

G.I. JOE
"My Favorite Things"
(Script)

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SUNBOW PRODUCTIONS

MODEL NOTES
G.I. JOE
"My Favorite Things"

EIDELWEISS HOTEL

High in the Swiss Alps. An elegant, old-fashioned resort hotel. Ski slopes behind it, while to one side, the mountain slopes down steeply, quickly dropping off 5,000 feet to the valley below. Wealthy guests (old-money) crowd the lobby, which has plush red carpet, brass fittings on all the hand rubbed wood, and uniformed porters scurrying around everywhere. A broad staircase leads up to the second story, where we find a wide corridor with the portrait gallery on the side overlooking the steep slope and drop off (wide picture windows). The suit of armor, complete with a large shield, is first in line from the top of the stairs, then the portrait of PRINCE ALBERT of Great Britain (Queen Victoria's consort), then KING LUDWIG of BAVARIA, and RASPUTIN. It's okay to others as well, but these are the ones specifically mentioned in the script and they should be in this order.

TOWN OF ZUNDERZEE

A picturesque Dutch town, right on the coast, with the dykes in sight of its main street. Its beauty is marred only by the tacky MacDonald's style (but not MacDONald's) hamburger stand that Leatherneck chooses for lunch. The sporting goods store has a large enough display window for a Deux Cheveux Citroen to be washed through, and stocks the latest in diving equipment, as well as other sports items (but no baseball or american football gear, please).

ZUNDERZEE MUSEUM

One of the tallest buildings in town, at least four stories high (anything shorter than that will be more or less completely underwater when the dykes are blown up). It has a main gallery downstairs, which is two stories high, and ringed by a balcony. Various archways lead off the balcony into other display areas as well as a library filled with leatherbound volumes (which will have all floated off the shelves by the time we get there). There are also several oak writing desks equipped with fountain pens and ink pots, as well as overstuffed arm chairs. Apart from display items specifically described in the script, anything is fine, as long as it's a weapon or something related to war. Try to have different rooms have different themes... such as the Viking Galleries, where Serpentor finds the Dragon Ship and the axe (Okay the guillotine is sort of out of place, unless we have a few other items from the French Revolution in a section of that room as well).

MODEL NOTES (CONTINUED)

VLAD'S CASTLE

A real "Castle Dracula" type place -- deep in the wild Carpathians, moat, drawbridge, gloomy forest all around. It has one tower higher than the others, on which the Joes land their hang-gliders, as well as at least one lower tower with a Cobra sentry on it... with the lower tower (it's not that much lower) having a more unobstructed view of the countryside, to hopefully justify why the sentry's down there and not on the tower the Joes land on (unless, Buzz, you want to knock off a sentry on the top tower when the Joes first land).

KING TAKSHAKA'S PALACE

It's inside a granite plateau in the South Indian jungle. A small, unimposing entry, only five feet high, vine-clogged, with a crumbling carved cobra over the archway, but once inside, it opens up to an immense size... like being inside a demonic Taj Mahal (since it's inside a cave, it will be much rougher hewn, however). Archways and passages leading off in all directions, including down... a variety of snake-demon gargoyles leering out from the walls. A throne is in the center, with a statue of the Demon King Takshaka overshadowing it. The Catacombs are below, and should be very atmospheric and spooky... ancient statues of many-armed gods and goddesses, a number of them with animal or demonic heads. Cobwebs galore, and a variety of skeletons would be fine. Refer to Act III of script for specific room requirements.

SPECIAL CHARACTERS AND PROPS

Cobra Emperor's face transforms into a variety of historical personages. Specifically, Ghengis Khan, Rasputin, and Vlad Dracul ("Vlad the Impaler") -- for Vlad, see pictures below.



Fig. 4. A woodcut portrait of Dracula from a pamphlet that was published in Hamburg in 1494; a copy of it was purchased by the British Museum and perhaps was consulted by Bram Stoker. The Old German caption reads: "A wonderful and frightening story about a great bloodthirsty murderer called Dracula the werewolf who inflicted such un-Christian torments such as with snakes and also dragged men to death along the ground."



Georg Schickel in 1494.

MODEL NOTES (CONTINUED)

For other historical characters, please try to find reference pictures. Imaginary characters are "ULRIC THE BATTERER", a Conan-type berserker Viking, and KING TAKSHAKA, a figure from Hindu Mythology, who is reputed to have been the Lord of the Snake Demons. Try to get a serpentine/human face, with slitted eyes, scaley-skin, and incredibly ANCIENT, powerful, and evil. Also try to stay away from Scooby Doo monster-types... please?

BATTLE ANDROID TROOPER - We stick with the same guy throughout -- only he keeps getting progressively more battered! First he picks up some pitchfork prong holes in his chest plate... then some ink stains on his head... then a big hole in his abdominal area, which may be partially repaired the next time we see him. Finally, the Giant Cobra bites one of his arms off, and the cobra venom dissolves him like acid. Poor guy! Try to emphasize his MECHANICAL nature, so no one's going to be too worried or think he's in any pain.

We need also need some FRENCH COMMANDOS, G.I. Joe counterparts, in camouflage, in Act I.

PROPS: SNORKEL-DUCKS -- like decoy ducks, which the Joes strap to their heads, when they're swimming under water. Air comes through the ducks' mouths, down a tube inside their necks, and a mouthpiece extends from under their bodies.

"SKULL SPLITTER" - Ulric the Batterer's battle axe. Just make sure that it looks really deadly!

G.I. JOE

"My Favorite Things"

FADE IN:

EXT. SWISS ALPS - EIDELWEISS HOTEL

An elegant, old-fashioned resort, high in the Alps. The hotel is part way up the mountain, with a steep slope dropping away from the residential wing of the hotel, terminating in a five thousand foot drop to the valley below.

INT. HOTEL LOBBY

(See model notes) PAN to the wide, carpeted staircase. The 60's-ish MANAGER (Swiss) is escorting LADY DAPHNE (English) up the stairs, followed by a small army of baggage-bearing PORTERS.

ANGLE - TOP OF STAIRCASE

The entourage comes INTO VIEW. Daphne REACTS and points O.S.

 DAPHNE
 (delighted)
 Oh how charming!

OTS - DAPHNE AND MANAGER - ON PORTRAIT GALLERY

Next to an impressive suit of armor is an equally impressive gilt-framed portrait of Prince Albert, Queen Victoria's consort.

 DAPHNE (VO)(CONT)
 You have a portrait of Great-Uncle Albert!

ON DAPHNE AND MANAGER

The Porters, nearly buried by the luggage, staggering behind.

 MANAGER
 (proudly)
 In my great-grandfather's time,
 the Prince was our honored guest!

WIDEN ANGLE AND PAN as the Manager leads Daphne to admire the next portrait, of King Ludwig of Bavaria.

 MANAGER (CONT)
 As was King Ludwig of Bavaria...

Daphne REACTS to the next portrait, pointing...

 DAPHNE
 (a little horrified)
 Rasputin was a guest here as well?

DRAMATIC ANGLE - PORTRAIT OF RASPUTIN

RASPUTIN, the enigmatic monk of Moscow, dark eyes glaring.

MANAGER (VO)
Yes, he was travelling with the Czar.

ANGLE - CORRIDOR

Daphne, the Manager, and Porters continue down the corridor.
PAN back to the suit of armor...

MANAGER (VO)(CONT)
(getting fainter)
Of course, that was before anyone
knew about his despicable
reputation. Otherwise the
management would never...

CLOSE ON HELMET

Amazingly enough, it turns sharply, looking down the corridor!

MANAGER (VO)(CONT)
(fainter still)
Have allowed him...

"ARMOR'S POV" - CORRIDOR

As on a video screen, calibrations to one side, and thermograph
versions of Daphne and the others disappearing around a corner.

MANAGER (VO)(CONT)
(fading out entirely)
To stay here as a guest...

ANGLE - ARMOR

"It" reaches up and removes its helmet, revealing that it's
really an ANDROID BATTLE TROOPER wearing this medieval disguise!

ANGLE - PORTRAITS

The B.A.T. ENTERS SCENE, looking at Prince Albert's portrait.

ANDROID'S POV

As before, a monitor screen, focused on Albert's portrait, as an
ELECTRONIC BEEP sounds and a computer graphic of Rasputin is
superimposed over Albert's portrait, obviously not matching. A lower
BEEP and FLASHING RED LIGHT indicate failure. The B.A.T.'s POV PANS
to King Ludwig. The same procedure repeats, with the same results.

ANGLE - ANDROID

He now moves in front of the portrait of Rasputin..

•
ANDROID'S POV

And this time the computer graphic of Rasputin exactly matches the
portrait! A BELL TONE sounds, and the light flashes GREEN!

ANGLE - ANDROID

He pulls the portrait off the wall... But it's connected to an alarm and SIRENS WAIL! The B.A.T. looks back down the staircase...

HIS POV

The empty staircase, but RUNNING FOOTSTEPS are getting closer.

SECURITY GUARD #1 (VO)
A thief! Stop him!

ANGLE FEATURING ANDROID TROOPER

Looking in the other direction as a GUARD appears, laser ready!

SECURITY GUARD #2
There he is! Stop or I'll shoot!

ANGLE - ANDROID TROOPER

The B.A.T. quickly RIPS the armor from him, retaining the shield...

EXT. ANGLE - SECOND STORY WINDOW

And, holding the portrait over his head, CRASHES through the window! The portrait acts like a parachute, as he floats down!

REVERSE ANGLE

Tucking the shield underneath as he hits the steep slope, and lying prone on it as if it were a sled, he ZOOMS down the mountainside!

ANGLE - WINDOW

The two Security Guards FIRE after him.

CLOSE ON ANDROID TROOPER

He ZOOMS THROUGH SCENE, laser blasts ZINGING around him!

REVERSE ANGLE - EVEN STEEPER SECTION OF SLOPE

It falls away to a sheer cliff! PAN QUICKLY UP to a NIGHT RAVEN with drone flying INTO SCENE.

INT. NIGHT RAVEN

The STRATOVIPER PILOT looks out to the tobaganning B.A.T.

STRATOVIPER
Releasing Night Raven Drone!

ANGLE - NIGHT RAVEN

The drone SEPARATES.

ANGLE - TROOPER

The B.A.T. goes off the cliff, flying up into space!

NIGHT RAVEN DRONE

OPENS as the B.A.T. arcs THROUGH FRAME.

STRATOVIPER (V.O.)
He's not going to make it!

ANGLE - ANDROID TROOPER

The B.A.T.'s flying through the air, but with insufficient altitude! However he tosses the portrait INTO CAMERA...

ANGLE - NIGHT RAVEN DRONE

The portrait sails inside. The drone SNAPS shut and ROARS off.

HIGH ANGLE - VALLEY

Unfortunately, the B.A.T. misses the plane and keeps falling...

ANGLE - NIGHT RAVEN

As the drone LINKS up with the Night Raven.

ANGLE - STRATOVIPER PILOT

Looking down 5,000 feet to the valley floor...

STRATOVIPER
(into radio phone)
Serpentor! The mission was a success...

UP ANGLE - ANDROID TROOPER

As he continues to tumble DOWN INTO CAMERA!

STRATOVIPER PILOT (CONT)
But your Android Trooper missed the plane!

CUT TO:

DRAMATIC CLOSE UP - SERPENTOR

SERPENTOR smiles evilly into his communications unit.

SERPENTOR
That's all right.

CUT TO:

ANGLE - ANDROID TROOPER

He completes his 5,000 foot drop...

SERPENTOR (VO)(CONT)
It can walk home!

ANGLE - SWISS BARN

And SMASHES through the roof of the barn! PULL BACK and HOLD A BEAT, and then there's a SPLINTERING CRACK as the B.A.T. walks through the side wall! A pitchfork is stuck in his chest, but he pulls it out and tosses it away as if nothing's wrong (it leaves three tell-tale holes). He turns and looks up...

HIS POV - NIGHT RAVEN

At the Night Raven, disappearing into the distance (FADING JET SFX).

ON ANDROID TROOPER

If it were possible to for a B.A.T. to express disgust, he would as he wipes an egg yolk and assorted wisps of straw from his face... and walks AWAY FROM CAMERA, on the long road for home... a small dog running after him, YAPPING and nipping at his ankles!

WIPE TO:

EXT. COBRA TERRORDROME

PUSH IN and...

SERPENTOR (VO)
No... not there!

DISSOLVE THRU TO:

INT. TERRORDROME

A huge hi-tech library-gallery room, filled with antique portraits, statues, ancient weaponry. There's a central skylight, down which a single sunbeam shines. Three COBRA VIPERS try to move a huge equestrian statue of GENGHIS KHAN around the room, but it's hard going.

COBRA VIPERS
(Grunts and groans)

SERPENTOR (VO)(CONT)
Genghis Khan deserves the place of honor...

CLOSER ANGLE

As Serpentor, on his air chariot darts INTO SCENE. He leaps off...

SERPENTOR (CONT)
But if you miserable excuses for
Vipers can't do it...

ANGLE - STATUE

And strides INTO SCENE, brushing one of the Vipers away (the man goes flying): By himself, he lifts the statue and muscles it into position, in the center of the room! (SFX: THUD)

SERPENTOR (CONT)
 (with effort)
 I'll take care of it myself!

ANOTHER ANGLE

He steps back to admire his work. PAN UP with his gaze... where the shaft of sunlight strikes Genghis in the head, giving him an evil nimbus around his snarling features!

SERPENTOR (VO)(CONT)
 Magnificent!

ANGLE - ENTRY TO ROOM

COBRA COMMANDER ENTERS...

COBRA COMMANDER
 Magnificent?

HIS POV - PANNING AROUND ROOM

At the rogues gallery of evil looking faces -- in portrait or statue -- from all phases of the world's history!

COBRA COMMANDER (VO)(CONT)
 Who are thesssse people and why are they cluttering up my chamberssss?

ANGLE - GENGHIS KHAN AND SERPENTOR

Featuring the evil face of Genghis Khan, then PANNING DOWN to Serpentor who has turned to face the Commander... as his face changes to match that of the Chinese warlord!

SERPENTOR (CONT)
 "These people" are... me!

ANGLE - COBRA COMMANDER

Serpentor ENTERS SCENE and leads him past several portraits and statues of a variety of historical bad-looking dudes (including VLAD THE IMPALER, see reference material). PAN with them...

SERPENTOR (CONT)
 My chromosomes contain genetic blueprints...

REVERSE ANGLE - SERPENTOR AND COBRA COMMANDER - PANNING

Serpentor's face is constantly changing to match the face of whomever they are looking at, while the portraits or statues themselves are mirrored on Cobra Commander's face plate!

SERPENTOR (CONT)
 From all these conquerors, tyrants,
 and kings...

ANOTHER ANGLE

He indicates the room.

SERPENTOR (CONT)
 And each triggers a different section of
 my genetic code...

ON SERPENTOR

Glaring at the Commander as he "breathes" in power from the
 artifacts, his face still changing depending on whom his gaze falls!

SERPENTOR (CONT)
 Reactivating the power of those
 lifetimes in me... now!
 (REACTING)
 But for my power to be complete, I
 must gather ALL of my favorite things!

ANGLE - DOORWAY

The Cobra Trooper brings in the stolen portrait and Serpentor ENTERS
 SCENE to study it, his face shifting to mirror that of the mad monk!

SERPENTOR (CONT)
 (fondly)
 Ah, Rasputin! What an evil
 scoundrel he was!

ANOTHER ANGLE

As Serpentor suddenly whirls and grabs Cobra Commander by the
 shirt front, lifting his feet above the ground.

SERPENTOR (CONT)
 And one other thing, Commander. These
 chambers are no longer yours, but mine!

DISSOLVE TO:

WIDE ANGLE - NORTH SEA - DAY

PAN ACROSS the rough waters to the lead Moray (a squadron following
 behind), cutting through the waves at an angle TOWARDS CAMERA.

INTERIOR - COMMAND BRIDGE OF LEAD SHIP

Revealing Serpentor, Cobra Commander, and DESTRO looking out the
 windscreen at a coastline still quite a ways away. Note: the
 B.A.T. from the opening scenes is standing in the background,
 pitchfork holes visible. Serpentor punches some buttons on the
 control panel.

SERPENTOR (VO)

There was once a Norse warrior who roved
these seas...

ANGLE - COMPUTER SCREEN

A computer graphic version of a Norse Dragon Ship swirls into
being on the computer screen...

SERPENTOR (VO)(CONT)

By the name of Ulric the Batterer...

And transforms into an image of ULRIC THE BATTERER, a Conan-type
Viking, a completely insane look to him, single-handedly
battling five other WARRIORS, battering their shields (but not
cutting off any limbs!) with his mighty axe, SKULL-SPLITTER!

SERPENTOR (VO)(CONT)

The most feared berserker warrior ever to
burn a village to the ground!

ON COBRA COMMANDER

COBRA COMMANDER

Let me guesssss. Was this hyper-active
Viking related to sssomeone I know?

C.U. SERPENTOR

He reaches out to grab Cobra Commander by the shirt front, a
look very similar to the one we just saw on Ulric's face on his!

SERPENTOR

(very intense)

Once I regain my battle axe, "Skull
Splitter"...

ANGLE - COMPUTER SCREEN

A "window" forms around the axe, and as Ulric vanishes from the
screen, we now see the axe as it appears in a museum catalogue, with
the heading "Skull Splitter, Berserker Axe, circa 906 A.D."

SERPENTOR (VO)(CONT)

Ulric's berserker strength will
once again be mine!

The page of the catalogue "turns", becoming a computer graphic
rendition of the Zunderzee Museum, an 18th century multi-storied
edifice in the classic Dutch architectural style.

DESTRO (VO)

And my research has located the
axe in this weapons museum...

WIDE - GROUP

Destro indicates the Dutch shoreline ahead of them.

DESTRO (CONT)
In the Netherlands.

COBRA COMMANDER
Wonderful, Dessstro... but did you also
learn that G.I. Joe and NATO are holding
war gamesss here as well?

CLOSER - FEATURING DESTRO AND SERPENTOR

They exchange glances.

DESTRO
That minor hindrance...

SERPENTOR
(interrupting)
Will be handled as soon as we arrive!

WIPE TO:

DUTCH COASTLINE - ANGLE - DYKES

Waves pound the wall of dykes protecting the low-lying coastal areas
of the Netherlands from the encroaching sea. PAN inland and --

DISSOLVE TO:

FATHER INLAND - PANNING

Windmills turn while irrigation ditches keep fields green. PAN
CONTINUES to a thatched farmhouse, tulip patches surrounding it...
and an irrigation stream, across which seven DUCKS swim. Just
downstream from the farmhouse is a field of grain, and as the PAN
CONTINUES, the green stalks WAVER just at the edge of the stream...

ANGLE - GRAIN FIELD

As FRENCH COMMANDOS (part of the NATO force) crawl through the
field, sneaking closer to the farmhouse visible just beyond.
LIEUTENANT BERGIER is in the lead. He turns to his five-man force.

LIEUTENANT BERGIER (VO)
(French accent - sotto)
Objective 5A in sight.

CLOSER ON COMMANDOS

Faces blackened, grinning in Gallic triumph!

LIEUTENANT BERGIER (CONT)
(sotto)
This will show G.I. Joe who is vraiment
NATO's elite corps!

BERGIER'S POV - THROUGH STALKS OF GRAIN TO FARMHOUSE

The irrigation stream to the right, the ducks swimming to the bank.

LIEUTENANT BERGIER (VO)(CONT)
It is impossible for them to stop us now!

ON BERGIER

He turns to the stream, parting the grain to watch the ducks.

BERGIER (CONT)
Mon dieu! These ducks are
friendly, no?

BERGIER'S POV - ON DUCKS

The ducks swim INTO CAMERA, suddenly rising into the air to reveal the faces of the Joes beneath (WETSUIT, LEATHERNECK, DIALTONE, BEACHHEAD, LOWLIGHT, LADY J, FLINT)! The ducks are in reality, decoy/snorkels, strapped to the Joes' heads, air passing through the mouths of the ducks, down through their necks, and into rubber mouthpieces beneath! Wetsuit's in the lead, and as he rises up in one fluid motion, he gets his legs under him, reaching INTO CAMERA...

WETSUIT
(in answer to Bergier's question)
NO!!!!

REVERSE ANGLE

To grab Bergier, flipping him into the stream! SFX: SPLASH!

BERGIER
Sacre bleu!

WIDER

And the rest of the Joes rush up onto the bank and leap at the startled French Commandos!

FRENCH COMMANDOS/JOES
(ad lib yells)

ANGLE - LEATHERNECK

He grabs a Commando who was going at Beachhead from behind... Pulling the guy's legs out from under him, he whirls him around by the ankles and heaves him across the field!

LEATHERNECK
Match this, Squid!

ANGLE - WETSUIT

Another Commando rushes Wetsuit, but Wetsuit catches him in mid-leap and hoists him over his head. He's just getting ready to body-slam him into the tulips that grow next to the field...

WETSUIT
No problem, Jarhead!

But he freezes, holding the Commando in "mid-slam" as he hears...

OLD LADY (VO) ^
(Dutch accent)

Touch those tulips...

ANGLE - OLD LADY

On the front porch of the farmhouse, a mop held at the ready!

OLD LADY (CONT)
And you're a dead man!

ANGLE - LEATHERNECK

He backs off, letting the guy down.

LEATHERNECK
Yes, ma'am!

ANGLE - TWO COMMANDOS AND DIALTONE

They have Dialtone by the arms and legs, swinging him over the water!

COMMANDOS
(preparing to give him a heave)
Un, Deux...

But all REACT as we hear a SIREN BLARE...

HAWK (VO)
(over bullhorn)
Okay, everyone! Combat maneuvers are over!

ANGLE - STREAM

A Devilfish tools INTO SCENE, with HAWK standing in the cockpit, making his announcement over a bullhorn, LIFELINE next to him.

HAWK (CONT)
Time to break for lunch!

LIFELINE
Any casualties?

C.U. DIALTONE

Still suspended in the air.

DIALTONE
No, but there will be if these guys don't let me go!

ANGLE - TWO COMMANDOS

Grinning at each other...

FRENCH COMMANDO

If you insist!

They give the final heave, and Dialtone flies O.S.! SFX: SPLASH

ANGLE - STREAM

As Dialtone emerges, sputtering, and both Joes and French Commandos gather to watch and laugh together.

JOES/COMMANDOS

(Good natured laughter)

WIPE TO:

ESTABLISHING SHOT - TOWN OF ZUNDERZEE

Totally picturesque Dutch town, right near the coast.

LEATHERNECK (CONT)

C'mon, Wetsuit! You chose where we ate lunch yesterday!

ANGLE - G.I. JOES

The same gang we saw earlier are back in normal uniforms, walking down the cobblestoned main street of the town.

LEATHERNECK (CONT)

Today's my turn!

WETSUIT

Great! Your idea of gourmet cuisine is C rations mixed with dog food!

ANGLE - RESTAURANT WINDOW

Where we can see some diners eating frogs' legs and snails! PULL BACK as Leatherneck is peering in the window as they walk by.

LEATHERNECK

Maybe Seals are used to eatin' frogs and snails, but Marines eat...

Leatherneck turns to look across the street...

HIS POV

A really tacky Dutch version of MacDonalds!

LEATHERNECK (CONT)

Hamburgers!

But suddenly all the Joes REACT as they hear an EXPLOSION from the direction of the dykes...

JOE'S POV - DYKE

A section of dyke is visible at the end of the street, and the first explosion has blown a hole in it! A second EXPLOSION destroys an entire section of dyke and a wall of ocean water CASCADES through!

WETSUIT (VO)
The dykes! They're gettin' blown
to smithereens!

ANGLE - CITY STREETS

The first water to rush down the streets is only ankle deep and CIVILIANS and NATO SOLIDERS alike are running for cars, DRIVING AWAY! NOTE: it should be clear that everyone will successfully evacuate the town... all but the Joes, that is!

CIVILIANS/SOLIDIERS
(Alarmed shouts)

CLOSE ON JOES

The water is quickly rising to their knees!

BEACHEAD
~~The Cobra's gonna~~ We've gotta
get outta here!

WIDEN ANGLE to include Flint point back towards the dykes.

FLINT
Yeah, but take a look at what
washed in on the tide!

THEIR POV

Cobra Morays are now surfing in on the waves cascading through the ruined dykes! (APPROPRIATE SFX)

COBRA FORCES
COBRA!!!

ANGLE - JOES

The water's risen to their waists, and they have to grab onto light posts, etc, to avoid being washed away! A driverless car is swept down the street past them, and Wetsuit REACTS, pushing off after it.

WETSUIT
Follow me! We're gonna need equipment!

ANGLE - CAR

It's being swept down the street -- with Wetsuit clinging to the bumper, and the other Joes swimming up to join him...

ANGLE - T INTERSECTION FEATURING SPORTING GOODS STORE

The sporting goods store is on the "top side" of the T, while the car is swept towards it on the perpendicular street. The water's halfway up the window, but we can still see the display of scuba gear inside. A BEAT LATER, the car SMASHES through the window...

INT. STORE - UNDERWATER

And inside the store, the Joes find themselves underwater amid a swirling mess of sporting goods and one car! They grab the appropriate diving gear and struggle into it...

EXT ANGLE - SURFACE OF WATER

And now, the entire town's underwater! Only buildings four stories and taller (not many) stick up above the flood! The Joes break the surface. Flint looks O.S. and points.

FLINT

Looks like Cobra's paying
Zunderzee a cultural visit!

JOES POV - THE WEAPONS MUSEUM

Its first three stories are completely underwater (but with some distinguishing sign so it's recognizably the museum seen as a computer graphic on Serpentor's viewscreen). The Morays are docked at the fourth story, with the B.A.T., Serpentor, Destro, Cobra Commander (all in scuba gear), and a variety of Cobra Eels disembarking, SMASHING in windows to make their entry.

LADY J (VO)

The Weapons Museum!

ANGLE - JOES

They dive underwater and start swimming in that direction.

WETSUIT

In that case, I'm gonna swim over
and get me a little culture myself!

CUT TO:

MAIN ENTRANCE TO MUSEUM - UNDERWATER

The Joes swim through the impressive, but submerged, main entrance...

INT. GREAT HALL

And find themselves amid an underwater repository of weapons, ancient and modern! The larger ones, such as cannons or WWI tanks, are firmly in place, but others, such as Zulu shields or longbows and arrows are floating everywhere! NOTE: Underwater conversations will be carried on via radio transmitter receivers built into the masks.

FLINT

Joes, we don't know what Cobra's after...

CLOSER - FLINT

He comes face to face with a murderous^d looking African war mask "confronting" him! He pushes it aside and swims on...

FLINT (CONT)

But whatever it is, if it's in this place, it's gotta be dangerous...

WIDE - PANNING

Leatherneck swims up to a balcony ringing the hall, then up a stairway that rises to a higher floor, while other Joes scatter out as well. Dialtone and Lowlight are teamed up, also swimming over the balcony, through an archway that leads into a library.

FLINT (VO)(CONT)

So be careful!

JOES

(softly, but determined)

Yo Joe!

ANGLE - OTHER DISPLAY CHAMBERS OF MUSEUM

Cobra Eels, Destro, and the Commander are swimming through, looking at displays of medieval armor, pikes, broadswords, et cetera...

DESTRO

No sign of the axe so far, Serpentor.

ANOTHER CHAMBER

The B.A.T. (no scuba gear) and an Eel are prowling about. Possibly various types of field artillery from WWI are in this room.

EEL

Nothing here, either.

At this point, the Eel points to the B.A.T., then to an adjoining doorway. He then jerks his thumb to his own chest and gestures in the opposite direction. The B.A.T. nods and marches off.

ANOTHER CHAMBER

Serpentor is moving through a large, long chamber... in the midst of which is a reconstructed Viking Dragon Ship!

SERPENTOR

No matter. But keep your eyes open!

ANGLE - COBRA COMMANDER'S PARTY

They swim through an archway leading out to a balcony (the one that rings the Great Hall) and REACT!

DESTRO

G.I. Joe!

THEIR POV - INTO THE GREAT HALL

Lady J, Flint, Wetsuit, and Beachhead are down there -- also REACTING -- as this party of Cobras swims down to the attack!

COBRA COMMANDER (VO)
ATTACK!

CUT TO:

ANGLE - LIBRARY

Dialtone and Lowlight are swimming through a library in which hundreds of leatherbound books have floated off the shelves and are now as thick as swarms of gnats throughout the room (if it seems like a good idea, overstuffed easy chairs could be floating around as well): There are several oak writing desks in the room as well which have remained in place, each with a fountain pen in a holder and an ink pot securely in its ink well.

DIALTONE
Uh oh! Sounds like the others ran into trouble!

CLOSER

Lowlight uses both hands to part a "cloud" of books to get a better view of a doorway, in which the B.A.T. is now framed!

LOWLIGHT
Trouble just ran into us!

CLOSE ON ANDROID TROOPER

Spotting our heroes, he turns and grabs one of two crossed broadswords on the wall, his gears WHIRRING ominously!

ANOTHER ANGLE

With mighty strokes, as if cutting through the jungle, the B.A.T. begins SLASHING his way through the jungle of floating books (and floating easy chairs) to get at the two Joes! The books are cut to pieces, and now single pages float everywhere, as the B.A.T. uses the WHIRRING blade as a propellor to push back the Joes.

CUT TO:

GREAT HALL

The Cobra Eels fire LASERS at Flint and Beachhead, who dive behind a WWI British tank...

ANOTHER ANGLE

While Cobra Commander and Wet Suit wrestle about fifteen feet above the floor! Cobra Commander's getting the worst of it...

WETSUIT

Looks like I'm gonna get me a snake-skin
souvenir from Holland after all!

C.U. COBRA COMMANDER

But he's able to get a hand free to trip a switch... and as
ANGLE WIDENS, we see that there's a little jet-booster fastened
on top of his airtank... and it propells him away, leaving a
curtain of bubbles behind to temporarily befuddle Wetsuit!

COBRA COMMANDER

Not a chance, Frogman!

CUT TO:

INT. LIBRARY

The Android Trooper hacking his way through the floating books...

ANGLE - DIALTONE AND LOWLIGHT

Towards our heroes. Lolight's unconcerned, but Dialtone's freaking
out!

DIALTONE

I'm gonna shoot him!

LOWLIGHT

Wait till you see the lights of
his eyes!

C.U. ANDROID TROOPER

His visual sensors rivetted on our heroes.

DIALTONE (VO)

He doesn't have any eyes!

ON DIALTONE AND LOWLIGHT

Dialtone, going bananas, lifts his speargun and fires!

DIALTONE (CONT)

I'm letting him have it!

C.U. LOWLIGHT

Shaking his head.

LOWLIGHT

Dumb move, pal!

ANGLE - ANDROID TROOPER

The spear WHOOSHES through the books, skewering some, and THUNKS into the Android's chest plate!

ON DIALTONE

Ebulliant

DIALTONE

Why? I got him, didn't I?

ANGLE - ANDROID TROOPER

He starts pulling in on the line...

ANGLE - DIALTONE & LOWLIGHT

And Dialtone suddenly feels the jerk on the line... and when he tries to get rid of the speargun, it snags on his chest harness, and as a result he's dragged O.S.!

LOWLIGHT

Nope. He's got you!

DIALTONE

LOWLIGHT!!!!

ANGLE - WRITING DESK

Lowlight swims INTO SCENE, grabbing a bottle of ink off the desk.

LOWLIGHT

Okay, okay, I'm comin'.

ANGLE - ANDROID TROOPER

As he pulls Dialtone INTO SCENE and is just about to grab him, Lowlight swims in from above...

DIALTONE

OH NO!!!!

C.U. LOWLIGHT & ANDROID TROOPER

And SMASHES the ink bottle on the Android's head! Instantly, black ink fills the screen, obscuring all! We may be able to see the B.A.T. thrashing around amid the books, and get a glimpse of Lowlight and Dialtone getting away... but that's it!

LOW LIGHT (VO)

(as they swim for the exit)

Dialtone, get outta here! These books are givin' me eye strain!

CUT TO:

ANGLE - LEATHERNECK

Swimming through the same Viking gallery (but from the opposite direction) we saw Serpentor in before.

LEATHERNECK
I coulda sworn I saw...

C.U. LEATHERNECK

He freezes as he looks to one side, into a side chamber and sees...

LEATHERNECK'S POV

Serpentor, back to CAMERA, taking a massive battle axe out of a display case!

LEATHERNECK (VO)(CONT)
Serpentor!

CLOSE - SERPENTOR

He turns toward Leatherneck, hefting the DEADLY looking axe! And as he holds it up, his face undergoes a transformation into that of ULRIC THE BATTERER (as per the computer version seen earlier)!

SERPENTOR
Yes, and now that I've recovered my axe,
Skull-Splitter, I am something more!

WIDER

On the cut, Serpentor activates his hoverboard to ZOOM INTO CAMERA, brandishing the axe!

SERPENTOR (CONT)
(like a berserker's yell)
COBRAAAA!!!

ON LEATHERNECK AND SERPENTOR

And as Serpentor charges, Leatherneck tries to get out of the way... but his speargun is hacked in two by the axe as Serpentor's momentum carries him past our hero! (SFX: CLANG)

ANGLE - WALL

Leatherneck swims to where a metal-bound shield and iron studded mace are hanging. He grabs them off and whirls around...

ANOTHER ANGLE

As Serpentor charges again! Leatherneck meets the charge with his shield and swings his mace!

CLOSE SERPENTOR

But Serpentor's crazed eyes flare as he swings the axe, and it SWISHES through the water to cut the iron ball in half!

SERPENTOR
(Enraged bellow)

WIDER

Serpentor presses the attack, forcing Leatherneck into a corner where an ancient guillotine stands! Feeling it at his back, Leatherneck turns and quickly looks up to see...

LEATHERNECK
Hunh?

HIS POV

The razor sharp blade suspended directly above his head!

LEATHERNECK (VO)(CONT)
Fer cryin' out loud!

OTS LEATHERNECK - ON SERPENTOR

Serpentor leaps at him, pressing his advantage, axe extended and...

THE AXE

accidentally SLICES the blade's rope!

ANGLE - LEATHERNECK

The axe pinning him down, a horrified look on his face as he sees...

LEATHERNECK
NO!!!

LEATHERNECK'S POV

The guillotine blade slowly beginning its water-slowed descent!

FADE OUT

END ACT I

ACT II

FADE IN:

C.U. LEATHERNECK

Looking up, horrified (the axe still holding him pinned in place).

LEATHERNECK

NO!

DRAMATIC ANGLE FEATURING DESCENDING BLADE AND SERPENTOR

Serpentor, in his berserker valence, is keeping Leatherneck pinned, under the guillotine, as the blade continues its water-slowed, but inexorable descent! (APPROPRIATE SFX)

CLOSER - DESCENDING BLADE

Nearly there! (CONTINUED SFX)

SERPENTOR (VO)

YESSSS!!!!

ANGLE - LEATHERNECK

But Leatherneck suddenly uses his hands to knock the axe head up from his chest... and as he slides out from under it...

REVERSE ANGLE

The blade CHUNKS down, cutting the head of the axe in half!

CLOSE ON SERPENTOR

He pulls the axe away, looking at its severed blade! As he does, a strong current of water begins to move through the room.

SERPENTOR

My axe, Skull-splitter... destroyed!

WIDER

Leatherneck launches himself at Serpentor. They wrestle as the current increases, carrying them towards a broken window! (The tide is now going out and the water's draining out of the museum, as well as the town). PAN with the two of them as the struggle continues...

LEATHERNECK

And now it's your turn!

ANGLE - WINDOW

The water is now below the window top and dropping rapidly as Serpentor and Leatherneck, struggling, SMASH into the wall nearby. Outside, there's the ROAR of engines as Destro's boat pulls alongside!

SERPENTOR
Never, G.I. Joe...

DESTRO (VO)
(shouting)
Serpentor!

EXT. MUSEUM

The water level is continuing to go down rapidly! The other Morays are on their way back to the North Sea, while Destro and Cobra Commander's boat waits outside the window for Serpentor.

DESTRO (CONT)
The tide is going out. We must
depart while we still can!

INT. MUSEUM ROOM

The water is at knee level. Serpentor uses his amazing strength to hurl Leatherneck away...

SERPENTOR
I must leave now, Joe...

ANGLE - LEATHERNECK

Slumped against the wall, with the broken axe nearby.

SERPENTOR (CONT)
But I shall remember this day.

C.U. SERPENTOR

His face once again shifts in the anticipation of his next stop (into that of "VLAD THE IMPALER"), and his eyes once again burn!

SERPENTOR (CONT)
And I shall destroy YOU!

EXT. MUSEUM WINDOW

Serpentor leaps through the window, the water level now five feet below its ledge and dropping rapidly. He lands in the Moray...

SERPENTOR (CONT)
COBRAAAA!!!

Which ZOOMS INTO & OVER CAMERA...

REVERSE ANGLE

And away, zig-zagging amid the rapidly reappearing rooftops of the sunken town of Zunderzee!

WIPE TO:

EXT. G.I. JOE HQ

PUSH IN and --

DIALTONE (VO)
I can't believe it, Leatherneck!

DISSOLVE THRU TO:

INT. JOE HQ

A recreation area, with a computer bay in the background. The Joes are sitting around, drinking soft drinks and shooting the bull. Leatherneck's the center of attention, brandishing the broken axe, while Wetsuit, a little apart, looks on jealously. Other Joes, including ROADBLOCK, SCARLET, Dialtone, Beachhead, and Lowligh are there, while in the BG, MAINFRAME works at the computer bay. Dialtone takes the axe, looking at it in awe.

DIALTONE (CONT)
(awe stricken)
You actually took on Serpentor and
wrecked one of his special weapons! Wow!

ANGLE - LEATHERNECK

Trying to appear unconscious of the praise, but not succeeding.

LEATHERNECK
Aw, I expect any red-blooded
Marine woulda done the same!

ANGLE - WETSUIT

CAMERA FOLLOWS ACTION as he grabs up the axe... Leatherneck jumps to his feet to grab it back... and Lifeline has to break the two of them up to avoid a real fight!

WETSUIT
Marine, ha! A SEAL woulda brought
back Serpentor's head, not some
little tommy hatchet!

LEATHERNECK
Gimme that, you frog!

LIFELINE
Cut it out, guys! Your job's to
fight Cobra, not each other...

CLOSE ON MAINFRAME

,Turning from his computer in towards the group.

MAINFRAME
(calling from across the room)
Yo, Supermarine...

WIDER - FEATURING COMPUTER SCREEN

A computer graphic version of Serpentor on the monitor, as the Joes gather round.

MAINFRAME (CONT)

I need you to I.D. that last face
you saw on snake-puss.

CLOSER - SCREEN

Serpentor's computer graphic face starts changing, from Ghengis Khan, to Rasputin, to Alexander the Great, to VLAD...

MAINFRAME (VO)(CONT)

It might gives us a clue to his next
target...

LEATHERNECK (VO)

Hold it! That's him!

The image freezes, the name "VLAD THE IMPALER" flashing beneath!

ANGLE - JOES

Dialtone's eyes are wide!

DIALTONE

Heavy duty! Do you know who Vlad
the Impaler is?

The Joes shrug and shake their heads, as Mainframe punches some keys.

MAINFRAME

Fill 'em in, Dialtone.

ANGLE - MONITOR SCREEN

Vlad's face changes to a wild mountain scene in the Carpathians, MOVING IN on a ruined castle in the best "Castle Dracula" tradition, on a gloomy forested hilltop, backlit by a full moon.

DIALTONE (CONT)

He lived in 15th century Transylvannia...

ANGLE - JOES

Watching the screen, REACTING to the information.

DIALTONE (CONT)

And he had a nasty habit of turning
people into hors d'oeuvres.

REVERSE ANGLE - OTS JOES ON MONITOR SCREEN

MOVE IN on the screen as the "computer graphic Castle" changes to --

DIALTONE (VO)
 One other thing. You'll recognize
 Vlad's last name.
 (a nervous little laugh)
 It was Dracula!

ACTUAL IMAGE OF CASTLE

In full color -- we're now there! (MUSICAL STING & SPOOKY WIND
 SFX) Clouds blow across the full moon. (FAINT COPTER SFX).

INT. MOHAWK

LIFT TICKET'S piloting, looking down at the castle below.

LIFT TICKET
 Okay, gang, hope you got your garlic
 ready, cause your next stop...

ANGLE - CARGO BAY

The Joes (Wetsuit, Leatherneck, Dialtone, Lowlight, Flint, Lady
 J, Beachhead), wearing hang glider wings, leap out!

LIFT TICKET (VO)(CONT)
 Is Castle Dracula!

JOES
 (softly)
 Yo Joe!

WIDE ANGLE - SKY

The copter veers off, and the Joes, looking like giant bats
 silhouetted in front of the full moon, glide towards the castle.

ANGLE - TOPMOST TOWER

As Wetsuit and Leatherneck land silently on the turretted top of the
 tallest tower, PAN DOWN the Castle to the murky waters of the moat...

DISSOLVING THRU TO:

INT. DUNGEONS

A torture chamber to make the mouth water! DOCTOR MINDBENDER is
 with Serpentor (his face that of Vlad, now) who is proudly showing
 the doctor his old racking devices, Iron Maiden, thumb screws, et
 cetera! The B.A.T. from Act I, still sporting pitchfork prong holes
 and now with ink stains on his face plate as well, stands guard.

SERPENTOR
 Ah... it's good to see my old
 interrogation devices!

CLOSER

As he spins the wheel of a rack...

SERPENTOR (CONT)
 You just don't get craftsmanship
 like this any more!

CUT TO:

TOP OF TOWER - ON JOES

Beachhead's reconnoitering with his infared binoculars.

BEACHHEAD
 (sotto)
 One Viper on the tower below...

BEACHHEAD'S POV

Through the INFRA-RED lens, a Cobra Viper's visible, standing guard on top of the lower tower. RACK FOCUS to reveal a couple of other Cobra Vipers standing guard at the edge of the forest.

BEACHHEAD (VO)(CONT)
 And some more in the forest.

ON BEACHHEAD

Wetsuit grabs a javelin out of Lady J's quiver. It's got a thin towline attached, and before anyone can react, he's clamped one end to a grinning gargoyle leaning out from the tower...

WETSUIT
 (jumping the gun)
 Then let's stomp some snakes!

And heaves the javelin O.S.!

ANGLE - TREE AT EDGE OF FOREST

The javelin THUNKS into the tree trunk, about 20 feet above the ground, the line pulling taut behind it!

ANGLE - WETSUIT

He has a length of chain which he loops over the line, as he leaps from the tower and slides down the line! The other Joes are taken by surprise by his jumping the gun...

BEACHHEAD
 Wetsuit... wait!

PAN with Wetsuit as he slides past the tower sentry, kicking him in the chest and knocking him down before the guy can react.

COBRA VIPER #1
 (Grunt)

WETSUIT
 Serpentor, here I come!

CONTINUE PAN. Just before Wetsuit slams into the tree, he drops...

ANGLE - COBRA VIPER AT BASE OF TREE

And lands on top of this next sentry, knocking him down! (SFX: THUD)

COBRA VIPER #2

Ouf!

Wetsuit races off...

ANGLE - DRAWBRIDGE ENTRY

Across the drawbridge into the castle, as LASER FIRE pursues him!

ANGLE - WOODS

Numerous other Cobra Vipers emerge from the woods, FIRING! One points up to the tower.

COBRA VIPER

More Joes up there!

ANGLE - JOES

While Lowlight provides cover FIRE, the other Joes leap off with their hang gliders (Dialtone using the rope method like Wetsuit).

LEATHERNECK

So much for the element of surprise.

FLINT

Lowlight, cover us! Everyone else...

JOES

(as they all leap over the side)
YO JOE!

WIDE - BATTLE

LASER FIRE, as the Joes, firing on the wing, swoop down!

CLOSER

Leatherneck uses his glider to deck a Cobra, then lands.

ANOTHER ANGLE

Flint and Lady J double team another couple of troopers...

ANGLE - DIALTONE

He zooms down the javelin line INTO CAMERA completely out of control...

DIALTONE

YIII!!!!

REVERSE ANGLE

SMACKS into the tree and falls O.S.!

ANGLE - COBRA VIPER

He's moved into position under the tree, firing away... until Dialtone tumbles down from above, and both go down with a THUD!

CUT TO:

INTERIOR CASTLE

Wetsuit is in the main entryway, which is set up as a museum, with a ticket counter and various roped off areas and a sign reading "HISTORIC SITE - CASTLE OF VLAD DRACUL", a portrait of Vlad on the wall. LASER FIRE, from deeper inside, ZINGS THROUGH SCENE.

ANOTHER ANGLE

Wetsuit runs across the room, dives, rolls, and comes up FIRING, dodging into another doorway and down a staircase, to avoid the LASER BLASTS coming from Cobra Vipers firing from an archway!

CLOSER - COBRA VIPERS

Another guard reaches for the mechanism that controls the drawbridge.

COBRA VIPER #3
Raise the drawbridge. We'll cut
him off from his friends!

EXT. CASTLE

The Joes are winning, but Lady J REACTS and points to the rising drawbridge (BATTLE AND DRAWBRIDGE SFX).

LADY J
Wetsuit's going to be trapped inside!

ANGLE - LEATHERNECK

Shaking his head...

LEATHERNECK
Guess the Marines had better save
his pathetic hide...

WIDER

PAN with Leatherneck as he runs to the edge of the moat and dives in, disappearing under the dark and dismal waters (SFX: SPLASH).

LEATHERNECK (CONT)
While he's still got one!

ANGLE - BOTTOM OF MOAT

Leatherneck swims down INTO SCENE. The castle wall is visible, a jagged hole rotted through it. Leatherneck pulls himself through.

CUT TO:

INT. LOWEST DUNGEON AREA OF CASTLE

Much dingier than the torture chamber section. There's a horrible, brackish pool of water in the lowest section, out of which Leatherneck emerges, GASPING for air, sending a rat scurrying for cover. He wipes the surface scum off his face.

LEATHERNECK
(Gasping for air)
(a beat)
Yuck!

CUT TO:

ENTRY INTO TORTURE CHAMBER

We hear RUNNING FOOTSTEPS and Wetsuit races down the staircase into the entryway, REACTING at what he sees.

WETSUIT
Serpentor, ya slimy reptile! You might
have gotten away from Leatherneck...

REVERSE ANGLE

Wetsuit runs into the room, as Serpentor and Dr. Mindbender REACT...

WETSUIT (CONT)
But now you're dealing with a...

ANGLE - WETSUIT

But as Wetsuit leaps INTO CAMERA, the B.A.T. suddenly steps out from behind an archway and catches him in mid-air...

WETSUIT (CONT)
Seal!

And heaves him back O.S.!

ANGLE - WALL

Wetsuit SLAMS into the wall, right next to the open Iron Maiden!

ANGLE - SERPENTOR

Smiling evilly.

SERPENTOR
I hope you don't mind if my
Android Trooper deals with you...

ANGLE - ANDROID TROOPER

He starts lumbering after Wetsuit...

SERPENTOR (VO)(CONT)

For me!

ANGLE - WETSUIT

As the B.A.T. CLANKS INTO SCENE, Wetsuit leaps into the air and grabs a hanging manacle chain, using it to swing over the Trooper's head...

CLOSE ON ANDROID TROOPER

He turns, preparing to fire his laser...

ANGLE - WETSUIT

But Wetsuit reaches the apogee of his swing, spins around, and comes swinging back, feet extended...

WETSUIT

No...

REVERSE ANGLE

And KICKS the Android Trooper full in the chest! The trooper staggers back, SLAMMING into the Iron Maiden...

ANGLE - WETSUIT

And Wetsuit, landing after having released from the chain, runs to the Iron Maiden and SLAMS the door shut on the B.A.T.! A BEAT, and then all sorts of ELECTRICAL SHORTCIRCUITING SFX as the spikes penetrate the Troopers' circuitry!

WETSUIT (CONT)

Problem!!!

ANGLE - DOCTOR MINDBENDER AND SERPENTOR

Both are interested in this collision of ancient versus modern tech.

SERPENTOR

You see... my old devices are superior to your "modern technology"!

ANGLE - IRON MAIDEN

But as the SFX CONTINUE, the entire device suddenly SHATTERS as the B.A.T. bursts out! He's got iron spikes sticking out of him like a pin-cushion and he's still SPARKING and smoking, but he's able to...

ANOTHER ANGLE

Grab the startled Wetsuit, and this time, our hero's going nowhere!

WETSUIT
(Pained yell)

ON DOCTOR MINDBENDER

Now he's grinning triumphantly!

DOCTOR MINDBENDER
As you were saying?

ON SERPENTOR

Miffed, he's suddenly all business again.

SERPENTOR
Android Trooper... take the
prisoner to the courtyard!

WIDE

The B.A.T. carries the struggling Wetsuit easily under his arm, up the staircase to the upper levels, followed by the others.

SERPENTOR (CONT)
(to Mindbender)
There you'll see one "ancient device"...

C.U. SERPENTOR

Heading up stairs, his "Vlad the Impaler" features grim and menacing.

SERPENTOR (CONT)
That never failed!

REVERSE ANGLE

They disappear up the stairs. PULL BACK to reveal Leatherneck, concealed behind a pillar, watching them go.

C.U. - LEATHERNECK

He raises his eyebrows and shakes his head in resigned disgust.

LEATHERNECK
(sotto)
Nice goin', Froggy!

CUT TO:

EXT. ENCLOSED COURTYARD

Surrounded by the castle's walls and towers, this cobblestoned courtyard has a series of pointed stakes, ten feet high, fixed vertically. An ancient skeleton, wearing rusty old armor, remains skewered. CAMERA PANS to the central stake, ready for a new occupant!

SERPENTOR (VO)
Well, Doctor Mindbender...

ANGLE - SERPENTOR AND DR. MINDBENDER

Standing to one side, looking from the stakes up to...

SERPENTOR (CONT)

What do you think?

DOCTOR MINDBENDER

Primitive, but if the Trooper's
aim is good...

THEIR POV - BALCONY

A balcony overlooking the courtyard. The B.A.T. emerges onto the balcony, holding Wetsuit. The Trooper raises our hero up over his head, preparing to toss him down onto the stakes...

WETSUIT

(Ad lib muffled struggling)

DOCTOR MINDBENDER (CONT)

Incredibly effective!

ANGLE - ARCHWAY INTO COURTYARD

Suddenly, however, a door SLAMS open, and Leatherneck, laser rifle at the ready, appears, BLASTING AWAY!

LEATHERNECK

No way!!!

ANGLE - BALCONY

And before the B.A.T. can toss Wetsuit, the BLASTS shatter the balcony... and both the Trooper and Wetsuit tumble down O.S.!!!

WETSUIT

Whoaaaaa!!!!

ANGLE - WETSUIT

He's lying amid the rubble of the balcony as Leatherneck runs INTO SCENE and pulls him to his feet.

LEATHERNECK

You okay, Froggy?

WETSUIT

Yeah, but you turned my metal buddy...

ANGLE FEATURING ANDROID TROOPER

Who fell on one of the empty stakes and got skewered! He's suspended horizontally about two feet off the ground, with about eight feet of stake sticking through him!

WETSUIT (VO)(CONT)

Into a shishkabob!

ANOTHER ANGLE

But he's by no means out of commission!" With a mighty wrenching of his body, he SNAPS the stake off at its base, gets his feet on the ground, and starts lumbering INTO CAMERA at our heroes!

ANGLE - WETSUIT AND LEATHERNECK

This time Wetsuit jerks Leatherneck out of the way...

WETSUIT (CONT)

Look out!

As the Android Trooper charges INTO SCENE... the pointed end of the stake RAMMING the wall just behind where they stood!

CLOSE ON ANDROID TROOPER

Momentarily hung up on the stake (which has now been firmly driven into the wall), he's unable to move much (GRINDING METAL SFX)...

C.U. ON SERPENTOR

He REACTS as he recognizes....

SERPENTOR

Wait! The other G.I. Joe...

C.U. LEATHERNECK

Looking back at Serpentor.

SERPENTOR (VO)(CONT)

He's the one who destroyed my battle axe!

EXTREME CLOSE UP - SERPENTOR

PUSHING IN on his BLAZING EYES!

SERPENTOR (CONT)

Impaling is too good for him! He deserves the worst fate of all...

LEATHERNECK AND WETSUIT

Edge towards a wooden door leading from the courtyard.

WETSUIT

Uh, I think we'd better make ourselves scarce!

*CLOSE ON SERPENTOR

From a pouch in his robes, he pulls out an awesome-looking snake-dart tipped with a three inch long, blood-red needle!

SERPENTOR
Poisoning by the most deadly venom
on this planet...

He HURLS it O.S.!

SERPENTOR (CONT)
A dart tipped with my blood!

LEATHERNECK

dodges, and the dart THUNKS into the wooden door, about waist high.

WIDER

As the two of them open the door and pile through.

WETSUIT
Shall we?

ANGLE - ANDROID TROOPER

He WRENCHES free from the stake...

ANGLE - ARCHWAY BEHIND SERPENTOR AND DR. MINDBENDER

Cobra Vipers appear, racing past Serpentor towards our heroes.

SERPENTOR
After them!

COBRA VIPERS
COBRA!!!

ANGLE - OTHERSIDE OF DOORWAY

Leatherneck and Wetsuit SLAM the door shut. A BEAT LATER, it's rocked by MULTIPLE THUDS and BANGS as Cobra Vipers pile into it, trying to force it open!

C.U. WETSUIT

He's maneuvering a 4x4 beam into place to bar the door...

WETSUIT
C'mon, pal, use some of that famous
Jarhead power to keep the door shut...

WIDER

Leatherneck's braced his back against the door, using his legs to try to keep it shut, as it's being BANGED from the otherside.

WETSUIT (CONT)
While I get this bar in place!

CLOSER - LEATHERNECK

Veins stand out on his neck... he continues to push as the bar slides into place with a THUNK! (Note: the banging from the other side continues THROUGHOUT SEQUENCE).

LEATHERNECK

Whew! If it weren't for that splinter in my back...

ANOTHER ANGLE - FEATURING LEATHERNECK'S LOWER BACK

And now he's able to relax... but as his hand goes down to massage the place where the "splinter" was sticking into it...

LEATHERNECK (VO)(CONT)

(starting to trail off)
I'd say...

CLOSER

We see that it's really the tip of the dart that had stuck all the way through the door!

WETSUIT (VO)

(interrupting - totally horrified)
That's no splinter, it's Serpentor's poisoned dart!

ANGLE - LEATHERNECK

He slumps to the ground.

LEATHERNECK

(very weakly)
In that case, Froggy...

C.U. LEATHERNECK

His head hits the ground and his eyes close.

LEATHERNECK (CONT)

This... is... good-bye.

ANGLE - WETSUIT

Totally horrified.

WETSUIT

Leatherneck, NO!!!!

FADE OUT

END ACT II

ACT III

FADE IN:

ANGLE - WETSUIT AND LEATHERNECK

The door is starting to BUCKLE and SPLINTER. Wetsuit throws the unconscious Leatherneck over his shoulder, as the door's finally SHATTERED into kindling by the Cobra forces on the other side!

WETSUIT

Don't give up now, Leatherbrain!

ANOTHER ANGLE

Wetsuit runs up the spiral staircase, Cobra forces after him!

COBRA VIPER

Stop him!

ANGLE - TOP OF TOWER (NOT THE ONE FROM ACT II)

The trap door opens. Wetsuit, carrying Leatherneck, climbs through. O.S. COPTER SFX.

C.U. WETSUIT

Shouting up into the sky for all he's worth!

WETSUIT

LIFT TICKET! GET YOUR
AFTERBURNERS OVER HERE!

ANGLE - TOMAHAWK

The copter wheels around and comes swooping down, a rope ladder dangling out the door. (COPTER SFX)

ANOTHER ANGLE

And Wetsuits catches the rope ladder as the Tomahawk swoops THROUGH SCENE... Flint reaches down to help, and they're off!

CLOSE ANGLE - LEATHERNECK, FLINT, WETSUIT

PAN with them as the Tomahawk carries them to safety.

CLOSER

Wetsuit and Flint are manhandling Leatherneck, passing him to Lowlight inside the Tomahawk.

WETSUIT

(genuinely distraught)
If I hadn't tried to show up
Leatherneck...

INT. TOMAHAWK

As Lowlight eases Leatherneck onto a stretcher gurney on the floor, Wetsuit climbs in, a look of genuine concern on his face.

WETSUIT (CONT)

None of this would have happened.

WIPE TO:

EXT. G.I. JOE HQ

PUSH IN and --

LIFELINE (VO)

Guys, it doesn't look good...

DISSOLVE THRU TO:

INT. HOSPITAL AREA

A high tech emergency room. Leatherneck's connected with IV, oxygen, and everything else. Mainframe's at his computers, monitoring badly faltering vital signs, while Lifeline and others, including Hawk, Wetsuit, Lady J, and Flint gather around the bed.

LIFELINE

Without some of the original
poison to create anti-venom...

ANGLE - MAINFRAME

Monitoring the computers, which give us only the slightest flutters for heartbeat, EEG, and breathing. He's wearing a headset.

LIFELINE (VO)(CONT)

Leatherneck's a goner.

ANGLE - WETSUIT

He's a wreck.

WETSUIT

(grasping at straws)
But if you had some of Serpentor's
blood?

ANGLE - LIFELINE

Nodding.

LIFELINE

We'd have a chance!

ANGLE - MAINFRAME

REACTING to something he's just heard over his headphones.

MAINFRAME

Hey! Dialtone just intercepted a
transmission from the Cobra Mothership..

ANGLE - COMPUTER MONITOR

And the screen changes from the depressing info on Leatherneck to a spy satellite photo of the huge Cobra Mothership flying through the clouds, accompanied by numerous Night Raven escorts. (NOTE: NOT the Flying Carrier but the aircraft from the 1985 Main Titles)

The screen changes to a map of India, with a dotted line moving from the Indian Ocean to a final destination in Southern India, where it flashes with an "X".

MAINFRAME

Serpentor's on board. They're heading
for a landing site in Southern India

ANGLE - WETSUIT

WETSUIT

I'm on my way!

But as he turns to go out of the room, Hawk grabs him by the arm.

HAWK

No way, sailor! We need time to
plan this mission. Otherwise it's
suicide, pure and simple.

C.U. WETSUIT

WETSUIT

(to Lifeline)

Does Leatherneck have time?

ON LIFELINE

Looking up from Leatherneck's pale face, he shakes his head.

LIFELINE

No.

ON WETSUIT

He breaks from Hawk's grasp.

WETSUIT

Then if I don't go, it's murder!

ANGLE - HAWK

Resigned, he makes a "get outta here" gesture...

HAWK

Go on... get outta here!

ANGLE - LIFELINE

As Wetsuit leaves, Lifeline runs after him, calling back to Hawk.

LIFELINE

Uh, sir... Wetsuit's going to need
a medical expert to handle that
poison...

C.U. HAWK

HAWK

(softly)

Just make sure you both come back.

CUT TO:

ANGLE - CONQUEST JET

As it SCREAMS off the runway and into the air!

WIPE TO:

ANGLE - SOUTH INDIAN JUNGLE

PAN DOWN with a Rattler escort landing vertically in a jungle clearing (JET SFX). WIDEN ANGLE to reveal that the other Rattlers have preceded it, as has the huge Cobra Mothership! A number of troops are leaving the mothership...

ANGLE - SERPENTOR, COBRA COMMANDER, DESTRO & DOCTOR MINDBENDER

Accompanied by our friend, the B.A.T., now with a poorly patched hole in his midsection in addition to his earlier war wounds! This group is walking through the jungle towards the base of the plateau (see below). Serpentor's face is "normal".

SERPENTOR

We near the site of my greatest power.

CLOSER ON SERPENTOR

His eyes getting more intense.

SERPENTOR (CONT)

I can feel it vibrating in my cells!

REVERSE ANGLE - FEATURING PLATEAU

It rises from the jungle floor, black granite, fissured and worn, with vines growing hundreds of feet up its sides. More to the point is the small opening in its base (five feet high), overgrown with vines, with a crumbling cobra head carved over the door.

COBRA COMMANDER

You must have been a pretty sssmall
sssnakling to consider thiss home.

CLOSER

Serpentor puts his hand on the carved snake. PAN from his hand to his face, which, once again, begins to TRANSFORM...

SERPENTOR

Quite the contrary, Commander...

ANOTHER ANGLE

He ducks under the doorway and the others follow him inside...

INTERIOR CAVERN AREA - CLOSE ON SERPENTOR

And his face completes its TRANSFORMATION to KING TAKSHAKA (see model notes).

SERPENTOR (CONT)

In those days I was known as King Takshaka...

REVERSE ANGLE - ON CAVERN

ENORMOUS and magnificent! Like a demonic Taj Mahal, with archways along the walls and passages leading to who knows where. The central feature is a huge statue of a Cobra Demon (behind a throne) part human, part snake, with the same face that Serpentor now has!

SERPENTOR (CONT)

Lord of all Serpents!

ANGLE - COBRA COMMANDER

Somewhat cowed, he turns...

COBRA COMMANDER

Oh.

HIS POV

And comes nose to nose with a demon gargoyle jutting out from a wall!

COBRA COMMANDER (VO)(CONT)
(Startled gasp)

WIDEN ANGLE as he backs away, realizing it's just a statue.

COBRA COMMANDER (VO)(CONT)
(trying to recover his composure)
What... tssssteful decor. But you
ssstill haven't told usss why we you
dragged usss here.

ON SERPENTOR

He sits in the Cobra Throne, the Demon Lord Takshaka behind.

SERPENTOR
To collect my favorite pet, of course.

C.U. SERPENTOR

SERPENTOR (CONT)
The embodiment of my greatest power.

DISSOLVE TO:

PANNING SHOT OF CATACOMBS

A much deeper area of this granite palace, the CAMERA PANS past cobwebs, manacled skeletons, and crumbling statues of Indian goddesses and gods... as from a side chamber, a sixty foot long KING COBRA glides into view!

SERPENTOR (VO)(CONT)
And since it's been 5000 years
since I last saw her... I'm sure
she, too, has grown!

WIPE TO:

ENTRY INTO CLIFF PALACE

Two vipers stand guard. PAN UP AND OVER to the much higher fissure opening in the cliff face, towards which Wetsuit and Lifeline, partially concealed amid the vines, climb.

ANGLE - INTERIOR OF FISSURE

First Wetsuit climbs up INTO SCENE, then Lifeline. Wetsuit fastens a grappling hook to a rock outcropping on the lip...

REVERSE ANGLE - FISSURE

And the two of them lower themselves down the nearly vertical shaft.

WETSUIT (CONT)
If Serpentor's down there, we're
gonna get him!

WIPE TO:

CATACOMBS

Similar to earlier scenes. The Joes ENTER SCENE from a corridor. Wetsuit takes a flare from his pack and LIGHTS it.

LIFELINE

What a place!

CLOSE ON WETSUIT

He's using the flare to illuminate the statue of a Hindu demon, not really looking where he's going as he rounds a corner... turning to confront... the upraised head of the giant King Cobra, coming from the opposite direction! Let's get some shock value here!

GIANT COBRA

(Menacing hiss)

WETSUIT

(Scared yell)

ANGLE - LIFELINE

Wetsuit comes back on the run, grabs Lifeline's arm and drags him back down the corridor!

WETSUIT

Let's get outta here!

ANGLE - GIANT COBRA

In pursuit!

ANGLE - WETSUIT & LIFELINE

There's a narrow passageway, only about a foot or so in width, branching off the main one... Wetsuit tosses his flare farther down the hall (to get rid of it), as the two of them squeeze into the passageway, pulling out of sight as the Giant Cobra slithers past!

WETSUIT

In here!

ANGLE - FLARE

It bounces down some stairs, pursued by the Cobra, who strikes at and swallows the flare, plunging the chambers into semi-darkness! The snake continues on THROUGH CAMERA and O.S.

INT. SMALL PASSAGEWAY

Wetsuit and Lifeline are squeezing deeper down the narrow passageway.

WETSUIT

(sotto)

Did I ever tell you that I hate snakes?

DISSOLVE TO:

MAIN STAIRWAY DOWN INTO CATACOMBS

Serpentor, Cobra Commander, the B.A.T. and the others, bearing torches, descend.

SERPENTOR
My pet will be attracted by the
light of the torches...

COBRA COMMANDER
(sarcastic)
How sssweet!

REVERSE ANGLE

As the enormous shape of the Cobra appears from around a corner, slithering towards them...

GIANT COBRA
(Hiss)

ON COBRA COMMANDER

Amazed.

COBRA COMMANDER
THAT is your pet?

ANGLE - SERPENTOR

He nods.

ON COBRA COMMANDER

Fumbling his torch, he quickly hands the torch to B.A.T. next to him!

COBRA COMMANDER (CONT)
You hold this!

WIDER as the Cobra strikes INTO SCENE, biting the torch (and biting off the the B.A.T.'s arm as well), as Cobra Commander dodges out of the way!

ANOTHER ANGLE

Serpentor quickly strides forward, to soothe his pet... and the Snake lowers her head to him, allowing Serpentor to stroke her hood. Both are making affectionate HISSING noises at each other!

SERPENTOR
(hissing sibilance)
Now, now, my pet... it's all right, I'm
here.

SERPENTOR/GIANT COBRA
(Hissing noises)

ANOTHER ANGLE

The Cobra allows Serpentor to climb onto her neck, behind her hood... and she raises up, lifting Serpentor up higher! He glows with a visible aura of power, as the snake glides O.S.

DESTRO

Now that Serpentor's power is fully activated, G.I. Joe is doomed!

WIPE TO:

CATACOMB CENTRAL CHAMBER

Spooky torch-lit place. The Cobra's coiled up, her head overarching Serpentor who now stands amidst her coils, arms outraised.

SERPENTOR

(invokation)

I, Serpentor, Cobra Emperor...

CUT TO:

WETSUIT AND LIFELINE

In a small, dark, back chamber. They REACT to Serpentor's voice and attempt to work closer by ducking into a crawl space.

SERPENTOR (VO)(CONT)

Call upon all my serpentine bretheren to join me! THIS I COMMAND!

WETSUIT

(sotto)

This way!

PUSH PAST them to crevices in the wall, from which all kinds of snakes -- asps, normal sized cobras, larger pythons, and the like -- start slithering out, in answer to Serpentor's summons!

ANGLE - CENTRAL CHAMBER

Snakes are beginning to enter the chamber!

ANGLE - WETSUIT AND LIFELINE

Crawling through the low passageway, they look down to see snakes from their part of the catacombs crawling over their feet, legs and arms in their haste to get to Serpentor!

WETSUIT

(sotto - horrified)

What's going on?!!!

CLOSER

He raises his laser to blast them... but Lifeline stops him.

LIFELINE

(sotto

No!

C.U. WETSUIT

Sweating and nearly freaking out!

WETSUIT

(trying to keep it under control)

But I told you, I hate snakes!

CUT TO:

CENTRAL CATACOMB CHAMBER

Serpentor steps down from the snakes coils to an altar upon which there's a golden flagon. He lifts it in salute...

ANOTHER ANGLE

To the assembled snakes, as well as Cobra Commander, Destro, and the others... all fairly awestricken!

ANOTHER ANGLE

Serpentor now holds the flagon up...

CLOSER

And the Giant Cobra bites down on the edge, huge drops of golden venom running from her fangs and into the flagon!

C.U. SERPENTOR

Raising the flagon to his lips, he takes a deep drink!

SERPENTOR

My favorite nectar from days gone by!

(after drinking)

Ahhh!!! How refreshing! I feel my power growing!

ON COBRA COMMANDER

Jealous...

COBRA COMMANDER

Let me try!

ON SERPENTOR

•He laughs and SPLASHES a little of the venom onto the altar...

SERPENTOR

(laughing)

If you wish!

ANGLE - ALTAR

The venom eats away the altar so it falls, steaming, into two parts! (HISSING, BUBBLING ACID SFX)

ANGLE - COBRA COMMANDER

Backing away from the offered flagon!

COBRA COMMANDER

Perhaps I'm not as thirrssty as I thought!

ANGLE - SERPENTOR

Grinning at the Commander's discomfort, he puts the flagon on the floor (still containing a fair amount of venom) and starts O.S.

SERPENTOR

Come. Let us make preparations for our departure!

ANGLE - WALL OF CHAMBER

A small section of the wall rotates, revealing Wetsuit peeking out.

HIS POV - SERPENTOR AND ENTOURAGE

They're leaving, the smaller snakes disappearing back into the cracks in the wall.

ANGLE - SERPENTOR & ANDROID TROOPER

Beyond the shrine now, around the corner. Serpentor gives the one-armed B.A.T. his orders, and the B.A.T. remains behind, standing guard as the rest continue on.

SERPENTOR

See that no one enters the shrine.

CUT TO:

ALTAR CHAMBER - FEATURING WETSUIT AND LIFELINE

They crawl out and make their way cautiously to the altar.

ANGLE - FLAGON

WIDEN ANGLE as Lifeline dips litmus paper into it. The paper goes in white, but comes out blood-red.

LIFELINE

(sotto - reacting)

Amazing! This is the pure form of the venom that's in Serpentor's blood!

Unfortunately, CLANKING FOOTSTEPS sound. Lifeline turns and REACTS.

LIFELINE (CONT)

Oh no...

HIS POV

The Android Trooper coming back around the corner!

ANGLE - WETSUIT

He grabs the Flagon...

WETSUIT

(dangerously)

If isn't the B.A.T. that tried to turn
me into a Seal-on-a-stick!

ON LIFELINE

Trying to get Wetsuit to leave!

LIFELINE

So what! Let's get outta here!

ANGLE - B.A.T.

Raising his weapon to fire...

WETSUIT

Raises the flagon...

WETSUIT

Not till I return the favor!

LIFELINE

Wetsuit! No!

And heaves it O.S.!

ANGLE - B.A.T.

And the flagon flies INTO SCENE, and when it hits the B.A.T. the
venom SPLASHES all over him... and before the Android can fire,
the SMOKING, HISSING, BUBBLING venom reduces him to... NOTHING!

ANGLE - WETSUIT

Delighted with himself!

WETSUIT

Don't worry, we've still got our original
solution... Serpentor's blood!

ANGLE - LIFELINE

He's crouching down, watching the last of the venom eat its way
into crevices in the floor and disappear.

LIFELINE

Wrong. That was clutching at straws...
The pure venom is our only sure bet.
We'll have to get it from the Cobra.

C.U. WETSUIT

Horrified.

WETSUIT

No way! Even little snakes give me the
creeps -- but that monster...

LIFELINE

Rises up from the floor, and moves toward Wetsuit. It doesn't
happen often, but Lifeline is really starting to get mad!

LIFELINE

So it's OK to risk your life for revenge;
but to save Leatherneck's life, you won't
square off against a snake?

C.U. LIFELINE

Impassioned.

LIFELINE (CONT)

(really getting worked up)
Some of the guys make fun of me, cause
I don't carry weapons...

ON WETSUIT

It's starting to sink in.

LIFELINE (VO)(CONT)

But saving lives takes courage too...
and if you're too scared to help...

ON LIFELINE

He starts to head off...

LIFELINE (CONT)

Then I'm goin' after that snake alone!

But Wetsuit runs INTO SCENE after him.

WETSUIT

You made your point, buddy!

WETSUIT (CONT)

I just hope you can talk this good
to the snake!

WIPE TO:

ANGLE - SNAKE'S DEN

The Giant Cobra is coiled protectively, nuzzling an ostrich-sized egg lovingly as Wetsuit and Lifeline peek around a corner.

GIANT COBRA

(Soft hissing)

CLOSER - COBRA

Unfortunately, she spots them, and, careful not to hurt her egg, she rears to her full height!

GIANT COBRA

(Angry hissing)

CLOSE ON WETSUIT AND LIFELINE

Backing up, they're as scared as we'll ever see them.

LIFELINE

So much for a sneak attack!

Wetsuit rips off his shirt and wraps it around his left forearm.

WETSUIT

Yeah. I'm afraid it's time for Plan B!

OTS JOES - DRAMATIC ANGLE - SNAKE

Rearing back to strike!

LIFELINE (VO)

(horrified)

Wetsuit... what are you doing?

ON WETSUIT AND LIFELINE

Wetsuit throws Lifeline aside. He holds his arm up as the Cobra strikes and bites him squarely on his shirt-wrapped forearm!

WETSUIT

I'm getting enough venom...

CLOSER

The snake starts to drag him up and away, but Wetsuit uses his free right arm to PUNCH her in the nose! She drops him and turns away

WETSUIT (CONT)

To save my buddy's life!

ANGLE - FLOOR

And Wetsuit drops to the floor, the shirt around his forearm bloody and venom soaked! CAMERA FOLLOWS ACTION as he and Lifeline run O.S.

INT. - SMALL CHAMBER

Wetsuit ENTERS SCENE, slumping against a wall, puncture marks visible where the fangs went into his arm; while Lifeline, wearing gloves, carefully squeezes the venom-soaked shirt into a plastic container.

WETSUIT (CONT)

Just remember to make enough
anti-venom for me too!

WIPE TO:

EXTERIOR - THE CLIFF FACE - FISSURE OPENING

They're climbing out, Wetsuit in pain. They look down...

THEIR POV

Serpentor, his Giant Cobra, and the rest, leaving the inner palace by the small door at the base of the cliff.

C.U. LIFELINE

Worried at what Wetsuit may be up to.

LIFELINE

(warning)

Wetsuit...

C.U. WETSUIT

He pulls out a grenade...

WETSUIT

(pleading)

Aw... just one lousy grenade?

ON LIFELINE

He shrugs helplessly in resignation!

ANGLE - WETSUIT

He bites out the pin and, with surprising strength, gives it a heave -- not at Serpentor, but out over the jungle...

WETSUIT (CONT)

Thanks, pal!

ANGLE - JUNGLE

And it arches over the trees, to where the Cobra Mothership is partially visible! The grenade disappears from view. Nothing.

ANGLE - GIANT FUEL TANKS

near the Mother Ship. The grenade ARCS INTO FRAME.

CLOSER - GRENADE

It CLATTERS atop a fuel tank.

ANGLE - WETSUIT AND LIFEINE

Wetsuit waits expectantly, while Lifeline's glad nothing happened.

LIFELINE

Now can we go?

ANOTHER ANGLE - FEATURING THE JUNGLE IN THE BACKGROUND

They start to lower themselves to the ground, now totally out of the sightline of Serpentor's party.

WETSUIT

(Disappointed)

Sure.

But suddenly there's an EXPLOSION from the direction of the Mothership... that gets bigger...

ANGLE - MOTHERSHIP

And as the fuel tanks start to blow, it gets even BIGGER...

ANGLE - WETSUIT AND LIFEINE

They've dropped to the ground and are running (Wetsuit lurching) along the base of the cliff towards their own concealed aircraft...

WETSUIT

Yippee!!!

ANGLE - SERPENTOR AND HIS GROUP

Startled, as the EXPLOSIONS continue!

SERPENTOR

What's going on?

DESTRO

The Mothership! If its armory explodes...

ANGLE - MOTHERSHIP

As another TREMENDOUS EXPLOSION BLASTS a huge section of the Mothership through the air...

ANGLE - CLIFFSIDE

To SMASH into the cliff, triggering the biggest EXPLOSION of all! The entire cliff starts to collapse, CRASHING DOWN...

ANGLE - SERPENTOR AND GROUP

And the Cobra group has to run for their lives!

COBRA COMMANDER
(screaming the completion
to Destro's thought)
We're doomed!

ANGLE - JUNGLE FLOOR

Huge fissures open up as the cliffside comes CRASHING down! The Giant Cobra, terrified, slithers into one of the fissures and disappears as Serpentor and the others run to safety.

THE CONQUEST

Meanwhile, Wetsuit and Lifeline climb into the cockpit of their jet as the EXPLOSIONS and AVALANCHES CONTINUE in the background.

CLOSER - WETSUIT AND LIFELINE

Wetsuit activates the control panel... JET SFX BEGIN

WETSUIT
There's nothing quite like a good
explosion, is there, Lifeli...

And passes out, his head THUDDING against the control panel. Lifeline pulls him back gently and takes the controls himself.

LIFELINE
(to the unconscious Wetsuit)
Nothing except gettin' your friends
home alive...

WIDE - CONQUEST

As it STREAKS along the jungle clearing and into the air...

CUT TO:

ANGLE - SERPENTOR, COBRA COMMANDER, AND THE OTHERS

The explosions and avalanches have ceased. The Cobra group gets back to their feet amid the fallen boulders, torn up trees, and fragments of the Mothership. Serpentor's face has gone back to normal. He is holding something cupped between his two hands.

COBRA COMMANDER
So, Sssserpentor, tell me...

CLOSE ON COBRA COMMANDER

Scared from their close call, expressing it as scornful anger.

COBRA COMMANDER (CONT)
 What your ridiculous quest has
 achieved, now that your favorite
 favorite thing is gone?

CLOSE ON SERPENTOR

He smiles enigmatically and opens his cupped hands...

SERPENTOR

Look.

CLOSER

Revealing the baby Cobra which has just hatched from its egg!
 It rises up out of the cracked shell, its tiny hood expanded...

REVERSE ANGLE

And it HISSES fiercely...

BABY COBRA
 (Fierce hiss)

DISSOLVE TO:

INT. JOE HOSPITAL ROOM - CLOSE ON LEATHERNECK

He's sitting in a wheelchair, looking pretty good, reading a
 Destroyer Duck comic (although he's still hooked up to a portable
 IV). PAN to Wetsuit, also in bed, sleeping. He stirs and wakes...

WETSUIT
 (Awakening yawn)

CLOSER - LEATHERNECK

Leatherneck looks over, and a genuine smile breaks over his face.

LEATHERNECK
 Well, what d'ya know!

WIDER as he wheels over to Wetsuit's bed.

LEATHERNECK
 I guess that Cobra poison wasn't mean
 enough to knock you out after all!

Wetsuit weakly holds out his hand...

CLOSER

• And grasps Leatherneck's hand.

CLOSE ON LEATHERNECK

His eyes sparkle with the light of true friendship...

CLOSE ON WETSUIT

His, too..

WETSUIT
(friendly and vulnerable)
I figured that since the Marines
weren't up to it, the Seals had
better lend a hand!

ON LEATHERNECK

He does a TAKE, though still smiling and friendly..

LEATHERNECK
Hey, wait a minute! This marine
busted Serpentor's battle axe...

WIDER

And wheels over to a table, grabbing the battle axe off it and
brandishing it weakly in the air...

LEATHERNECK (CONT)
Which I now have as a trophy...

ANOTHER ANGLE - LEATHERNECK

He sinks back, weakly, into his chair, still grinning,
though... as he then indicates the IV unit hanging above him,
still attached to his arm.

LEATHERNECK (CONT)
Whereas you, ya dumb seal, you
went all the way to India and all
you came back with...

ANGLE FEATURING THE IV BOTTLE

It's solution is a variation on the golden color of the venom...
not surprising because this is the anti-venom that saved both
Leatherneck and Wetsuit's lives!

LEATHERNECK (VO(CONT))
Was a jar of snake spit for Lifeline to
do his scientific hoey on!

ON WETSUIT

Sitting up in bed, looking stronger now...

WETSUIT
(starting to really get into it)
I hope you aren't trying to compare a
real blue-water Sailor and Seal...

As Wetsuit continues his tirade, ANIMATE BACK, to reveal that
this is a POV SHOT of Lifeline, who we see is looking through
the glass-topped door into this room from a corridor!

WETSUIT (CONT)
 (getting fainter as we move
 back)
 To some bogus land-lubber
 organization to which you happen
 to belong...

ANGLE - JOES

Hawk, Flint, Dialtone, Lowligh, Lady J, and others are gathered
 outside the door, as Lifeline turns to them.

HAWK
 How're the patients doing?

ON LIFELINE

But before he can answer, we hear...

LEATHERNECK (VO)
 (really shouting)
 Bogus organization? I'd like you
 to come over here and say that!

ANGLE - OTHER JOES

REACTING in amusment...

WETSUIT (VO)
 (also shouting)
 No problem, Leatherwreck!

ON LIFELINE

Grinning.

WETSUIT (VO)(CONT)
 (shouting)
 Soon as I get all these tubes outta me,
 I'm all yours!

LIFELINE
 I'd say they're on the road to a
 complete recovery...

ANGLE - HAWK AND OTHERS

Grinning as well, as we hear an O.S. GLASS-SHATTERING CRASH!

HAWK
 If they don't kill each other first!

FADE OUT

THE END