIGHTER #1

LOW LIGHT is piloting the high-tech plane, with STALKER flying alongside, in Fighter #2.

LOW LIGHT

(over radio)

Lady Jaye, Stalker and I are over Southern France, approaching the Mastodon Cave area.

CUT TO:

ANGLE - COCKPIT G.I. JOE RAIDER - PANNING

LADY JAYE is on the radio, with FOOTLOOSE driving.

LADY JAYE

(into radio)

Be careful, Low Light.

WIDEN to reveal a THUNDERCLAP rumbling alongside the Raider, with MUTT, SPIRIT and BARBECUE in a couple of ARMADILLOS and a LYNX, FIRING on the run!

LADY JAYE (CONT)

Cobra's protecting the Dragonfire deposits
beneath the caves...

ANOTHER ANGLE - FEATURING ROCKY HILLS AND CAVE OPENINGS

A Dragonfire-generated force field (see Day 1 for general set up, including exterior "resonators" at the edges of the force field) already surrounds a section of the rocky hills, including a large cavern opening to the cave network within.

LADY JAY (VO) (CONT)

With everything they've got!

Inside this force field are Cobra artillery and missile launchers, including DEVASTATORS, HOVERCRAFT, and HISS II's. They all have GLOWING COBRA EMBLEMS on them (a special device that enables them to move through the force field), and they are periodically moving out of the force field to BLAST AWAY at the Joes, and then moving back behind its protection...

LADY JAYE (VO) (CONT)

The Cobra vehicles have a device that lets them pass through, but so far...

As the Joe projectiles EXPLODE HARMLESSLY on the force field's outer edge.

LADY JAYE (VO) (CONT)

Their Dragonfire shield is stopping our artillery dead! It's like butting our heads against a brick wall!

CUT TO:

INT. MUDFIGHTER #2

PUSH PAST Stalker to feature the control panel's monitor. Stalker hits a control and its image switches from Lady Jaye to the map in the Tibetan book (as seen in Day 1). The Southern France Dragonfire location is highlighted.

STALKER

Lucky that new guy videoed Cobra's map, or we wouldn't even know where to go for the free headache!

ANGLE - MUDFIGHTER #1 - INT. COCKPIT/ CLOSE UP - LOW LIGHT

Low Light shakes his head.

LOW LIGHT

Ha! I've met this guy, Scoop, and he's down in my briefing book as a Grade A flake!

SCOOP (VO)

(radio static)

Thanks for the endorsement, Low Light!

ANOTHER ANGLE

REVEALS Scoop flying upside down in an X-Wing Chopper, directly over the Mudfighter (a la "Top Gun"), so he can look into their cockpit! Low Light REACTS in amazement. Scoop has his video camera up on his shoulder.

SCOOP (CONT)

But smile when you say that...

SCOOP'S POV - THROUGH VIEWFINDER OF CAMERA

With Low Light's head in his viewfinder. He PANS slightly and ZOOMS IN to focus on the extremely complicated instrument panel of the Mudfighter.

SCOOP (VO) (CONT)

Because you're on TV!

ANGLE - THE TWO MUDFIGHTERS

Stalker and Low Light send their Mudfighters into banking dives, as the X-Wing rights itself but does not descend.

LOW LIGHT (VO)

Y'know. I take it back. Flake does not even begin to describe this bozo!

INT. COCKPIT OF MUDFIGHTER #2 - FEATURING STALKER

He's looking towards the ground.

STALKER

Work it out later, Low Light! It's time to pay our respects to Cobra...

ANGLE - COBRA ARTILLERY

The Cobra vehicles emerge from the force field, pivot their guns and missiles skyward, and FIRE!

ANGLE - MUDFIGHTERS

The planes go into evasive maneuvers as they run into ENEMY FIRE, FIRING back with MISSILES of their own.

STALKER (VO) (CONT)

And see if that Dragonfire's as tough as
it's cracked up to be!

ANGLE - GROUND LEVEL

Lady Jaye watches the Mudfighters' missiles EXPLODE HARMLESSLY,
while the Cobra artillery keeps BLASTING away.

LADY JAYE

(over radio)

Be careful, guys, we need you here in one
piece!

INT. X-WING CHOPPER

Scoop is still well above the level of EXPLODING FLAK.

CLOSER

He pulls an antenna out from his camera and REPLAYS his cassette.
Its signal is transmitted with ELECTRONIC SFX. Scoop then opens a
panel, punches in a BEEPING code, and pulls the camera's mike
nearer to his mouth.

SCOOP

(guardedly)

Well? Did you get it, Destro?

CUT TO:

CLOSE UP - DESTRO

DESTRO is inside the cavern, described below.

DESTRO

Yes, your transmission has been received.

INT. CAVERN - DRAGONFIRE BASE ONE

It's in the part of the hillside surrounded by the forcefield.
Its walls are covered with Stone Age paintings of mastodons,
bison, horses, and the like (see photos of Lascaux for
reference). This cave is only a small part of a vast,
interconnecting underground network. Additional Cobra personnel
include the BARONESS, GNAWGAHYDE, ALLEY VIPER, a non-pythonized
COPPERHEAD, and a number of NIGHT VIPERS and one non-pythonized
TELE-VIPER.

The computer/synthesizer setup inside is similar to that in the Tibetan temple in Day 1, as well as high-tech Cobra versions of the metal and crystal resonator rods used to channel the fiery DRAGONFIRE ENERGY from within the earth, up through the ceiling, to the upper resonator rods that mold it into the force field surrounding this part of the hillside (DRAGONFIRE SFX are heard in varying degrees of loudness whenever the DRAGONFIRE ENERGY or DRAGONFIRE FORCE FIELD are shown).

Destro is standing in front of the communications monitor. A freeze frame of the the instrument panel of the X-19 is on the monitor.

DESTRO

(some of this VO)

The Mudfighter is a most sophisticated aircraft and your data will help us immeasurably...

ANGLE - MONITOR SCREEN

The instrument panel now transforms into a CAD schematic, rotating to fit into a CAD drawing of the entire plane.

DESTRO (CONT)

Which makes up for your mistake of videotaping the map that led G.I. Joe to this location.

CUT TO:

SCOOP

Watching this through his camera's eyepiece (it receives visual images as well as sound), speaking into his camera mike.

SCOOP

Sorry, I got carried away. But I've got some great top secret footage from my stay at G.I. Joe Headquarters.

ANGLE - SCOOP'S POV - THROUGH EYE-PIECE - ON CAVERN

Destro indicates the Crimson Guardsman from the previous day, who is now wearing the uniform of an ALLEY VIPER.

DESTRO

Excellent, but transmitting more data may be risky.

SCOOP (VO)

Hey, I thought you were still in the Crimson Guard!

The Alley Viper shakes his head.

ALLEY VIPER
 (same guy as "Crimson
 Guardsman in Day One)
 Un unh. Right after we captured the
 Tibetan Dragonfire Base, I transfered, so
 I'm an Alley Viper now!

CLOSER - ALLEY VIPER

ALLEY VIPER (CONT)
 But I'm still your contact. Can you get
 the data to me on the ground?

ANGLE - SCOOP

SCOOP
 I'll find a way. Gotta go now, or the
 Joes'll get suspicious.

Putting the camera away, Scoop sends the X-Wing into a dive.

CUT TO:

INT. CAVERN - DRAGONFIRE BASE ONE

Destro addresses the troops, as the fiery Dragonfire energy
 continues to rise from the ground and travel up the resonator
 rods, to disappear through the cavern's ceiling...

DESTRO
 Loyal forces of Cobra, the Dragonfire
 energy we have discovered and released to
 date...

EXT. HILLSIDE ABOVE CAVES

Maintaining the forcefield above, DRAGONFIRE SFX CONTINUING.

DESTRO (VO) (CONT)
 Is enough to protect this small section of
 our underground complex.

INT. CAVERN

Destro nods to Alley Viper, holding the Tibetan book.

DESTRO (CONT)
 But we need to discover much, much more.

PAN with Alley Viper as he brandishes the book and walks towards
 a cave painting between resonators.

ALLEY VIPER
 According to our research, the Stone Age
 hunters who lived here were sensitive to
 the power...

ANGLE - SORCERER OF CAVES

It is of the "Sorcerer of the Caves"... an eerie-looking painting of a man wearing an antlered headdress (see the famous rock painting from Lascaux of the "Sorcerer of Trois Freres"), like an ancient Druid. Wavy lines of energy rise from the ground and radiate from his outstretched hands.

ALLEY VIPER (VO) (CONT)

And paintings like this, of the "Sorcerer of the Caves", mark locations where Dragonfire is to be found.

ANGLE - DESTRO

He nods to Copperhead, then turns to the main group...

DESTRO

Copperhead, you and your squadron will remain here, in command of Dragonfire Base One.

Who start shouldering backpacks filled with resonator rods, computer/synthesizer modules and Dragonfire sensing devices. PAN across this group, including Gnawgahyde, who takes a heavy pack, while the Baroness picks up a flashlight and a sensing device. Everyone starts heading out of the cavern.

DESTRO (CONT)

All others will take portable equipment to discover and establish as many additional bases as necessary...

ANGLE - GLOWING COBRA BADGES

Each Night Viper and the Tele-Viper attaches a glowing "cobra" badge to his chest (similar to the glowing devices that allowed their vehicles pass through the force field).

DESTRO (VO) (CONT)

Until we tap into the main lake of Dragonfire...

ANGLE - FORCE FIELD (WITHIN THE CAVES)

The Dragonfire forcefield outside also cuts through the mountain and separates the Cobra section of the caverns from the rest of the caves. The CAMERA watches the Cobra forces pass through the forcefield with HUMMING SFX (thanks to their GLOWING Cobra badges) and march onwards, INTO CAMERA.

DESTRO (CONT)

And complete this phase of our master plan to destroy G.I. Joe!

DISSOLVE TO:

EXT. HILLS

Outside the area protected by the Dragonfire shield (seen in the BG). A powerful WATERFALL CASCADES from a cavern entrance thirty feet up the face of a cliff, CRASHING into a pool below.

ANOTHER ANGLE - RIVER BANK

The Thunderclap is in the background, with Lady Jaye, Low Light, and Scoop standing on the bank near the cliff. Stalker joins them, carrying his kayak under one arm.

LADY JAYE

(to Scoop and Low Light)

Well, guys, we can't go in the front door, because it's protected by the forcefield, but Stalker found...

ANGLE - CAVERN & WATERFALL

A narrow ledge on the near side of the waterfall leads into the cavern, and Stalker is already making his way across it.

LADY JAYE (VO) (CONT)

What just might be a back way in.

REVERSE ANGLE - STALKER - CLOSER

He's having a tough time clinging to the cliff as well as his kayak, but this is one tough hombre! He looks back.

STALKER

(with effort)

Well, what're we waitin' for?

ANGLE- LADY JAYE, LOW LIGHT, AND SCOOP

They immediately start after him.

LADY JAYE

Not a thing! Low Light, Scoop, let's go!

INT. CAVERN ENTRANCE

The river/waterfall fills most of the passageway, but there is room to walk on the near side. Stalker ENTERS SCENE, takes three running steps and then throws the kayak and himself into the fast moving river!

STALKER

ALL RIGHT! It's reptile rousting time!

Landing in the cockpit, he starts paddling like a fiend against the current! PAN with him as he makes progress...

To where the river splits, just upstream. The "far side" fork never leaves the interior, but instead, it bends around in a wide

sweep to continue back into the enormous cavern complex (another way of looking at this is to view the "waterfall" branch of the river as a freeway off-ramp. Stalker paddles the "wrong way" up the off-ramp to rejoin the "main freeway", which sweeps him away, back into the caves). Stalker muscles his kayak upstream to this juncture, then digs hard and spins to his right to follow this other fork!

In the new current, he quickly mounts his laser gun on the front bracket of the kayak, switches on his HEADLAMP, salutes his pals, and paddles away in the racing current of the other fork!

STALKER (CONT)

Yo Joe!

ANGLE - WATERFALL ENTRANCE

Lady Jaye, Scoop, and Low Light have already entered the cavern, and they're watching Stalker's prowess with awe.

SCOOP

That guy is AWESOME!

Low Light glares at Scoop.

LOW LIGHT

Correction, kid. That man is a G.I. Joe.
An' if you're real lucky...

ANGLE - LOW LIGHT

He continues up the path on the "near side" fork, looking back over his shoulder at Scoop, before striding off into the darkness of the interior.

LOW LIGHT (CONT)

Someday, you may find out what that really means.

ANGLE - LADY JAYE AND SCOOP

Lady Jaye gives Scoop a friendly slap on the shoulder and the two of them head along that path as well.

LADY JAYE

Don't let Low Light get to you. The main thing is to find Cobra's headquarters and shut it down!

She indicates Scoop's camera, slung over his back.

LADY JAYE (CONT)

So record as much of our mission as you can, and good luck...

With that Lady Jaye jogs after Low Light.

LADY JAYE (CONT)
Hunting those snakes!

Scoop lifts his camera to his eye, videoing her departure.

SCOOP
Thanks, Lady Jaye.

CLOSER SCOOP

He lowers the camera.

SCOOP (CONT)
(sotto)
Too bad I can't wish you the same.

CUT TO:

INT. ANOTHER CAVERN - FEATURING DESTRO'S GROUP

They're looking at rock paintings: great mastodons, but no "Sorcerer". The sensor Alley Viper holds is silent. PAN to reveal a branch of the river flowing through the cavern.

DESTRO
The picture of the Sorcerer is not here,
which means we will have to look elsewhere
for the Dragonfire.

From upstream a light appears.

DESTRO AND ALLEY VIPER

REACT.

DESTRO (CONT)
Cobra forces, deploy immediately!

The Night Vipers fan out, weapons ready.

ANOTHER ANGLE

Features Alley Viper's incredible leap across the river to roll into position, ready his weapon, and...

ALLEY VIPER'S POV

As the light approaches, gets BRIGHTER...

ALLEY VIPER

Opens FIRE!

STALKER

paddles into view, REACTING as LASER FIRE TEARS INTO SCENE.
Stalker swings his weapon around and FIRES back!

STALKER

Whoa! Alley Viper on the left!

ALLEY VIPER

has to use his shield to deflect the powerful LASER BLASTS, then dives and rolls away, as the BLASTS follow him.

ANGLE - DESTRO AND NIGHT VIPERS

But now, on the other bank, these guys open FIRE as well!

DESTRO

Stop him!

ANGLE - STALKER

The LASER BLASTS are ZINGING around his boat, some of them tearing into the above-water part of the hull!

STALKER

And snakelings on the right! I think it's time to roll on outta here!

Stalker rolls the kayak upside down, so he's underwater, with only the laser-proof kayak bottom exposed to Cobra! LASER BLASTS ZING off it, as the current sweeps him past!

DESTRO (VO)

Don't let him get away!

ALLEY VIPER

leaps onto the upturned kayak! He starts BATTERING on its underside with the point of his massive shield.

ALLEY VIPER

You can't keep me out, G.I. Joe!

But, now as the Kayak sweeps around a corner, out of firing range of the others, Stalker suddenly rolls back upright, throwing Alley Viper into the fast-moving water!

STALKER

You got that one right, Viper! But now that you're in, I hope you can swim!

As the Alley Viper struggles to the river bank, Stalker sweeps on out of sight!

ALLEY VIPER

(Angry sputtering)

G.I. Joe, you'll pay for this!

CUT TO:

BARONESS AND GNAWGAHYDE

walking through a gloomy section of the caverns.

GNAWGAHYDE

Are you sure you hid Cobra Commander in
this part of the caverns?

Baroness shines her light on a roughly drawn snake on a cavern
wall, pointing like an arrow to an interior cavern.

BARONESS

There's my mark. The Commander and my DNA
converter are straight ahead.

Gnawgahyde REACTS to the sound of APPROACHING FOOTSTEPS...

And pulls her into a dark niche, shutting off their lights.

BARONESS

(reacting)

I know that Destro and I are no longer a
couple but aren't you being a little
forward, Gnawgahyde?

Gnawgahyde puts a hand over her mouth and points ahead.

GNAWGAHYDE

Shhh.

HIS POV

Lady Jaye and Low Light are approaching (without lights). Lady
Jaye stumbles on a rock she hasn't seen.

LADY JAYE

Ouch! Don't you think we should use
flashlights?

LOW LIGHT

And give away our position?

Suddenly she REACTS to something and whirls around to one side
(the same as Gnawgahyde's niche).

LADY JAYE (CONT)

Look out!

HER POV - QUICK SHOT

Rock paintings, of a herd of wild boars. In the half-light, they
look eerily real and quite menacing!

LADY JAYE (VO) (CONT)

Wild boars!

ANGLE - LOW LIGHT AND LADY JAYE

Lady Jaye flashes her light on the wall, then, a beat later, both she and Low Light relax.

LADY JAYE/LOW LIGHT
(sighs of relief)

THEIR POV

The light has broken the illusion.

LADY JAYE (VO) CONT
Sorry. False alarm...

ANGLE - LOW LIGHT AND LADY JAYE

They walk on, still looking at the paintings, right past the niche where Gnawgahyde and the Baroness are hiding.

LADY JAYE (CONT)
But those animals looked so real, I could practically smell them!

Low Light crinkles up his nose, getting a whiff of an unpleasant scent.

LOW LIGHT
(sniffing)
I know exactly what you mean.

ANOTHER ANGLE

The Joes disappear around a corner. Gnawgahyde and the Baroness emerge, following the path indicated by the snake.

DISSOLVE TO:

INT. SNAKE CHAMBER

Very dark. An electric lantern is lit, revealing Gnawgahyde and the Baroness. The chamber is long and dark, its farther reaches disappearing into the gloom. The Baroness looks OS.

BARONESS
There he is!

A PLEXIGLASS "PHONE BOOTH" CHAMBER

Is next to some compact high tech lab equipment. Inside the "booth" is COBRA COMMANDER, still a giant snake! Cables lead from the HUMMING equipment to the booth and beams of light play over the Commander, without any effect. Gnawgahyde ENTERS SCENE, taking off his pack as he peers at the snake.

GNAWGAHYDE
Our beloved Cobra Commander.

ANGLE - COBRA COMMANDER

The Baroness opens a side panel in the booth and strokes the Commander's head. SFX: CONTENTED SNAKE HISSING

BARONESS

Unfortunately, there is no change.

WIDER

The Baroness flips some switches on her machinery and the HUMMING and flashing lights die.

BARONESS (CONT)

I fear my DNA converter is not powerful enough to undo the mutation that changed him from man to snake.

GNAWGAHYDE

plays his flashlight over a shadowy portion of the wall.

GNAWGAHYDE

Baroness, look here. Isn't this...

HIS POV - PAINTING OF "SORCERER"

It is.

GNAWGAHYDE (VO) (CONT)

One of the paintings Alley Viper said was the indicator for Dragonfire?

ANGLE - BARONESS

She pulls out her little Dragonfire sensor, which suddenly starts BEEPING like mad!

BARONESS

It is, indeed!

ANGLE - GNAWGAHYDE

He reaches into a dark dusty niche under the figure and pulls out...

An antlered headdress, like the one the figure in the picture is wearing. Only the antlers are made of metal and crystal (very much like the resonators from the Monastery in Day One), set into the whitened skull of an Ice Age elk!

GNAWGAHYDE

And the antlers on this headdress are...

The Baroness rushes to take the headdress from him.

BARONESS

Crystal resonators! Then not only did
Stone Age man know of the power of
Dragonfire, he knew how to use it!

ANGLE - GNAWGAHYDE

He's unpacked his sound console and now he turns it on.

GNAWGAHYDE

What he didn't have was Cobra technology
to lend him a helpin' hand!

The WEIRD ELECTRONIC SFX begin. A stream of Dragonfire rises from
the floor, surrounding the Baroness and causing the "resonators"
of the headdress to vibrate with power!

GNAWGAHYDE

(grinning maliciously)
D'ya suppose we should report this to
Uncle Destro?

BARONESS

(turning from Gnawgahyde to
"the Sorcerer")
Oh, Gnawgahyde, darling, why spoil our
fun?

HER POV

PANNING from the Sorcerer, we follow the painted energy rays
radiating from his hands to a sequence of drawings. The first
shows a mighty cave bear on all fours, being hit by the rays.
PAN to the second, of the bear rising to his hind legs. In the
third, the bear, still bathed by the rays, has begun to change
into... a man!

BARONESS (VO) (CONT)

Especially when this cavern's previous
occupants used their Dragonfire to
transform animals into humans...

ANGLE - BARONESS

She places the headdress on her own head, turning toward...

BARONESS (CONT)

A fact which may be of interest to an
animal friend of our own!

COBRA COMMANDER

who lifts his Cobra head to return her look. SFX: HISS.

CUT TO:

ANGLE - A DIFFERENT CAVERN - PANNING

It's filled with spectacular rock paintings of herds of Mastodons and the like. PULL BACK to reveal that the scene is FRAMED BY SCOOP'S EYEPIECE.

SCOOP (VO)
(talking to himself)
Wow! Incredible!

ANGLE - SCOOP

He's eagerly trying to videotape the entire cavern.

SCOOP (CONT)
Kind o' makes me wish I was just a
tourist...

PUSH IN on Scoop as if in a POV SHOT of someone walking rapidly towards him.

ALLEY VIPER (VO)
(with menace)
And not a Cobra spy?

Scoop REACTS in startlement, whirling around, slinging the camera back over his shoulder and drawing his weapon, all in one fast move. Then he relaxes, seeing...

SCOOP
Hey, Alley Viper, it's you!

OTS SCOOP - ON ALLEY VIPER

SCOOP (VO) (CONT)
You've gotta stop sneaking up on me like
this!

CLOSE ON ALLEY VIPER

Smiling sardonically and shrugging.

ALLEY VIPER
It's my job.

WIPE TO:

ANGLE - LADY JAYE AND LOW LIGHT

Heading down another dark passageway.

LOW LIGHT
Y'know, those wild boars back there
reminded me of someone...

Low Light stops and looks back the way they came.

LOW LIGHT (CONT)

And I'm wonderin' if I shouldn't just turn
around and follow my nose!

Lady Jaye switches on her flashlight and continues on as Low
Light heads back the way they came.

LADY JAYE

In that case I guess you won't mind if I
use this! And remember, Low Light, if you
run into anything...

He looks back at her as he disappears into the gloom.

LOW LIGHT

(fading away)

You'll be the first to know.

WIPE TO:

CLOSE ON LOW LIGHT (A LITTLE LATER)

He wrinkles his nose.

LOW LIGHT

(sotto - to self)

Ooh. Now that is what I call a strong
smell!

He rises up from behind a rock. The CAMERA PANS with his look,
revealing a lantern light in the distance, illuminating the
Baroness and her equipment at the end of the chamber. (WEIRD
ELECTRONIC SFX as before)

LOW LIGHT (CONT)

(sotto)

Bingo.

CUT TO:

ANGLE - BARONESS' WORK AREA

The SFX CONTINUE and Dragonfire energy continues to rise.

BARONESS (VO)

Commander, I feel the sound frequencies
unlocking the power of the Dragonfire,
buried deep within the earth.

CLOSE ANGLE - CRYSTAL RESONATORS

The antler-like crystal resonators glow with increasing power,
surrounded by a swirling energy field...

BARONESS (VO) (CONT)

I feel its energy magnified by the crystal
resonators.

WIDEN ANGLE to reveal the Baroness, wearing the headdress, and with the fiery energy surrounding her body!

BARONESS (CONT)
I feel it... entering my body!

She turns from her complicated lab equipment...

BARONESS (CONT)
My DNA regenerator did not have the power
to return you to human form...

To the rock painting of the ancient Sorcerer wearing the same headdress, use its power to change the bear to human!

BARONESS (CONT)
But now, like the ancient scientist in the
painting...

DRAMATIC ANGLE - BARONESS

Her head thrown back, surrounded by the swirling energy field,
triumphant!

BARONESS (CONT)
I do!

With that, she throws out her hands and the energy, directed by her, CRACKS across to Cobra Commander, surrounding him! His reptilian body immediately begins to change, to evolve before our eyes, legs appearing, growing larger, tail shrinking, and his face is becoming (somewhat) more human.

CLOSE ON COBRA COMMANDER

His scaley lips move...

COBRA COMMANDER
(hissing, cracking travesty
of speech)
I...was...once...a...man.

ANGLE - LOW LIGHT

He's crept closer. Seeing this is too much for him, and he rises from his concealment.

LOW LIGHT
And that's where we're keepin' it, Fang
Face. In the past tense!

GNAWGAHYDE (VO)
'Fraid not, G.I. Joey! Drop it right
there!

ANOTHER ANGLE

Low Light drops his rifle and raises his hands as Gnawgahyde appears behind him, his gun, held at the hip. Low Light turns to see who it is and SNIFFS in disgust.

LOW LIGHT

(sniffs)

Gnawgahyde! I knew I smelled something rotten! What rock did you slither out from?

GNAWGAHYDE

Well, y'see, Joey, you ain't the only one what can sniff out his prey!

GNAWGAHYDE

moves in closer, grinning with menace.

GNAWGAHYDE (CONT)

And the only thing that smells worse than a live G.I. Joe is a Joey after he's been hung out to dry...

DRAMATIC MENACING ANGLE OF GNAWGAHYDE

GNAWGAHYDE (CONT)

In a Cobra jail!

FADE OUT
END ACT ONE

ACT II
FADE IN

ANGLE - LOW LIGHT AND GNAWGAHYDE

Gnawgahyde is moving in on Low Light..

GNAWGAHYDE

All right, Low Light, we're gonna take it slow and easy...

He nods towards Baroness and Cobra Commander in the BG, as the Dragonfire EFX CONTINUE.

GNAWGAHYDE (CONT)

So as not to interfere with our biology experiment.

CLOSER - BARONESS & COBRA COMMANDER

Wearing the headdress, she directs the Dragonfire into the Commander, as he evolves back into a sort of lizard man.

BARONESS
 (under great strain)
 It's working, Commander! The Dragonfire
 is working...

But the energy is too much for her. She passes out, bumping against the synthesizer module (accidentally turning it off). The ELECTRONIC SFX fade and with them, the Dragonfire.

ANGLE - GNAWGAHYDE

Gnawgahyde REACTS in alarm.

GNAWGAHYDE
 Baroness!

Cobra Commander, standing erect now, grabs the Baroness' weapon and steps forward.

COBRA COMMANDER
 Forget the Baronessss! I, Cobra
 Commander, have returned!

ANOTHER ANGLE

Lady Jaye appears in an entrance.

LADY JAYE
 (referring to Cobra
 Commander)
 Oh no! Not him again!

ANGLE - LOW LIGHT

He REACTS to his friend's voice and turns towards...

LADY JAYE

Who heaves a javelin towards the cavern ceiling.

LADY JAYE (CONT)
 Low Light!

ANGLE CEILING

The javelin has an explosive head which blows off a big chunk of the ceiling. PAN with it as it CRASHES between Low Light and the others, giving him the chance to dive away.

LADY JAYE (VO) (CONT)
 Run for it!

COBRA COMMANDER AND GNAWGAHYDE

FIRE after them...

COBRA COMMANDER
No!!! Do not let them essssscape!

ANGLE - EXITWAY

And though the shots RICOCHET off the rocks, Lady Jaye and Low Light get away.

CUT TO:

ANOTHER CAVERN

The two of them run INTO SCENE, leaning against a wall to catch their breath.

LOW LIGHT
I don't want to believe it! Cobra
Commander, back on two legs?

LADY JAYE
We'll have to deal with him later...

CLOSER

Lady Jaye starts off and Low Light follows.

LADY JAYE (CONT)
But right now, we have a Dragonfire weapon
to destroy.

LOW LIGHT
You've discovered the location?

LADY JAYE
Just follow me!

WIPE TO:

ANGLE - "SORCERER" PAINTING

The largest one (seen earlier). The ANGLE WIDENS to reveal Destro and the Night Vipers looking up at it. The Dragonfire sensor is BEEPING like mad.

DESTRO
At last! The marker for the main deposit
of Dragonfire!

Destro turns to the heavily loaded Night Vipers and Tele-Viper, who start unpacking their high tech gear.

DESTRO (CONT)
Set up the computer-synthesizers and sound
resonators immediately!

ANGLE - TELE-VIPER

Destro moves INTO SCENE, in front of the Tele-Viper's Camera.

DESTRO (CONT)
 Televiper, patch me in to the Dragonfire
 Base in Tibet.

The word "TIBET" flashes on the Televiper's visor.

DESTRO (CONT)
 Serpentor! I am pleased to announce that
 success is ours!

ANOTHER ANGLE

Features Destro in the FG, while in the BG, the resonators are almost all set up, as is the computer. PULL BACK to reveal that SERPENTOR is watching this scene on his monitor in the CENTRAL TEMPLE of the Monastery (as seen in Day One). Serpentor smiles in evil triumph.

DESTRO (CONT)
 Once we have activated the primary
 Dragonfire reservoir here, we will be
 ready to link our power with yours...

CLOSE UP - DESTRO

DESTRO (CONT)
 And G.I. Joe will be one step closer to
 total defeat!

CUT TO:

ANOTHER PART OF THE CAVES

The edge of the subterranean Dragonfire force field emanating from Base One (as seen earlier). (HUMMING SFX)

CLOSE - LADY JAYE AND LOW LIGHT

They're peeking out at it from behind a concealing boulder.

LOW LIGHT
 (sotto)
 You found the right place, but how're we
 gonna get Cobra badges, to get us through
 to the other side?

FOOTSTEPS APPROACH from within the forcefield and Lady Jaye and Low Light duck back out of sight.

LADY JAYE
 (sotto)
 I think our passports just arrived!

ANGLE - FORCEFIELD

Two Night Vipers exit the forcefield. Each wears a GLOWING Cobra badge, to counteract the field. PAN with them as they walk past the boulder. Suddenly, they're jerked OS. A BEAT LATER, Lady

Jaye and Low Light emerge, and now they're wearing the GLOWING badges!

CLOSER - LOW LIGHT

He pulls out his walkie talkie.

LOW LIGHT
(into walkie talkie, sotto)
Footloose, Low Light here.

CUT TO:

EXT. CAVES - FEATURING G.I. JOE FORCES

Footloose is in his vehicle, listening. Other vehicles are lined up, ready for action (the Thunderclap is elsewhere).

LOW LIGHT (VO) (CONT)
(over radio)
Lady Jaye and I are getting ready to take out that Dragonfire force field...

PAN to the forcefield ahead of them. (DRAGONFIRE SFX)

LOW LIGHT (VO) (CONT)
And the minute it goes down, you guys hit Cobra with everything you've got!

ANGLE - G.I. JOE VEHICLES

They RAISE their guns and missiles into firing position.

LOW LIGHT (VO) (CONT)
(loud whispered yell)
Yo Joe!

CUT TO:

ANGLE - CHAMBER OF THE SORCERER

Destro gives the signal.

DESTRO
Now!

CLOSE - COMPUTER MODULE

A Viper turns on the synthesizer. The ELECTRONIC SFX begin. PAN to the animal paintings as the SFX INCREASE, STOPPING on the Sorcerer. PUSH IN on his eyes...

DISSOLVING TO:

ANGLE - LAKE OF DRAGONFIRE BENEATH THE EARTH

Similar to seen on DAY ONE. The SOUND ENERGY penetrates the Lake of Dragonfire energy, and the energy begins to RISE.

CUT TO:

ANGLE - LADY JAYE AND LOW LIGHT

Their Cobra badges glowing, they run into the force field...

LADY JAYE

(sotto)
Let's do it!

ANGLE - OTHER SIDE OF FORCE FIELD

And charge out the other side, FIRING!

LADY JAYE/LOW LIGHT

YO JOE!!!

REVERSE ANGLE - DRAGONFIRE BASE ONE

The smaller area, where the first force field was raised. Copperhead and his Night Vipers REACT, FIRING BACK, attempting to defend the resonators and computer console.

LADY JAYE AND LOW LIGHT

split up, diving and rolling, to avoid the LASER BLASTS.

LOW LIGHT

I'll shoot for the resonators, you take the computer console!

LADY JAYE

comes out of her roll, heaving a javelin...

But a LASER BLAST BLOWS it up before it can strike!

CUT TO:

CHAMBER OF THE SORCERER - WITH DESTRO

The SFX are VERY LOUD... and now the Dragonfire is beginning to rise up into the room.

CUT TO:

ANGLE - CHAMBER WITH SCOOP AND ALLEY VIPER

Scoop opens his camera to take out a cassette, when he REACTS to something OS. NOTE: a branch of the river runs through this chamber. Scoop's flashlight is on the ground, shining up at them, and even if it's not seen in this shot, the guys cast large, grotesque shadows on the opposite wall.

SCOOP

Did you hear something?

CLOSE ON ALLEY VIPER

He cocks his head.

ALLEY VIPER

Nope. Gettin' kinda jumpy for a Cobra
undercover agent, aren't you Scoop?

ANGLE - SCOOP

He hands Alley Viper the cassette and snaps his camera shut.

SCOOP

You try infiltrating G.I. Joe sometime and
see how you like it!

CLOSER - SCOOP

He makes an angry gesture, his shadow magnifying it more.

SCOOP

But when I remember how I felt when Destro
told me G.I. Joe had destroyed my parents'
home, I get so mad, I'm ready to do
whatever Cobra commands!

CUT TO:

OTS STALKER - ON CHAMBER AHEAD

The passageway opens into Scoop's chamber, but all that Stalker
can see are their giant, but, thanks to Scoop's camera,
recognizable shadows, which make it look as if Scoop is under
attack!

CLOSE ON STALKER

He REACTS (misinterpreting what he's seeing), and doubles his
paddling speed (the shadows are quite a ways ahead).

STALKER

(sotto)
Looks like Scoop's in big trouble!

CUT TO:

ALLEY VIPER & SCOOP

Scoop calms down enough to hand over the cassette.

ALLEY VIPER

If this information is as good as you say,
Destro will be very pleased!

CLOSE ON STALKER

Paddling as hard as he can.

STALKER

(sotto)
Hold on Scoop, I'm comin'!

CUT TO:

ANGLE - SMALLER DRAGONFIRE COMMAND POST

The Vipers are FIRING their lasers, fighting hard...

ANGLE - LOW LIGHT

But Low Light, diving and rolling, FIRES RAPIDLY...

SERIES OF QUICK CUTS

And his LASER BLASTS destroy all the resonating columns!

ANGLE - LADY JAYE

She heaves another javelin...

LADY JAYE

Way to go, Low Light!

ANGLE - COMPUTER CONSOLE

And this time, it hits, BLOWING the console to smithereens!
Instantly the SFX CEASE...

CUT TO:

EXT. CAVERNS

And the Dragonfire forcefield disappears!

CUT TO:

INT. CAVERNS - CLOSE ON LOW LIGHT

Battered but victorious! He speaks into his walkie talkie.

LOW LIGHT

(into walkie talkie)

Footloose! The Dragonfire forcefield is
history! Let's capture 'em once and for
all!

CUT TO:

EXTERIOR G.I. JOE FORCES

The vehicles ROAR forward, FIRING their lasers and missiles!

G.I. JOES

YO, JOE!!!!

REVERSE ANGLE

With no forcefield to protect them, the Cobra forces beat a fast
retreat, LASERS and MISSILES EXPLODING around them!

CUT TO:

DESTRO'S CHAMBER

It's RUMBLING and SHAKING from the turmoil going on outside, as well as the power of the fast rising DRAGONFIRE! Destro is looking at a dissheveled Night Viper on his monitor.

DESTRO
 (to Night Viper)
 The Joes have destroyed our Dragonfire
 Command Center?

CLOSER - DESTRO

DESTRO (CONT)
 Well, let them enjoy their little
 victory...

WIDE - CHAMBER

The Resonators are SPARKING AND SHOOTING DRAGONFIRE ENERGY UPWARDS through the roof of the chamber...

DESTRO (CONT)
 Because they are about to receive a large
 surprise!

CUT TO:

EXTERIOR CAVERNS - SERIES OF QUICK CUTS

The resonators set into the outside hilltops start SPARKING AND GLOWING with the new DRAGONFIRE energy, and now...

WIDE ANGLE - PULLING BACK RAPIDLY

The new DRAGONFIRE FORCEFIELD EXPLODES out from the resonators into an impenetrable dome, sending at least one Joe vehicle hurtling back (the Joe jumping to safety)!

CUT TO:

INT. SCOOP AND ALLEY VIPER'S CHAMBER

It's SHAKING and RUMBLING as well, and Scoop and Alley Viper are knocked off their feet, Alley Viper falling on Scoop!

SCOOP/ALLEY VIPER
 (Surprised yells)

CUT TO:

STALKER

He's just emerged to where he can see the two guys, seemingly locked in mortal combat!

STALKER
 Hang on, Scoop!

REVERSE ANGLE

He sends the kayak grinding up onto the shore and runs toward the guys, who are struggling to get back to their feet amid the continuing RUMBLING and SHAKING!

STALKER (VO) (CONT)

I'm on my way!

CLOSER - ALLEY VIPER

He REACTS, rolling away from Scoop and pulling his weapon!

ALLEY VIPER

Not if I can help it!

CLOSE ON SCOOP

He REACTS, seeing Stalker...

SCOOP

Stalker...

ANGLE - STALKER

He ducks behind a boulder as a LASER BLAST zings by.

STALKER

Hang on, Kid!

CLOSE ON SCOOP

A moment of anguish, as he looks from Stalker, back to his friend, Alley Viper...

SCOOP

No!

ANGLE - ALLEY VIPER

Who is FIRING at the cavern roof...

ALLEY VIPER

You're done for, Stalker!

ANGLE - CEILING

All sorts of rocks tumble down...

ANGLE - STALKER

And Stalker has to abandon his hiding place, running and dodging the falling rocks...

STALKER

Scoop, head for the kayak!

CUT TO:

ANGLE - EXT. CAVERNS

The new DRAGONFIRE FORCEFIELD is now fully in place, and the Joe attack force is in ruins!

CUT TO:

INT. FIRST DRAGONFIRE COMMAND POST

Low Light looks away from his walkie talkie to Lady Jaye.

LOW LIGHT

(in dismay)

Destro must have located the primary deposit of Dragonfire, because Footloose says the new forcefield is twice as strong as the old one.

CUT TO:

INT. DESTRO'S CHAMBER

The place is roaring and crackling. Destro speaks into the comm module, Serpenter on the screen.

DESTRO

Serpenter, prepare to link your Tibetan Base with the Dragonfire Base...

WIDE ANGLE

Another shot of the cavern, featuring the Mastodon paintings.

DESTRO (CONT)

In the Cave of the Mastodons!

CUT TO:

INT. SERPENTOR'S BASE IN THE MONASTERY

Serpenter turns away from the monitor and nods to a Viper who throws a high tech lever, and with HUMONGOUS SFX...

THE MONASTERY

is surrounded by its own immense DRAGONFIRE FORCEFIELD, sending a TREMENDOUS BEAM OF ENERGY ZAPPING SKYWARD...

CUT TO:

CLOSE - COBRA SATELLITE

To hit the satellite's reflector vane and ricochet back to earth...

CUT TO:

EXT. ANGLE - MASTODON CAVERN COMPLEX

To hit the Mastodon Caverns DRAGONFIRE FORCEFIELD with a tremendous FLASH OF LIGHT AND SOUND, increasing its size and power by many times! (Note: the Dragonfire Beam remains as a constant connection between the two bases, once connected)

CUT TO:

INT. DESTRO'S CHAMBER

The whole place ROCKS AND SHAKES like there's a gigantic earthquake going on.

DESTRO (CONT)

It worked!!! My calculations were correct! The multiplied power of the Dragonfire is mine!

ANGLE - ALLEY VIPER AND SCOOP'S CHAMBER

Same here, with ROCKS FALLING and walls COLLAPSING.

ANGLE - EXIT OF WATERFALL

There's a huge ROCKFALL inside the cavern where the waterfall exits, sealing the river inside, completely!

EXT. WATERFALL

The waterfall dries up...

INT. SUBTERRANEAN RIVER

And because of the blockage, the river is now backing up rapidly, overflowing its banks...

BREAKING through chamber walls...

And FLOODING many different chambers...

ANGLE - COBRA COMMANDER, GNAWGAHYDE AND BARONESS

Including this one, where these three are swept away by a flood of rampaging water, boulders threatening to squash them, the Baroness with the headdress clutched in her hand.

COBRA COMMANDER
 Baroness, Gnawgahyde, you blithering
 nitwits! Have you restored me to
 something aproaching a man, only to have
 me drowned or squished?!!!!

CUT TO:

ANGLE - SCOOP AND ALLEY VIPER'S CHAMBER

The flooding river is raging through this chamber as well,
 sweeping the three guys along withg it. Alley Viper and Stalker
 are wrestling in the water, while Scoop is being swept closer to
 the kayak, spinning in the current.

STALKER
 (sputtering)
 Scoop, get to the kayak! It's our only
 chance!

SCOOP
 (coughing water)
 I'm doin' my best.

ANGLE - ALLEY VIPER - PANNING WITH CURRENT

He grabs Stalker's foot as Stalkler tries to swim after Scoop.

ALLEY VIPER
 Sorry, Stalker...

CLOSER - PANNING

Alley Viper, buffeted by the raging waters, hauls Stalker back
 towards him by the leg!

ALLEY VIPER
 But your last chance just expired!

FADE OUT
 END ACT II

ACT III
 FADE IN:

ANGLE - CAVED IN WATERFALL "EXIT"

As the rampaging subterranean river crashes into the blocked
 exit, its waters flood the caverns yet higher...

INT. FLOODED CAVERN

And Stalker, Alley Viper and Scoop are in big trouble in their
 flooded cavern! (FLOOD SFX THROUGHOUT SEQUENCE) Scoop is barely
 able to scramble into the kayak...

SCOOP
I've got the kayak!

ANOTHER ANGLE

While Alley Viper and Stalker are wrestling in the water!

STALKER
(fighting, half-drowned)
Great! Now paddle it over here!

ALLEY VIPER
(ditto)
Yeah, do that! I'll need some way to get
out of here after I've finished with this
bedraggled G.I. Joe!

CLOSE ON SCOOP

Paddling towards them, working as hard as he can!

SCOOP
(we don't know who he's
shouting to)
Don't hurt him!

ANGLE - ALLEY VIPER AND STALKER

Just as the kayak comes INTO SCENE, there's a scuffle and the
Cobra fighter goes limp!

SCOOP

REACTS...

SCOOP (CONT)
Is he okay?

As Stalker lunges onto the bow of the kayak, dragging the
unresisting Alley Viper up along with him, Scoop helping.

STALKER
(appologetically)
Yeah, just knocked himself out. Probably
for his own good, too, cause this one
would rather drown than let me help him.

SCOOP

paddles hard to keep the kayak from smashing into a wall.

SCOOP
(a little self-righteously)
Of course he would. That's the Cobra
code!

Stalker maneuvers behind Scoop, splashing into the water, then back out to straddle the stern, leaving Alley Viper draped over the front (balancing the kayak more evenly).

STALKER

Well it ain't the code G.I. Joe lives by.
A life's a life, and every single one is
worth saving...

CLOSE ON SCOOP

He's still paddling hard to keep them out of trouble, but Stalker's words are sinking in. Meanwhile, the water's rising and ceiling room is getting scarce!

STALKER (VO) (CONT)

Even if it does belong to this sorry
spectacle of an Alley Viper draped over
our boat!

CUT TO:

ANGLE - MAIN DRAGONFIRE CHAMBER

Not at all menaced by water. Destro has been looking into his communications monitor, at the image of a Night Viper in different part of the cavern which is rapidly filling up with flood waters!

DESTRO

I don't care if EVERYTHING is underwater,
Night Viper!

Destro turns to look at his own magnificent chamber, the Crystal Resonators HUMMING and the power of the Dragonfire rising from them, penetrating the ceiling of the cave.

DESTRO (CONT)

As long as the Dragonfire weapon is
working, Cobra has won the battle of the
caves...

CLOSE ON DESTRO

DESTRO (CONT)

As we shall soon win the battle to rule
the world!

CUT TO:

LOW LIGHT AND LADY JAYE

They're in the first Dragonfire chamber, and it, too, is filling up with water. Low Light is on his walkie talkie.

LOW LIGHT

Mutt, if you're outside the range of the
forcefield, you've gotta blow a hole in
this mountain...

ANGLE - MORE FLOODWATERS

LOW LIGHT (VO) (CONT)

And let some of water out, or everyone in here's gonna have to grow gills...

CUT TO:

EXT. CAVERN - WATERFALL AREA

Mutt is, in fact, still at the waterfall area, only, without any waterfall, the stream has dried up. He listens...

LOW LIGHT (VO) (CONT)

And learn to swim like a fish!

And then gives a "Fire" arm signal, pointing from the Thunderclap to the dried up waterfall.

CLOSE - THUNDERCLAP

LONG RANGE, at the controls of the Thunderclap, gives him an "okay" signal, and then hits the FIRING control.

ANGLE - THUNDERCLAP GUN BARREL

The mighty gun FIRES...

ANGLE - WATERFALL CLIFF

And the entire cliffside EXPLODES, with the pent-up FLOOD WATERS CRASHING out! They overflow the riverbanks, carrying away a tree or two, and rush downstream (but without any danger to anyone).

CUT TO:

INT. SCOOP/STALKER/ALLEY VIPER CAVERN AREA

A LOUDER RUMBLING SOUND is heard, but no action from the waters yet. Alley Viper is still lying across the front of the kayak, Scoop paddling, and Stalker holding on to the kayak's stern.

CLOSER - ALLEY VIPER

He is now conscious but playing unconscious. He opens an eye and gives Scoop a surreptitious look...

Who, in turn, gives Stalker, behind him, a guarded look, then leans forward towards Alley Viper...

Who raises his chest just enough to reveal the gun underneath. He pushes it out an inch or two towards Scoop.

ALLEY VIPER

(whispering)

Take my weapon and deal with the G.I. Joe scum.

It's an agonizing choice for Scoop to make.

SCOOP
(whispering)
But he saved your life.

Alley Viper once again offers Scoop the gun.

ALLEY VIPER
(whispering)
Then he's a fool and deserves what he
gets.

But before Scoop can do anything, the RUMBLING, ROARING NOISE
INCREASES and...

STALKER

REACTS, pointing ahead (he couldn't see the earlier exchange
because Scoop's body was between him and Alley Viper).

STALKER
Scoop, look lively...

WIDE

And suddenly we see that the current has picked up and now the
kayak (with its three passengers) is being propelled along at an
amazing rate, as if they're shooting the rapids in the Colorado
River, only inside the huge cavern complex! CAMERA FOLLOWS
ACTION

STALKER (CONT)
(very excited)
CAUSE WE'RE ON THE MOVE!

SCOOP/STALKER
(Happy yells!)

ANOTHER ANGLE - KAYAK - PANNING

Still ZOOMING ALONG! Now, however, the Alley Viper raises up to
his knees, facing Scoop, his head is about a foot higher than
Scoop or Stalker's. He starts to raise his gun.

CLOSE ON ALLEY VIPER

ALLEY VIPER
(hoarse whisper)
If you won't do it, then I will!

ANGLE - SCOOP

He REACTS as he sees...

SCOOP
No! Get down!

HIS POV - LOW ROCK OVERHANG

But the Alley Viper is too high... and gets SMACKED off the kayak by the rock, as the kayak goes racing by underneath. Scoop and Stalker have to duck.

ANOTHER ANGLE

Scoop turns and reaches out with the paddle...

SCOOP

Here!

REVERSE ANGLE

The Alley Viper is in the water behind them, just out of reach of the paddle.

SCOOP (CONT)

Grab this!

ANOTHER ANGLE

But a standing wave hits the kayak and when the kayak breaks through the other side, Alley Viper is gone!

ANGLE - SCOOP

Looking around for his friend, his face shows his anguish.

SCOOP (CONT)

No!

Stalker grabs his shoulders, in an effort to comfort him in the midst of their own considerable danger.

STALKER

You tried, kid. But I'll tell you from experience....

ANGLE - RIVER

The Alley Viper, well behind the kayak now, lunges up from the water...

STALKER (VO) (CONT)

Those Alley Vipers are as tough as they are ugly...

ANGLE - ANOTHER OVERHANG

And grabs an rock overhang, swings his legs up, pivots, and in an incredible gymnastic move, swings his legs back again and then forward, releasing...

To fly through the air to the river's bank! He lands...

STALKER (VO) (CONT)
And I can guarantee, that particular Viper
is gonna be back...

CLOSE ON ALLEY VIPER

And glares after the departing kayak!

STALKER (VO) (CONT)
To make both our lives miserable, and a
lot sooner than I want to think!

CUT TO:

CLOSE ANGLE - STALKER AND SCOOP

And now the rapids are getting REALLY ROUGH!

STALKER (CONT)
Now hang on tight, cause we're about to...

EXT. CLIFF - WATERFALL

We're right up on the blasted out cliff area, where the super-waterfall is BLASTING out into space! And here come Scoop and Stalker, almost buried in the white water...

STALKER (CONT)
HIT THE FALLS!

WIDE - WATERFALL POOL

A maelstrom of cascading water! The kayak plummets down.

STALKER/SCOOP
Whooooaaa!!!

Then, as we PAN along the water (the kayak having disappeared beneath), it suddenly shoots back up, with Scoop paddling and Stalker hanging on behind!

CUT TO

G.I. JOES ON THE BANK

Lady Jaye and Low Light are already there, joined by the rest of the gang in CHEERING the return of their friends!

G.I. JOES
(Happy cheers)

ANGLE - SCOOP AND STALKER

Scoop paddles wearily to shore, and the Joes help both of them out of the kayak.

STALKER
Nice paddling, kid! It's a pleasure to
have you on the team!

SCOOP
Thanks, Stalker.

They walk up the bank, towards the rest of the Joes.

SCOOP (CONT)
(tentatively)
Hey, you know that Alley Viper you saved?

STALKER
Yeah.

SCOOP
You think that if he quit Cobra, he could
turn out to be an okay guy?

Stalker considers the possibility and grins.

STALKER
You never know. He might even turn up
some day as a G.I. Joe!

CLOSE ON LOW LIGHT

He gives Stalker a look.

LOW LIGHT
Dream on, Stalker. Once a Cobra...

CLOSE ON SCOOP

LOW LIGHT (VO) (CONT)
Always a low-down, dirty snake!

CUT TO:

ANGLE - RIVER - FARTHER DOWNSTREAM

Meanwhile, Gnawgahyde, Baroness and Cobra Commander are clinging
to an uprooted tree, floating downstream.

COBRA COMMANDER
What do you mean, you don't have any of my
old uniformsssss? Am I supposed to address
my forces dressed only in my scalessss?

CLOSER

Baroness takes the clawed hand of the Commander and helps pull
him farther "aboard".

BARONESS
Your uniforms were made into Halloween
costumes and given away, Commander.

Gnawgahyde is already aboard the tree and is using a sheath knife to cut away some of the leafy twigs to make a more comfortable seat for himself...

GNAWGAHYDE

Yeah, Serpenter said to get rid of 'em because snakes don't usually wear clothes.

Until the Commander shoves his lizard face up to him and --

COBRA COMMANDER

(Angry hiss)

His angry hiss flusters Gnawgahyde...

GNAWGAHYDE

(rattled)

But we can get 'em back, Commander, no problems!

Who immediately offers Cobra Commander the perch he was making for himself.

GNAWGAHYDE (CONT)

And please, take my seat, make yerself at home.

The Commander settles into a seated position amid the throne-like configuration of foliage.

COBRA COMMANDER

Ah. Much better.

He looks down at his strange body, a look of satisfaction spreading across his lizard lips.

COBRA COMMANDER (CONT)

I may not be entirely human, and yet Destro and Serpenter would do well to beware.

A fly buzzes around the Commander's head. His eyes snap to follow it, his tongue shoots out and snags it, and his mouth snaps shut over his snack!

ANGLE - GNAWGAHYDE AND THE BARONESS

They have seen this and they exchange grossed out looks.

GNAWGAHYDE

(sotto)

Of a scaley flycatcher? I thought we were getting a real leader!

But before Gnawgahyde can even begin to react, the Commander darta INTO SCENE (as fast as his darting tongue) and has grabbed Gnawgahyde by the throat, lifting him into the air.

COBRA COMMANDER
(with incredible menace)
By the Cobra's fangs, Gnawgahyde, you had
all besst beware!

ANOTHER ANGLE

Cobra Commander puts Gnawgahyde down, somewhat more gently than he raised him.

COBRA COMMANDER (CONT)
And as for G.I. Joe, well may they
ssshiver and ssshake at the newsss that...

PUSH IN on the Commander, glaring evilly INTO CAMERA.

COBRA COMMANDER (CONT)
COBRA COMMANDER IS REBORN!

FADE OUT

TITLE CARD OVER LAST SCENE

STALKER (VO)
Operation Dragonfire will continue, so be
sure to tune in next time, on this same
station.