

Skeletons In the Closet  
G.I. Joe Script  
Flint Dille

FADE IN:

EXT. A TROPICAL ISLAND - GROUND LEVEL - DAY

Palm trees and jungle ferns sway listlessly in the foreground, and a waterfall burbles in the background under the grace of an azure sky.

It is beautiful.

Three figures, Destro, the Baroness and a shapely FEMALE COBRA TROOPER charge into camera an instant before-

-the FRAME FLASHES WHITE with a brilliant EXPLOSION and the figures are silhouetted against the background.

ANOTHER ANGLE - DESTRO AND THE FEMALE TROOPER

As the screen flashes yellow, orange and finally black with smoke, we see Destro and the female trooper blown OUT OF SHOT.

ANGLE ON THE BARONESS

She flies into a bunch of shrubs and emerges with her costume ripped and her glasses tilted.

THE BARONESS

Once again Cobra Commander's plans  
have gone awry.

ANGLE ON A PATCH OF TROPICAL GRASSES

THE BARONESS (V.O.)

Destro, darling, where are you.

Slowly, two figures emerge in the smoke. They are Destro and the beautiful female trooper.

FEMALE TROOPER

(sexy)

Thank you Destro. I'd be finished  
without you. How can I repay-

THE BARONESS

Frowning, jealous.

THE BARONESS

(interrupting)  
You don't have to! Return to  
headquarters.

DESTRO AND THE BEAUTIFUL TROOPER

Destro admires her anatomy, while she pleads  
helplessness.

FEMALE TROOPER  
But our headquarters is destroyed.

THE BARONESS

seething.

THE BARONESS  
All the better. Now vanish.

THE FEMALE TROOPER

pecks Destro on the side of his metal mask and runs  
(o.s.)

DESTRO AND THE BARONESS

Face each other, though he turns to watch her walk  
away.

THE BARONESS  
How much longer are we going to be  
Cobra Commander's dupes?

DESTRO  
(still admiring the trooper)  
Uh... Uh...  
One more arms deal, and I will have  
all the money I will ever need.

He embraces her.

THE BARONESS  
(leading)  
And?

ANOTHER ANGLE

He looks over his shoulder at the still vanishing  
trooper.

DESTRO  
And I, uh, we shall retire to a remote island,  
leaving the Commander and his insanity  
behind.

THE BARONESS

An extremely sinister expression crosses the Baroness' face.

THE BARONESS

Yes...

THE FEMALE COBRA TROOPER

vanishes into the distance.

THE BARONESS

And all of our troubles  
will vanish.

DISSOLVE TO:

EXT. THE WORLD BROTHERHOOD PLAZA (NYC)

As an anti-war demonstration takes place in the courtyard and a WORLD PEACE DELEGATE (V.O.) makes an impassioned speech for peace, we pan down the building to discover that a very different type of meeting is taking place in the basement below the plaza.

WORLD PEACE DELEGATE

We must force leaders of the United States to lay down their weapons!  
Take hope comara -- uh --  
(catches himself)  
friends - as we speak, our brothers in the cause of peace are meeting to ensure our destinies.

PUSH THROUGH TO:

INT. THE BASEMENT OF THE WORLD BROTHERHOOD PLAZA

Destro, standing in front of a fighter plane, acts like a big budget auctioneer, selling weapons to an eclectic collection of dictators, Ayatollas, terrorists and any other kind of global filth we can imagine.

DESTRO

And what do I hear for this indestructable, state-of-the-art fighter bomber.

ANGLE ON A DICTATOR

He raises his hand.

DICTATOR

One million dollars!

ANGLE ON DESTRO

He recoils.

DESTRO  
One million would barely pay for the  
cockpit.

He slaps the cockpit.

It rattles as if made of tin, then...

DESTRO  
Much less the precious metals that  
have...

...parts begin falling off the plane, which is  
obviously a sleazy model.

DESTRO  
... gone into this fine...  
(realizing)  
Uh, let us turn our attention to  
this fine tank. Fastest guns  
in the west...

ANGLE ON A VENTILLATOR SHAFT

Suddenly, it flies off and Flint, Gung-Ho, Roadblock,  
and Lady J. pop through.

FLINT  
Don't make a move.

ROADBLOCK  
Or the big gavel in the sky's  
gonna come crashing down on all  
of you.

ANGLE ON DESTRO

He presses a button on his auctioneer's platform and  
drops through the floor.

ANGLE ON THE JOES

Flint turns to Roadblock and Gung Ho.

FLINT  
Grab him... I'll take care of these  
guys.

ANOTHER ANGLE

Flint and various dictators.

FLINT  
You are all under arrest for illegal  
arms procurement.

ANGLE ON SEVERAL DIPLOMATS

They whip out their "DIPLOMATIC CARDS".

ANGLE ON A DICTATOR AND HIS CARD

He holds it up, beaming...

DICTATOR  
You can not arrest us. We have  
diplomatic immunity.

ANGLE ON LADY J. AND FLINT

She lowers her gun with disgust.

LADY J.  
Of all the...

FLINT  
(interrupting)  
They're right. We can't arrest  
them.  
(pause)  
But we can get Destro.

They run OUT OF SHOT.

CUT TO:

INT. THE NEW YORK SEWER SYSTEM - SAME TIME

Destro dashes down the filth laden tunnels, turning and  
firing his pistol at.

GUNG HO AND ROADBLOCK - TRACKING

As shots rip past them, they dive into the river of  
muck below them.

GUNG HO  
This is disgusting!

ROADBLOCK

Yeah, it reminds me of your apartment.

GUNG HO  
(looks around)  
No, there's no T.V. in here.

ANGLE ON DESTRO

He steps through the muck, still firing back at Roadblock and Gung Ho.

Suddenly, shots whizz in at him from behind.

He spins around to see.

ANGLE ON FLINT AND LADY J.

They are crouched, firing on him

FLINT  
Give it up, Destro, you're surrounded.

ON DESTRO

He backs into a nitche in the wall and reloads his pistol.

DESTRO  
You won't take get me alive.

ANGLE ON DESTRO

Shots whizz past him.

Suddenly, a shaft of light falls on him, and he looks up.

DESTRO'S POV - ABOVE HIM

A man hole cover has been opened, and a beautiful (but obviously criminal) female figure lowers a rope to him. She is COVERTA FATALE.

COVERTA  
Quickly, Destro!

ANGLE ON DESTRO

He grabs the rope and starts climbing.

ANGLE ON THE OTHERS

They raise their weapons and FIRE.

ON DESTRO

He climbs, shots whizzing past him.

CUT TO:

EXT. THE MANHOLE

Destro pulls himself out and, jumps to his feet, helped by Coverta.

DESTRO

Thank you. Whoever you are?

COVERTA

Coverta Fatale...

They dash towards her sexy red roadster. Probably an old Ferarri or something.

DISSOLVE TO:

EXT. THE STREETS OF NEW YORK

Coverta drives along, weaving in and out of traffic, running up sidewalks and generally making a menace out of herself.

So erratic is her driving, that accidents happen in her wake.

A bus she slams into runs into a newsstand.

A cab weaves out of the way, running into another causing a pile up..

ANGLE ON THE CAR - TRACKING

To see her drive, you would think Fatale was on a liesurely drive down the Grand Cornishe, not through a crowded city.

Even Destro, terrified by her lunacy, ducks for cover now and then.

DESTRO

I thought you were but a legend.

COVERTA

I am, but I am also flesh.

She strokes a black gloved hand across his face.

DESTRO

Why did you save me?

She turns.

COVERTA

I longed to meet the famous Destro.

DESTRO

(flattered)

Well... Perhaps we could go  
somewhere more intimate.

COVERTA

What of the Baroness?

DESTRO

(waves it off)

She is but a confused creature with  
whom I have been erroneously linked.

COVERTA

Very well, but I warn you that I am  
known to bring bad luck to men.

DESTRO

I do not believe in luck.

COVERTA

I have one condition -  
(she turns to him)  
- I must see your face.

DESTRO

That I can not show you.

She jams on her brakes, throwing him forward.

COVERTA

I have saved your life and you can  
not show me your face?!

DESTRO

It has to do with an ancient family  
curse --

RIPPLE DISSOLVE TO THE PAST

SCOTLAND - 1670

A judge, wearing a powdered wig bangs his mallet on the  
rostrum.

DESTRO

In the year sixteen hundred and seventy,



(MORE)

The Defendant, struggles in his chains and knocks over two guards.

DESTRO (V.O.) (CONT'D)  
- my ancestor was wrongly convicted  
of witchcraft and alchemy.

Then, he starts fleeing the courtroom, dragging a ball and chain behind him.

More guards run after him.

He struggles with everything he's got, but...

CUT TO:

CLOSE SHOT - DESTRO'S ANSCESTOR'S FACE

A hideous iron mask is chained around his face while he screams.

DESTRO (V.O.)  
... a horrible mask was put over his  
face for the rest of his life.

EXT. NYC (1985) DESTRO AND FATALA

They sit in her car. Horns honking and cabbies shouting at them.

DESTRO (V.O.) (CONT'D)  
So disgraced were my ancestors, that  
they vowed to fight the forces of law  
and order.

DISSOLVE TO:

CABBY  
Move the heap, Lady.

DESTRO  
Thus, I must wear this mask until law  
is sacrificed upon the altar of  
history.

COVERTA  
I understand. But what of your  
other relatives?

DESTRO  
One branch of the family split off  
and came to America. The rest meet  
every year on the vernal equinox to

honor our vows.  
(smiling)  
Now how about that date?

Coverta's car SCREECHES off.

DISSOLVE TO:

EXT. JOE HEADQUARTERS - LATER

As we pan to the window, Flint assesss the mission  
(V.O.)

FLINT (V.O.)  
As far as I'm concerned, it was a  
wash --  
(MORE)

INT. JOE HEADQUARTERS - LATER

Flint and several other Joes stand in the command  
center.

FLINT (CONT'D)  
Destro got away, and the arms buyers  
got off scott free --

ROADBLOCK  
Look at it this way. We got his  
weapons cashe.

FLINT  
I wouldn't wish that defective junk  
on Cobra. Well, maybe --

We hear a loud CRASH as the door opens.

ANGLE ON THE DOOR

Alpine stands with a pile of mail.

ALPINE  
Well what have we got here?  
(he holds a letter up  
to the light)  
It looks like a past due car payment.

Then he tosses it to --

GUNG HO

who shrugs and looks around furtively.

GUNG HO

Must've slipped my mind.

ON ALPINE

He sniffs an envelope.

ALPINE

Canal number five. Looks like Roadblock  
has an admirer.

Tosses the envelope to Roadblock. Then reads another  
one.

ALPINE

Who's Alison Hart-Bernet?

ON LADY J.

LADY J.

That's my real name.

He hands her a thick envelope.

ANGLE ON LADY J.

She opens it, her eyes widen and she starts reading.

LADY J.

After considerable effort, we have  
identified you as the last living  
heir of Dame Agatha Doyle.

Please come at once to the Loch  
Lammond, off the coast of Northern  
Scotland to lay claim on Doyle Manor.

Sincerely: Clayton Oliver Nichols  
ESQ.

(to Flint)

How about some vacation time?

Flint

FLINT

Sure... If you can wait a week, I'll  
come with you. There might be  
something fishy about this.

DISSOLVE TO:

INSERT - A MAP OF THE WORLD

pull in on Scotland.

LADY J. (V.O.)

Come when you can, but I'm a big girl now...

EXT. LOCH LAMMOND - SCOTLAND

A twisting road leads to Doyle Manor, which looms High over a misty town in which life has barely changed in five hundred years. From the look of it, this dark and sinister place has seen many uses over the centuries.

BARRISTER (V.O.)

There is a long history to this place. Legend has it that there have been a Druid crypt, a Roman Temple,  
(MORE)

CLOSER - THE MANOR HOUSE

It is at once majestic and melencholy.

BARRISTER (V.O.) (CONT'D)

a Saxon fortress an abbey and finally manor house on this spot.

A Rolls Royce glides up the winding drive and stops. Lady J. and a mysterious old Barrister get out.

LADY J.

It's like something out of a novel.

INT. THE HOUSE

All we see are a pair of gothic doors. Suddenly, they open to show the Barrister and Lady J.

LADY J.

(in awe)

Wow!

ANOTHER ANGLE

The interior is as rich with history as its exterior: a great hall bedecked with suits of armor, banquet tables, ancestral portraits and cobwebs stands before her.

BARRISTER

According to the will, there is a housekeeper on staff, but she is not in evidence.

LADY J.

Thank you for everything.

BARRISTER  
It's my job, madam.

The Barrister turns and leaves.

ANGLE ON THE BARRISTER

He walks to his Rolls, a sinister smile on his face.

LADY J.

watches him as he leaves...

HER POV - THE ROLLS

disappears down the craggy, winding drive (but does not appear at the bottom of the hill.

CUT TO:

INT. THE MANOR HOUSE

Lady J. steps through the door and walks into the house.

LADY J. IN THE HOUSE - TRACKING

Lady J. steps through the house. It is a spooky place, and the sun hasn't even set yet. We can only imagine what it will be like at night.

TRACK Lady J. as she goes on a short tour of the place.

INT. THE CHAPEL

This place looks like it was built in the twelfth century. Gargoyles hang from the wall and some of the more sinister scenes from the bible are depicted in massive stained glass windows.

Lady J. steps over a slab on the floor with the name of a knight on it. It cracks!

She jumps off of it, only to look down and see a suite of armor reflected in it.

INT. THE LIBRARY

Theoretically, this is just a library, but to look at some of the rather odd experimental devices from the middle ages, it is not hard to get the impression that an Alchemist once worked here.

Above the fireplace, we see a LARGE PORTRAIT. The face

is familiar, but we can't quite place it. It is Destro's ancestor. Next to him is the portrait of a great lady from the same period, and this woman looks strikingly like Lady J.

ANOTHER ANGLE - FAVORING A PAIR OF LEGS

A pair of woman's legs step up on Lady J. from behind.

LADY J.

hearing the FOOTSTEPS, whirls around and GASPS.

LADY J.  
(GASPS)  
Who are you!?

ANGLE ON THE HOUSEKEEPER

She is a sinister, evil looking woman who looks like the wicked witch of the west.

HOUSEKEEPER  
(wicked)  
I am the houskeeper, Madame.

She looks around eerily.

LADY J.

Watches this strange woman.

LADY J.  
You startled me.

ON THE HOUSEKEEPER

She smiles cryptically.

HOUSEKEEPER  
This is not a house for the timid,  
Madame.

LADY J.

LADY J.  
(looking around)  
Don't tell me. It's haunted.

ANGLE ON THE DOOR TO THE NORTH CHAMBER

Tall gothic wooden doors.

HOUSEKEEPER

Some say so... But beware. Never  
enter the North Chamber.  
(a whisper)  
It is cursed!

CUT TO:

EXT. THE VILLAGE - SAME TIME

Visitors are rare in this village. The last time one came, Bonny Prince Charlie was probably still alive. In most ways, it is still in the middle ages -- save for the presence of a few old vehicles.

Cobblestones line the curving road which follows a sluggish, river. There are only a couple of little stores, a church with cemetery, a tea room and a pub.

ANGLE ON THE STREET

A TALL MAN with a haggard face and the garb and duffel bag of a sailor walks down the street.

ANGLE ON A COUPLE OF VILLAGERS

They stand near a fruit wagon, munching on apples and watching.

VILLAGER #1  
I wonder who that might be?

VILLAGER #2  
Never seen 'im before.

ANGLE ON THE PUB

The SINISTER MAN walks towards the pub and looks around carefully before opening the bottleglass door and stepping in.

ANGLE ON A WINDOW

A strange sight appears at a window above the street. It is the head of a boar on the body of a man. It watches the Mysterious Man for a moment, and then vanishes.

INT. THE PUB

The villagers play darts to the music of a bagpipe player. When the door opens and the sinister man steps in, they stop.

There is awkward silence for a moment.

THE BARKEEP

stops wiping the counter.

BARKEEP

What'll it be for you?

THE SINISTER MAN

Steps to the bar.

SINISTER MAN

I have come to find the Barrister.

THE BARKEEP

pan from the barkeep to the other villagers.

BARKEEP

There is no Barrister in town.

OTHER VILLAGERS

VILLAGER

We don't need one.

VILLAGER #2

We handle our problems ourselves.

ANOTHER ANGLE

SINISTER MAN

Where is the Manor House?

A LOCAL WOMAN

points out a window.

LOCAL WOMAN

It'll be out there, if the mist hasn't covered it.

WHAT SHE POINTS TO

Wolves howl at the full moon which hovers over the gables of the Manor House.

LOCAL WOMAN

There is stands. But stay away if you value your life.

A VILLAGER

VILLAGER



It is a place of evil.

DISSOLVE TO:

INT. THE MANOR HOUSE - NIGHT

Lady J. carries a flickering candelabra through the house.

Suits of armor seem to move as she passes them.

Real eyes watch her from old paintings.

Finally, she stands in the ill-omened NORTH HALL.

Opening the door with a hideous CREAK.

THE NORTH HALL - ON LADY J. IN DOORWAY

PAN TO SHOW that It is a truly sinister place indeed. As she steps through the place, she looks around in horror.

Suits of Armor, Shields, Weapons, a guillotine, Iron Maidens, Racks, a gallows, a "wheel" and sundry other medieval devices fill the North Chamber.

It is a room of pain.

ON LADY J.

Suddenly, she hears footsteps and wheels around.

LADY J.  
Who's in here?

ANGLE BEHIND LADY J.

As she peers into the gloom, slowly, almost imprecipitously at first, the misty outlines of a spectral figure appear behind her.

As she spins around, the hideous, ghostly figure raises it's arms as if to attack.

FADE OUT:

END ACT I

ACT II

FADE IN:

INT. THE MANOR HOUSE

SAME AS BEFORE

ON LADY J.

Suddenly, she hears footsteps and wheels around.

LADY J.  
Who's in here?

ANGLE BEHIND LADY J.

As she peers into the gloom, slowly, almost imprecipitously at first, the misty outlines of a spectral figure appear behind her.

As she spins around, the hideous, ghostly figure raises it's arms as if to attack.

ANOTHER ANGLE

Lady J. wheels around and swings the candelabra...

THE GHOST

The candelabra slices right through the phantasm.

ON LADY J.

She looks at the flickering tapers on the candelabra, and GASPS.

LADY J.  
(GASPS)

LADY J. AND THE GHOST

The ghost lets out a BLOODCURDLING CACKLE...

GHOST (BARONESS)  
(BLOODCURDLING CACKLE)

...and vanishes like smoke.

LADY J. - TRACKING

spooked, she flees the chamber and straight into...

ANGLE ON THE GOTHIC DOORWAY

... the Housekeeper stands in the arched doorway holding a single taper.

HOUSEKEEPER  
I warned you about the North Chamber!

ON LADY J.

She's frozen, spooked. Doesn't know what to say.

Then, the Churchbell CLANGS in the distance.

THE HOUSEKEEPER

HOUSEKEEPER  
(listening to bell,  
finishing thought)  
Especially at midnight.

CUT TO:

EXT. THE ROAD LEADING TO THE MANOR HOUSE - SAME TIME

The Churchbell TOLLS MOURNFULLY as the Mysterious Man creeps through the shadows to...

THE SOLICITOR'S ROLLS ROYCE

which is concealed in a copse of trees on the winding road which leads to the manor.

THE SINISTER MAN AT THE ROLLS

Looks furtively around, he picks the lock in the trunk, opens it and sees...

ANGLE INTO THE TRUNK

Clothes, mostly -- Covert's outfit, the Lawyer's clothes and stencilled packing for a holographic device.

SINISTER MAN

The moonlight highlights a raised eyebrow as he peers up to the manor house.

SINISTER MAN  
(realizing something)  
Hmmm...

DISSOLVE TO:

INT. A COBRA FORTRESS - DAY

Destro, Major Bludd, Firefly and others are around a briefing table. While Cobra Commander points to a map behind him.

COBRA COMMANDER  
Imagine ... an entire Cobra Community.

ANGLE ON COBRA COMMANDER

He points to a map of a small town, clearly labelled "Springfield."

COBRA COMMANDER (CONT'D)  
A town of our own.  
(relishing it)  
Springfield!

MAJOR BLUDD

MAJOR BLUDD  
Springfield?! What kind of a name is that for a Cobra town? We should call it Deathtown or Venomville or something.

COBRA COMMANDER

COBRA COMMANDER  
You fool. We are not trying to draw attention to ourselves. This is a secret town. Would ever suspect a town named Springfield?

DESTRO

His wristwatch sounds an alarm. He stands and bows to the others...

DESTRO  
I have business to attend to.

He steps to the door.

COBRA COMMANDER

Irked.

COBRA COMMANDER  
How dare you leave in the middle of a briefing?

DESTRO

at the door, turns.

DESTRO  
It is business of the utmost  
urgency. I shall return in two days.

Walks out.

ON COBRA COMMANDER

He smashes his pointer through his map.

COBRA COMMANDER  
Firefly, follow him.

FIREFLY

FIREFLY  
Do not mention my name.

ON THE COMMANDER

He's reaching the end of his rope.

COBRA COMMANDER  
(enraged)  
Follow him!

FIREFLY

Even he is shaken by the Commander's anger. He gets up  
and dashes to the door.

DISSOLVE TO:

EXT. THE MANOR HOUSE - NIGHT

Far down at the bottom of the hill, we see a strange,  
torchlit procession lead into a secret cave - like  
entrance to the hill.

We can not see the people carrying the torches, rather  
we can only see that they are wearing weird costumes.

PAN UP to the Manor House, PUSH THROUGH AND DISSOLVE  
TO:

INT. LADY J'S CHAMBER

Dressed in a long, flowing lace nightgown, Lady J.  
writes in her journal by candlelight. A GREGORIAN  
CHANT is heard in the background.

LADY J.

(reading her entry)  
December twenty first. Four days  
before Christmas and I feel anything  
but merry. The fact is, I'm  
spooked.

CLOSER ON LADY J.

Suddenly, she feels a cold chill and turns around...

LADY J.  
(Shivvers)  
This is ridiculous!

...grabbing her javalin from her purse, she heads out  
of the room.

CUT TO:

INT. A CORRIDOR (IN THE MANOR HOUSE)

Javelin in one hand, candelabra in the other, she  
stalks through a long, panelled corridor.

Suddenly, she gasps and sees a ghost stalking through  
the house.

GHOST  
(LAUGHTER)

ON LADY J.

She watches, about to shriek, but catches herself.

LADY J.  
(softly, to herself)  
It is only my imagination...  
It is only my imagination...

LADY J AND THE GHOST - A SERIES OF SHOTS

The apparition leads her to the North Chamber...

THE NORTH CHAMBER

The Ghost floats through the great wooden door, and  
Lady J. opens it.

ANGLE AROUND THE ROOM

The Ghost drifts across the room and vanishes into the  
wall.

LADY J.

Frustrated... She throws her javalin overhand and...

THE JAVALIN - TRACKING

Tumbles through the air and smashes into...

... The wall panelling. Revealing some kind of a chamber on the other side.

LADY J.  
Now we're getting somewhere.

LADY J.

Sees this and dashes over to...

... The hole in the wall and peers through it.

LADY J'S POV - THE HOLE

... she sees a set of stairs below.

Also, the Gregorian Chant is loud.

ANGLE ON LADY J.

She pulls out some of the boards in the panelling which SNAP with a GHASTLY CRACK and and, slips through the hole and disappears into it.

PAN BACK ACROSS THE NORTH CHAMBER TO SHOW:

Mysterious Man peering through a stained glass window high above her.

CUT TO:

THE CATACOMBS

Creeping down a seemingly endless set of stone stairs, Lady J. comes closer and closer to the chant and a faint glow at the bottom.

ANGLE ON THE WALL

As she passes the wall, her candlelight reveals a frieze of a well with hideous tentacles rising from it. It looks like this wall painting might have been done a thousand years ago.

A HOLE IN THE WALL.

Suddenly, we hear a horrifying cacaphony of high pitched SCREECHES.

LADY J.

Wheels around, and spies a flock of bats racing out of the hole.

LADY J. AND THE BATS

In moments, she is swarmed upon by the bats.

Swinging her Javalin around, she clubs a couple of them, but most of the horrible creatures alite on her until she is covered with the blood-sucking demons.

ANGLE ON LADY J.

Reacting quickly, she shoots a flare out of her javalin and the bats.

ANGLE ON A BAT

terrified by the fire and light, screeches off.

LADY J. AND THE BATS

The other bats, SCREECH away, leaving her holding the sparkling javalin.

Then, looks around and gasps...

LADY J.  
(GASPS)

WHAT SHE SEES

Pan around to show that the walls are lined with horribly gaping skeletons still dressed in battle armor from the Dark Ages.

ON LADY J.

Shocked by this, she backs up and...

LADY J.'S FOOT

It hits a trick step and...

LADY J.'S BACK

the monstrous skeletal head shoots out of the wall and clenches it's jaws around her waist.

LADY J.

As she tries to get out of the grasp of the skeletal



head, we PAN DOWN TO SHOW...

THE GROUND

a small door opens and a whopper rock python slithers towards her.

ON LADY J.

She sees the snake and tries to pry the massive dead jaws off of her.

The snake raises it's head, about to strike...

Then, it strikes...

... But at the last instant, she disengages herself from the gripping jaws and...

Drops out of sight.

THE SNAKE AND THE JAWS

The snake misses Lady J. and instead hits the gripping jaws, locked in a life or death struggle.

LADY J.

creeps further down the corridor...

... and, finally, sees something.

LADY J.'S POV - WHAT SHE SEES

In the distance, she sees a massive, ancient chamber with a mysterious ceremony taking place.

LADY J. - TRACKING

She stalks closer, and secretes herself behind a large boulder.

LADY J.'S POV - THE CEREMONY

Fifteen creatures wearing strange costumes with the heads of boars, horses, demons and other things stand around a bubbling, glowing hole surrounded by stonehenge-like stones conducting a wierd and evil ceremony. (NOTE: similar costumes can be seen in the film THE WICKER MAN.)

ANGLE ON LADY J.

She crawls closer to get a better view.

LADY J'S POV - THE CERMONY

Whether it is witchcraft, ancient religion or whatever, it is a horrifying sight. The creatures chant, scream, shout and beckon to some creature they believe is in the glowing hole.

LADY J.

watches for a moment, and then starts creep back down the corridor...

Suddenly, she turns and sees...

A "DRUID"

wearing a stag's head.

LADY J.

raises her javalin, only to be thwarted when a large net drops INTO SHOT and tangles her up.

ANGLE ON A DRUID

This one wears a hawk's head.

He peers down on Lady J.

MONK

Deliver her unto the pit!

DISSOLVE TO:

INT. THE NORTH CHAMBER - SAME TIME

The stained-glass window has been broken, and the Mysterious Man lowers himself down on a rope.

PAN over to the shadows, where we see the Housekeeper hiding behind a suit of armor, her sinister face peering out.

ANGLE ON THE MYSTERIOUS MAN

He drops to the floor and looks around.

ANGLE ON THE HOUSEKEEPER

She slowly drops back into the shadows, and -

CLOSE - HER THIGH

accidently disengages a battle mace held in the hand of

the suit of armor.

CLAANG!

THE MYSTERIOUS MAN

Whirls around. If he looks old and haggared, he doesn't move like it.

He's quick.

MYSTERIOUS MAN

Show yourself!

THE HOUSEKEEPER

Turns and dashes towards the door, several yards away.

THE MYSTERIOUS MAN

He jumps to the wall, pulls down a medieval spear and...

throws it.

THE SPEAR - TRACKING

It streaks across the room.

THE HOUSEKEEPER - TRACKING

She runs to the door.

THE SPEAR - TRACKING

It whistles through the air.

THE HOUSEKEEPER - RUNNING

The spear whizzes into shot, strikes the wall in front of her and...

Trips her.

She skids across the floor, landing at the base of a large statue.

THE MYSTERIOUS MAN - QUICK CUT

Runs toward the housekeeper.

THE HOUSEKEEPER

Grabs a long lance off the wall, jumps up, and latches

onto a high chain stretches at an angle from the ceiling to the rack. (She is preparing to swing on it ala Tarzan)

THE MYSTERIOUS MAN

Runs towards the housekeeper.

THE HOUSEKEEPER

Disengages the chain, grabs a long lance and swings through the air at.

THE MYSTERIOUS MAN

He stops in his tracks, about to be impaled.

THE HOUSEKEEPER

swings INTO SHOT.

THE MYSTERIOUS MAN

grabs a shield from a suit of armor near him, he raises it just as...

THE HOUSEKEEPER AND THE MYSTERIOUS MAN

... The housekeepers lance strikes it and is deflected to stick into...

A WOODEN BEAM

THE HOUSEKEEPER

undaunted, leaps from the rope...

... sommersaults to the wall...

...bounces off the wall...

... and flies through the air towards...

THE MYSTERIOUS MAN

Again he raises his shield as...

ANOTHER ANGLE

The Housekeeper hits his shield and sends him skidding back, onto...

... The Guilllotine.

... He slides up the guillotine and is in perfect position to be beheaded when...

THE HOUSEKEEPER

lets loose the rope which holds the guillotine's blade.

THE MYSTERIOUS MAN

looks up in horror as...

MYSTERIOUS MAN'S POV - THE GUILLOTINE

comes crashing down.

MYSTERIOUS MAN ON THE GULLOTINE

He ducks out of the way, an instant before the blade would have cut him in half.

Then he sits up to see...

THE HOUSEKEEPER

dash out of the chamber.

DISSOLVE TO:

INT. THE ROOM OF THE PIT

Lady J. is manacled to a high chain which lowers her slowly into the bubbling pit.

All around her, the Druids chant.

DRUIDS  
(CHANT)

ANGLE BELOW LADY J.

... Just under the roiling surface of the bubbling, glowing well we make out the faint shape of a tentacle and a hideous octopus eye.

ON LADY J.

Fortunately, she doesn't see it. She looks up and speaks to her captors above.

LADY J.  
Okay, okay. Let me down and I'll  
give you a donation.

ANGLE ON A PAIR OF DRUIDS

They turn an ancient, wooden wheel which lowers her into the pit.

ONE OF THE DRUIDS (LADY J. IN THE FOREGROUND)

He peers at Lady J...

MONK

She will make good food for the beast.

ANGLE ON LADY J.

She looks down in horror at...

LADY J.'S POV

Her feet are about to be boiled in the bubbling cauldron.

FADE OUT:

END ACT II

ACT III

FADE IN:

SAME AS BEFORE:

Lady J. is being lowered into the pit.

As the CREAKING CHAINS bring her feet near to the pit...

ANGLE ON THE CEREMONIAL CHAMBER

A new Druid, probably the High Priest of this terrible rite enters the hideous subterranean temple from a gateway opposite where Lady J. entered!

THE HIGH PRIEST

His face is hidden from us by a deep cowl, but his voice is very familiar.

HIGH PRIEST

Stop!

THE PIT - LADY J.

The Chains stop an instant before Lady J. is boiled alive...

LADY J.

looks up.

LADY J'S POV - THE HIGH PRIEST

peers down at her.

HIGH PRIEST

How did you learn of our secret Chamber?

The voice sounds familiar.

LADY J.

LADY J.

I just came downstairs to check out my basement and... Here I am.

THE HIGH PRIEST

HIGH PRIEST

Your attempts at humor don't amuse

me.

LADY J.

LADY J.  
Let's just say I stumbled upon it.

THE HIGH PRIEST

HIGH PRIEST  
Joe Agents do not just stumble upon things...

LADY J.

looks up, not more confused and terrified than ever.

LADY J.  
Joe Agents?!

THE HIGH PRIEST

The Monk pulls back his cowl.

LADY J. (CONT'D)  
Destro?!

DESTRO (HIGH PRIEST)  
Tell me the truth or die!

LADY J.

The chain takes an ungodly lurch downward.

LADY J.  
I did tell you the truth. I  
inherited the manor house."

DESTRO

DESTRO  
I find that hard to believe, given  
that this is my ancestral home.

LADY J.

LADY J.  
Maybe we have a relative in common.

DESTRO AND THE OTHER Druids

DESTRO  
(to Druids)  
Lower the chain slowly.



(to Lady J.)  
You have a very short time to tell me  
the truth.

ANGLE ON THE DRUIDS

The chain slips a couple more notches and suddenly...

THE PORTAL TO THE CEREMONIAL HALL

The Mysterious Man bursts into the unholy temple.

ON THE DRUIDS TURNING THE CHAIN

They keep turning the chain, then, the Mysterious Man  
jumps INTO SHOT and knocks them (o.s.)

ANGLE ON DESTRO

He charges towards the Mysterious Man.

THE MYSTERIOUS MAN

Turns the chain as quickly as he can.

ANGLE ON THE WELL

Lady J. rises out of it and swings in the air.

LADY J.  
That's half the battle, now get  
me out of these chains.

ANGLE ON THE MYSTERIOUS MAN

He pulls a gun from his belt, then, Destro ENTERS SHOT  
and...

... Knocks him off balance, sending him skidding into  
some kind of an altar.

... tipping a gnarled candelabra onto both of them.

ON DESTRO

a candle starts torching his Druid outfit.

DESTRO  
(YEAAOW!)

ON LADY J.

Two Druids try to grab her while she still hangs.

LADY J. AND THE DRUIDS

She kicks outward at them, making her swing even more.

Her feet connect and send them flying.

ANGLE ON THE MYSTERIOUS MAN

He pulls his gun and...

... Shoots.

ANGLE ON LADY J.

The shot hits her chains and...

... She falls, straddling the well!

LADY J.

Good shot! Whoever you are.

ANGLE ON THE MYSTERIOUS MAN

He scrambles to his feet.

Three Druids enter shot and jump him.

He ducks.

They fly over his head.

ANGLE ON DESTRO

he draws his gun and fires as...

THE MYSTERIOUS MAN

runs to Lady J., throws her over his shoulder and...

THE MYSTERIOUS MAN AND LADY J.

Shots whizz past them as he carries her through an archway and into a dark corridor..

(NOTE ON DESIGN OF THE CATACOMBES: We are in a subterranean world. However, as most of this stuff was built by the ancient, we should feel both the presence of natural/geological structures, and ancient/medieval ruins. Mix these elements freely to come up with something visually unique.)

LADY J.

Thanks for the rescue.

INT. THE CATACOMBS

Putting Lady J. down, the mysterious man shoots the shackles that bind her wrists.

MYSTERIOUS MAN

I told you there was something fishy about this place.

LADY J.

You did?

Then, he pulls off a disguise, to reveal that he is Flint.

LADY J.

Flint!?

Suddenly, we hear the clamoring of footsteps and shots, and the Druids are hot on their trail.

FLINT AND LADY J. - RUNNING

Flint whips out a miniature Walkie Talkie.

FLINT

Joe Team, this is Flint.

CUT TO:

THE USS FLAGG - SAME TIME

It floats along, lit by a harvest moon.

BREAKER

Flint, this is Breaker.  
What can I do for you.

INT. THE USS FLAGG

Breaker sits at the controls. Several other members of the Joe Team are in the background.

FLINT (V.O.)

Hone in on my signal. Lady J an I deep in.

FLINT AND LADY J.

Stop and hide behind a stallactite while Flint radios.

FLINT (CONT'D)

Deploy strike team immediately.

CUT TO:

INT. THE CATACOMBS - SAME TIME

Destro waves several of his Druids forward (let's figure there are about seven of them.)

Then, he raise his arm to fire wrist rockets.

CLOSE ON DESTRO'S WRIST ROCKETS.

He presses a button labelled "heat seaking"

Then, it asks "Temperature?"

He presses it again to 98.6.

Then, the rockets streak off.

ANGLE ON FLINT AND LADY J.

They dash across a high stone bridge, which crosses over an underground lake.

ANGLE ON DESTRO'S ROCKET - TRACKING

They streak through the corridors.

ANGLE ON THE CORRIDORS

The heat-seeking rockets wind through the corridors.

ANGLE ON FLINT AND LADY J.

They run across the high bridge.

LADY J.

Flint! Look!

They turn and see..

THE ROCKETS

streaking towards them.

ROCKET'S POV - INFARED IMAGE

Two blurry figures are being honed in on.

ANGLE ON FLINT AND LADY J.

They look down towards the water and...

FLINT

Jump...

ANGLE ON THE BRIDGE

Flint and Lady J. dive as the missiles sidewind towards them.

ANOTHER ANGLE

As they fall, the missiles dive towards them.

ANGLE ON FLINT AND LADY J.

They land in the water.

The Missiles hit an instant later.

BALOOM!

Water guysers upward.

Play the moment.

They can't possibly have lived through this.

Then, they bob up to the top.

FLINT

You all right?

Lady J. bangs her hand on her ear as if she's trying to get it working again.

LADY J.

Yeah, but I won't be tuning pianos for a while.

Flint cups his hand over his ear.

FLINT

Huh?

ANGLE ON DESTRO

He runs to the top of the bridge, several other Druids with him armed with pitchforks, clubs and other agrarian-type weapons.

DESTRO

Get them!

Then, he starts kicking the Druids off the bridge.

FLINT AND LADY J.

Swim as quickly as they can through the underwater

grotto to the shore.

ANGLE ON THE DRUIDS - TRACKING

They plummet through the air...

... and splash into the pool.

DESTRO

stands on the bridge, shooting at...

FLINT AND LADY J.

Shots whizz past them as they jump out of the water and run towards a gothic arch chisled into the rock.

ANGLE ON FLINT

He turns and shoots up at...

DESTRO

Who still fires at them...

Flint's shots streak past.

Destro takes careful aim and FIRES.

ON FLINT

running and firing...

Destro's shot streaks into scene and hits...

FLINT'S GUN

melting it to nothing.

FLINT  
(reacting to the heat)  
Yeaooow.

FLINT

tosses it aside.

ON FLINT AND LADY J.

They dash through the arch as Destro's shots rain down on them.

ANGLE ON THE POOL

The other Druids rise from the pool and run into SHOT after Flint and Lady J.

CUT TO:

EXT. THE MANOR HOUSE SAME TIME

We hear the WHIRR of jet engines overhead and pan up to the moon.

There, we see the a C-130 transport dropping out ten Joes in Gliders.

They look like bats swirling around a mansion of evil.

SNAKEYES AND SPIRIT - GLIDING

They swirl through the air.

SPIRIT  
I sense evil here.

ON SNAKEYES

He looks down and nods to the affirmative.

CUT TO:

ON THE GROUND

Firefly and several other troopers stand in a Stonehenge like field outside the village.

FIREFLY

He looks up.

FIREFLY  
Destroy them.

ANGLE ON THE TROUBLE BUBBLES

They rise out of the field to engage the Joes.

It will be a while before the battle starts.

CUT TO:

INT. THE CATACOMBS

Flint and Lady J., still sopping wet, dash through the catacombs.

ANGLE BEHIND THEM

There is a LOUD, CHANTING ROAR behind them AS THE Druids armed with clubs, pitch forks and the like shamble after them.

FLINT

In there!

He points to...

FLINT'S POV - THE DUNGEON DOOR

They dash through the door to a Dungeon and slam it shut behind them.

INT. THE DUNGEON

Flint and Lady J. look around, horrified by what they see. A massive spider web stretches across the place, and a horrifying twenty-foot tall spider with red, glowing eyes peers at them.

They turn towards the door and hear a LOUD BANGING.

The Druids are there.

Then, a battle axe sticks through the door.

LADY J.

I think we're between...

THE ENORMOUS SPIDER

It's hideous fanged maw dripping venom, slowly crawls down the web towards them as...

FLINT (V.O.)

... a rock and a hard place.

CUT TO:

EXT. THE SKY ABOVE THE MANOR

The Joe Gliders drift down towards the manor house.

ANGLE ON SNAKEYES AND SPIRIT

Spirit looks down.

SPIRIT

There is the evil!

He points as a SHOT streaks past him.

WHAT HE SEES



are 15 Cobra Trouble Bubbles rising towards him.

ANGLE ON FIREFLY

In a Trouble Bubble.

FIREFLY  
Cobra! Attack!

Then he lets out a blast of FLAME INTO CAMERA.

THE BATTLE - ASSORTED SHOTS

As the Joe Gliders Descend the Joes FIRE on the Cobra Trouble Bubbles...

STORM SHADOW

His glider is hit and begins falling.

He unstraps himself and dives for...

ANGLE ON A TROUBLE BUBBLE

Storm Shadow lands on top of it and hits it a couple times with Ninja moves...

... The Trouble bubble seems to disintegrate and plummet to the Earth.

... The Cobra Trooper parachutes down to the ground, while...

... Storm Shadow leaps to a lower trouble bubble...

... This time, all he has to do is smile at the Cobra Trooper who...

COBRA TROOPER  
The Ninja!

... Bails out.

ANGLE ON STORM SHADOW

He beats on this trouble bubble and it falls apart...

Then, Storm Shadow jumps off the Trouble Bubble...

STORM SHADOW - FALLING

and lands on...

... The Roof of the Manor House unharmed.

ANGLE ON BARBEQUE

He drifts down in his glider...

... Suddenly, a blazing tongue of flame streaks past him.

BARBEQUE

Firefly!

ANGLE ON FIREFLY

He pilots his trouble bubble and holds a flamethrower.

He sends out a blast of flame.

ANGLE ON BARBEQUE

He fires the nozzle of his fire extinguisher.

ANGLE ON THE TROUBLE BUBBLE AND THE GLIDER

Flame and foam shoot back and forth.

ANGLE ON FIREFLY

He is doused with the foam and his flamethrower goes off.

FIREFLY

You will die for that, firefighter.

ANGLE ON SPIRIT

He drifts along with Freedom aside him.

Then, two Trouble Bubbles appear behind him and fire.

His Glider is hit!

Both sides of the wing are blown away.

He plummets towards the ground.

ON SPIRIT - TRACKING

It looks like there's no hope until...

FREEDOM

races down, talons outstretched and grabs Spirit's outstretched hands..

SPIRIT AND FREEDOM

The bird lowers his master to the roof of the Manor House, right near Storm Shadow.

SPIRIT, FREEDOM AND STORMSHADOW

They stand on the roof, shots whizzing past them.

SPIRIT

Let us enter this house.

INT. THE CATACOMBS

Flint and Lady J. stand before the spider.

ANGLE ON THE DOOR

Suddenly, a huge rent is torn out of the door as...

A HALBERD

comes crashing through.

ANGLE ON FLINT

He wheels around and grabs the halberd.

FLINT

Thanks a lot!

Then, axe end first, he pulls it out of the door.

FLINT

I'll take the spider, you take the door.

ANGLE ON LADY J.

A huge battle axe cuts through the door.

LADY J.

(sarcastically)

Thanks!

FLINT

As the spider approaches, looking more horrifying than ever, he shrugs.

FLINT

Okay, you take the spider.

LADY J. AND FLINT

She looks up at the spider.

LADY J.

Naw. I hate spiders.

FLINT

Good, I'm not too fond of Druids  
myself.

THE DOOR

suddenly, it shatters and Three Druids stand there.

FLINT AND THE SPIDER

He approaches the monster carrying the halberd and  
swings up at it.

ANGLE ON THE SPIDER

It grabs his halberd in it's jaws and crunches it.

THE SPIDER AND FLINT

Then, it shoves Flint aside with one of its legs and  
sends him into...

FLINT - TRACKING

... The spider web.

He is stuck to the goo as the monster stalks towards  
him.

ANGLE ON LADY J.

Unarmed, she looks forward in horror as...

THREE DRUIDS

charge her with war axes.

ANGLE ON LADY J.

She stands for a moment as the Three Druids run INTO  
SHOT.

LADY J.

Sometimes you gotta know...

Then she turns and runs.

LADY J. (CONT'D)

...when to run.

ANGLE ON THE DRUIDS

They charge, SHOUTING, and then they stop in their tracks as they see...

THE SPIDER

lumbering towards them.

THE DRUIDS

suddenly, turn tail and beat feet through..

THE DOOR

slamming the remnants of it behind them.

FLINT

he's stuck to the spider webs.

FLINT

Cowards!!!

... Lady J. runs INTO SHOT...

LADY J.

I'll get you out of here.

FLINT

This is degrading.

Suddenly, the Spider's foot enters shot and knocks Lady J. face first into the spider web.

... She's plastered to the Spider web facing away from the spider. Flint, on the other hand can see exactly what's going on.

LADY J.

Where is he.

FLINT

looks up and sees...

THE SPIDER

coming towards him.

FLINT

You don't want to know.

ANGLE ON FLINT, LADY J. AND THE SPIDER

The spider licks his jaws, slowly coming towards them.

EXT. THE FORTRESS

Barbeque winds against the hill, dropping towards the house.

ANGLE ON FIREFLY

His Trouble Bubble still covered in foam.

FIREFLY

Die fireman!

He launches a missile.

FIREFLY'S POV - THE MISSILE

It streaks towards Barbeque.

ANGLE ON BARBEQUE

He sees the missile coming.

BARBEQUE

Cheater!!!

Then, he dives on the glider.

BARBEQUE AND THE MISSILE

The missile shoots toward Barbeque. He jerks erratically and the missile streaks past him towards.

... The Hill the manor house sits on.

QUICK CUT:

THE DUNGEON

The spider's jaws lick towards Flint and Lady J.

QUICK CUT:

THE SIDE OF THE HILL

Firefly's missile strikes.

QUICK CUT:

THE DUNGEON

Suddenly, the wall explodes...

FLINT, LADY J. AND THE SPIDER

The spider is blown across the room while the two Joes are blown free of the web.

ANGLE ON LADY J. AND FLINT

They land on the far wall and jump to their feet. Then, they run towards the hole where the missile struck.

FLINT  
You want to make a deal?

LADY J.  
What's that.

ANGLE ON FLINT AND LADY J. - OUTSIDE THE HOLE

They stand on the hill below the manor house.

FLINT  
Let's not tell anybody about this...  
It's uh...

LADY J.  
(Completing his thought)  
Embarrassing.

CUT TO:

EXT. THE MANOR HOUSE - SAME TIME

The battle mostly over, Joe Troops drop down towards the manor house with Cobra Rays streaking after them.

ANGLE ON FIREFLY - TRACKING

He speaks into his helmet.

FIREFLY  
Storm the manor house.

ANGLE ON THE MANOR HOUSE

High Arcing, glowing shells strike the manor, blowing down walls.

INT. THE GRAND CHAMBER - SAME TIME

A huge stained-glass window is softly lit by the moonlight.

Suddenly, it EXPLODES and a Joe Glider smashes through it...

Then, another follows, then another.

INT. THE MANOR HOUSE

The Gliders drift to a stop in the center of the Main ballroom and the flashing mortar shots light it creepily like lightning.

ANGLE ON A DOORWAY

Spirit, with Freedom on his shoulder comes dashing in with Storm Shadow.

SPIRIT

This house is filled with a deep evil.

ANGLE ON THE BROKEN OUT WINDOW

Flame licks through it an instant before Firefly and the remaining Trouble Bubbles come drifting in.

ANGLE ON BARBEQUE

He looks at the incoming cobras

BARBEQUE

It just got deeper.

Suddenly, flame fills the shot.

ANGLE ON THE JOES

They flee back through an archway as flame engulfs the house.

CUT TO:

EXT. THE MANOR HOUSE

Flames light the stained glass windows and rise towards the sky.

FLINT

We've got to tell them that they don't need to rescue us any more.

Flint and Lady J. scale the side of the house like human flies, trying to get up to the stained-glass window in the North Chamber.

CUT TO:

INT. THE MANSION - SAME TIME



The Joes and Cobras are in a firefight in the North Chamber. The Joes are hidden behind various torture devices, while the Cobras stand in the doorway pouring shots in on them ripping the room apart.

ANGLE ON BARBEQUE

He stands behind a suit of armor, firing.

Cobra shots tear the arms off the suit of armor, then, finally one strikes it's chest.

ON BARBEQUE AND THE ARMOR - TRACKING

The armor is hit, knocking Barbeque.

But, instead of flying backwards, they arc around in a circle.

The whole wall twirls, like on a turntable, revealing an identical suit of armor.

INT. THE HIDDEN CHAMBER

Barbeque and the suit of armor shoot around on the Lady Susan-type Chamber and are deposited in the floor of a hidden chamber.

This one, unlike everything else in the house is extremely high-tech.

There are television monitors everywhere, and there's a hologram projecting machine.

ANGLE ON BARBEQUE

He looks around.

BARBEQUE

I'll bet I know what this little device does.

CUT TO:

THE NORTH CHAMBER

Cobra Ferrets roar into the Chamber, firing.

ANGLE ON THE JOES

Grossly outnumbered, they still hide behind medieval devices and FIRE.

ANGLE ON FIREFLY

FIREFLY

Cobra's Close in for the ki---

Suddenly, his eyes light up and he sees something he REALLY doesn't like.

ANGLE ON THE GHOST

The Ghost Lady J. was tracking suddenly appears in the middle of the room.

FIREFLY (V.O.)

A g-g-ghost.

ASSORTED COBRA TROOPERS

They see this and retreat.

Some streak their ferrets through the stained-glass windows.

Others rip out the door of the now burning mansion.

Others just run screaming.

COBRA TROOPERS

(AD-LIB CRIES OF TERROR)

ANGLE ON THE JOES

Seeing the Cobras have left, they stand up and look around puzzled.

SPIRIT

We have been saved by the ancient ones.

THE GHOST

It looks down on the Joes.

BARBEQUE (V.O.)

Hello, Spirit. I am the great spirit of the hologram.

ANGLE ON SPIRIT

He looks over, surprised.

SPIRIT

I see no humor in this.

ANGLE ON STORM SHADOW

He steps over to the revolving wall and gives it a

precise kick.

Suddenly, the wall spins around, dumping Barbeque and the hologram machine out.

BARBEQUE  
Just a little joke...

ANGLE ON THE DOOR

Flint and Lady J. emerge from the flickering hallway.

FLINT  
Joes. Let's go, I'm calling in  
the airstrike.

CUT TO:

EXT. THE STONEHENGE-LIKE MONUMENT - LATER

The Druids watch silently as.

CUT TO:

ANGLE ON THE MANOR HOUSE AND HILL

A squadron of Skystrikers rip across the horizon and launch missiles...

BLAAM!!

... levelling the manor house and punching deep into the hill.

CUT TO:

ANOTHER ANGLE

Flint and Lady J. watch the same sight from far away.

LADY J.  
I'm just as happy to be done  
with the place. Gothic living  
isn't my style.

DISSOLVE TO:

EXT. THE RUINS OF THE MANOR HOUSE - DAY

Destro steps through the ruins with Coverta.

DESTRO  
For nearly a thousand years my  
family home has stood. And now

is is no more.

He turns quickly to Coverta.

DESTRO

You truly do bring ill-fortune  
to men.

ON COVERTA

COVERTA (THE BARONESS)

It is not bad luck, it is revenge you faithless  
beast.

ON DESTRO

He looks up in shock.

COVERTA

whips off her disguise -- she is, in fact, the  
Baroness.

THE BARONESS

I arranged it all. I lead the Joe  
Agent here, knowing this would be the  
result.

DESTRO

But why???

THE BARONESS

THE BARONESS

To make you pay for your  
unfaithfulness with that which you  
value most.

DESTRO AND THE BARONESS

DESTRO

Your brilliance is only matched by  
your taste of vengeance, Baroness.

THE BARONESS

This is but a taste of what you shall  
suffer if you discribe me as a  
confused woman with whom I have been  
erroniously linked again!

DESTRO

widen with horror.

DESTRO

You know not what horror your actions  
might cause, Baroness...

ANGLE ON THE RUINED MANOR HOUSE

PUSH THROUGH the rubble. Down and down until we see...

THE GLOWING WELL

A fiery ooze bubbles, and then, within it we see an eye  
and some tentacles.

It could be that the evil is just beginning!

FADE OUT:

THE END