



"QUEST FOR HE MAN"

MU #66019

MAY 10, 1983

REVISED: May 13, 1983

PAGES: 2, 3, 10, 11, 15, 15.1, 16, 18, 23, 35, 37, 40, 44

MASTERS OF THE UNIVERSE

QUEST FOR HE MAN

MU #66019

CAST LIST

TRAPJAW

TRI KLOPS

MAN AT ARMS

TEELA

ORKO

RAM MAN

ADAM

HE MAN

SKELETOR

EVIL-LYN

SORCERESS

CRINGER

ZODAC

SHMINAVIT #1 - looks something like a pink basketball with arms, legs and a tail. Has a quail's top-knot and an upturned nose. Speaks in sped-up rapid-fire gibberish.

SHIMINAVIT #2 - as above.

GLEEDIL - a female alien, dressed in fighting gear. She has a beak-like mouth, feathers for hair and bird-like feet.

TIGER-WOLF - Gleedil's pet, a short-haired, wolf-like dog with three tiger-stripes across its back. Growls.

PLUNDOR - a large, sinister-looking rabbit-like creature. He has long ears which appear horn-like. Totally evil.

MASTERS OF THE UNIVERSEQUEST FOR HE MANMU #66019ACT ONE

FADE IN:

1 PALACE ETERNIA - DAY

SFX: ALARM SIREN. We SEE two twin DOOM BUSTERS streaking down right for the palace. TRAPJAW is seated in one Buster, and TRI KLOPS in the other.

2 ANOTHER ANGLE - TRAPJAW AND TRI KLOPS

They fly close and parallel to each other. The SFX: ALARM continues. Trapjaw looks over at Tri Klops.

TRAPJAW  
They've seen us!

TRI KLOPS  
Good!

3 CLOSE ON TRI KLOPS

His eye narrows evilly.

TRI KLOPS (con't)  
If He Man is at the Palace,  
we'll draw him out for sure!

4 PALACE COURTYARD - MAN AT ARMS, TEELA AND ORKO

They run out into the courtyard and look up.

MAN AT ARMS  
It's Tri Klops!

TEELA  
And Trapjaw!

5 HEROES' POV - TRAPJAW AND TRI KLOPS

Diving down at the Palace, firing bolts of laser power.

6-11  
11A

OUT

ADAM

Looking out of his window. He runs inside.

\*

\*

\*

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12 INT ADAM'S ROOM

He takes the sword from behind his back and raises it high.

ADAM  
By the power of Grayskull!

Adam transforms into HE MAN.

HE MAN  
I have the power!

He Man races to the window.

13 ANGLE ON WINDOW

He Man leans out and whistles.

HE MAN  
(whistles)

14 WIND RAIDER

It flies toward the window.

15 HE MAN

He leaps out the window. CAMERA FOLLOWS him as he lands in the Wind Raider. Orko magically POPS on next to him.

ORKO  
Mind if I tag along?

HE MAN  
(with a smile)  
Alright, but hang on tight!

16 ANOTHER ANGLE - WIND RAIDER

He Man works the controls, and the Raider shoots off up into the sky.

17-18 OUT

\*

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19 DOOM BUSTERS

They fly away from the palace.

20 HE MAN

Gaining on the villains in the Wind Raider.

21 TRI KLOPS

He turns to look back at He Man. As he turns, his Gamma Vision eye (the triangular one) swivels forward.

22 CLOSE ON FRONT OF WIND RAIDER - TRI KLOPS' POV

The front of the Wind Raider becomes transparent as Tri Klops looks at it. We SEE He Man working and aiming the vehicle's laser stun weapons.

HE MAN

If we can just get his engine,  
we can force him to land.

23 FULL ON TRI KLOPS

He swings his Doom Buster wide through the sky, easily missing the stun bolts fired at him by He Man. SFX: LASER BOLTS.

24 CLOSE ON TRI KLOPS

He smirks confidently as he looks back at He Man.

TRI KLOPS

(calls to He Man)

Fire away, He Man! I can see every move long before you make it!

(laughs)

25 HE MAN

He smiles grimly.

HE MAN

(calls to Tri Klops)

You can see everything, Tri Klops, except what's right in front of you!

26 TRI KLOPS

He turns, his normal eye swiveling front as he does so.

TRI KLOPS

(confused)

Huh? What--?

27 TRI KLOPS POV (NORMAL VISION) - RAM MAN

The stocky warrior launches himself up at the Doom Buster.  
(NOTE: Tri Klops should be flying close enough above the ground so Ram Man can do this.)

TRI KLOPS (VO, con't)

Noooooo!

28 DOOM BUSTER

WHAM! Ram Man SMACKS the front of the Doom Buster, and knocks Tri Klops off the vehicle.

29 TRI KLOPS

Falling back through space. He Man dives INTO FRAME on the Wind Raider and grabs Tri Klops. He carries the villain OS.

30 ANOTHER ANGLE - HE MAN

He does a barrel roll and dumps Tri Klops into the Palace fish pond.

MAN AT ARMS (OS)

Hold it!

31 MAN AT ARMS

He stands with Ram Man. Man At Arms holds a freeze ray weapon. (See MU #66029).

MAN AT ARMS

Unless you want me to use this freeze ray, you'll come quietly.

32 TRI KLOPS

He scowls, but obediently raises his hands over his head.

TRI KLOPS

(muttering to himself)  
After all this trouble, Skeletor's plan had better work!

33 HE MAN

Flying in the Wind Raider. Suddenly, power bolts begin to FLASH around him. He Man looks around quickly. Orko REACTS with fear.

TRAPJAW (OS)

(evil laugh)

ORKO

It's Trapjaw!

34 HE MAN'S POV - TRAPJAW

Diving right at him in the Doom Buster.

TRAPJAW

You forgot about me, didn't you?

Trapjaw dives down, OUT OF FRAME.

35 HE MAN

He raises the Wind Raider high and to the side.

36 ANOTHER ANGLE

Now He Man is behind Trapjaw.

37 HE MAN

He works a control inside the Wind Raider.

HE MAN

Here's where I give you the hook, Trapjaw!

38 INSERT - FRONT OF WIND RAIDER

A small hatch opens, and a grappling hook-like anchor fires out. SFX: BOOM!

39 DOOM BUSTER

The anchor hooks under the bottom of the Buster, and now He Man flies low to the ground, just over the tree tops. Trap Jaw's Doom Buster skids on the tree tops and then glides toward the ground.

TRAPJAW

(surprised)

Yeeoww!

40 TRAPJAW

His Doom Buster hits the ground and SKIDS, but Trapjaw is unharmed.

41 HE MAN

His Wind Raider has landed, and he jumps from the cockpit with his sword drawn. Orko flutters OUT after him.



42 LONG SHOT - TRAPJAW

Waving to He Man.

TRAPJAW

Here I am, hero! Come and  
get me!

Trapjaw quickly runs OS.

43 HE MAN

He runs off after his adversary. Orko follows him.

44 TRAPJAW

He runs through a large natural stone archway, and stands on  
the other side. He turns to holler back at He Man.

TRAPJAW

I'll go easy on ya, He Man!

Trapjaw holds up his hook arm.

TRAPJAW

Your sword against my energy  
hook!

45 HE MAN AND ORKO

Running toward Trapjaw.

HE MAN

Whatever you say, metal mouth!

46 WIDE SHOT - STONE ARCH

With Trapjaw on one side, and He Man running through the  
other. Just as He Man steps through the arch, there is a  
ZAP and CRACKLE of magic energies, and He Man is caught in a  
shimmering web of pure, multi-colored magic! He struggles  
but cannot break free.

HE MAN

(incredulous)

What is this?

47 ORKO

Pulls up short, and looks on in shock!

ORKO

He Man!

48

SKELETOR AND EVIL-LYN

They rise up in their Basher (MU #60017). Evil-Lyn fires her wand.

49

ORKO

He ducks as a ray just misses him, then he runs out.

50

EVIL-LYN AND SKELETOR

EVIL-LYN  
I'll go after him.

51

SKELETOR

Looking on happily.

SKELETOR  
(gleeful)  
Let him go. I have what I came for. At long last, my revenge against He Man will be complete!

52

CLOSE ON HE MAN

Struggling in the magical field.

HE MAN  
(straining to free himself)  
Skeletor! I should have known!

53

SKELETOR

Looking on with wicked delight.

SKELETOR  
Your mistake will cost you dearly, old enemy! I'm about to rid Eternia of your hated presence forever!

54

EVIL-LYN

Awaiting Skeletor's command.

SKELETOR  
(commanding her)  
Evil-Lyn! The Eraser!

55 FULL SHOT

Evil-Lyn reaches behind a rock and brings forth a complex type helmet. It is an ornate chromium plated device that looks like a cross between a Norseman's and diver's helmet, but it definitely is "space age" and it definitely is used for nefarious purposes. Evil-Lyn places it on He Man's head. He is unable to resist. A coaxial cable leads from the helmet to OS.

56 CLOSE ON HE MAN

As Evil-Lyn makes a final adjustment.

57 CLOSE ON SKELETOR

As he watches in happy anticipation.

SKELETOR

You'll feel nothing, He Man.  
But you will no longer be a  
problem to me.

58 CLOSE SHOT - LARGE ROCK

As Orko peeks around from behind the rock. His eyes grow wide.

59 CLOSE - SKELETOR AND HE MAN

SKELETOR

(incants)  
By the powers of darkness, evil  
and fear, I command He Man's  
memory to now disappear!

A hum and then a pulsating glow appears around the helmet.

60 CLOSE ON HE MAN

He shakes his head, resisting the helmet's glow.

HE MAN

Unngghhh!

He looks around, dazed, confused.

61 ORKO - BEHIND THE ROCK

REACTING with shock.

ORKO

(sotto)  
Oh, no! What have they done?!

62 SKELETOR.

He holds the Havoc Staff in front of him.

SKELETOR  
And now, helmet, arise!

He gestures with the Havoc Staff. The ram's skull on top  
GLOWS WHITE with power and the helmet arises from He Man's  
head and moves OS.

SKELETOR  
(chants)  
Doorway now prove  
that Skeletor is clever  
Sweep He Man inside you  
and hold him forever!

A beam of power lances out of the Havoc Staff.

63 STONE ARCH

The beam of power strikes He Man full on. There is a  
multi-colored FLASH, and He Man is gone!

64 HE MAN

A negative image of He Man appears, falling helplessly down  
into a multi-colored endless void.

HE MAN  
(fading)  
Aaaaaahhhh!

65 TRAP JAW, SKELETOR AND EVIL-LYN

Skeletor and Evil-Lyn look on with satisfaction, while  
Trapjaw blinks with uncomprehending disbelief. Orko looks  
horrified.

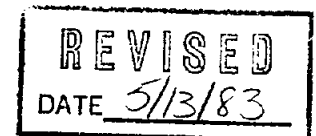
TRAPJAW  
Where - where did he go?

SKELETOR  
To the crossroads of all  
universes, where he is  
destined to spend the rest  
of his days--

66 EVIL-LYN

Fairly wriggling with evil pleasure! She beams with happy  
wickedness.

SKELETOR (OS, con't)  
Wandering an alien world, not  
knowing who he is or where he  
came from.



67 CLOSE ON SKELETOR

SKELETOR

And now--

TEELA (OS)

Skeletor!

Skeletor quickly turns to the sound of her voice.

68 TEELA AND GOOD WARRIORS

In the Battleram. She is with Man At Arms, Ram Man and whoever else will fit in.

TEELA

Stay right where you are!

69 TRAPJAW

He quickly finishes screwing into place his lasatron arm.

TRAPJAW

Let me take care of them!

He menacingly starts to raise his laser arm.

70 ORKO

He jumps out from behind a rock and points at Trapjaw, OS, and magic FX sparkle out of his fingers.

ORKO

(determined)

Oh, no you don't!

71 TRAPJAW

He makes ready to fire his lasatron, but all that comes out is a brightly-colored flag with the word "BANG" on it. Trapjaw TAKES in alarm.

TRAPJAW

(surprised)

Huh?

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72  
SKELETOR AND EVIL-LYN

Skeletor glowers angrily at his foes.

SKELETOR

We've done what we came to do!  
Let's go!

Skeletor raises his Havoc Staff. There is a brilliant FLASH that FILLS THE SCREEN. When it is gone, Skeletor has vanished.

73 EVIL-LYN .

She raises her arms and TURNS INTO a glowing, flying fireball. (See MU #66012 for reference.) The Evil-Lyn/Fireball streaks away into the distance.

74 TRAPJAW

Standing there, with the flag still dangling foolishly out of his arm. He looks from side to side anxiously.

TRAPJAW  
(calls desperately)  
Skeletor? Evil-Lyn? Hey!  
What about me?!?

WIPE TO:

75 CLOSE ON TRAPJAW

Scowling. A heavily-barred jail cell slams closed right in front of him.

76 MAN AT ARMS

He stands outside the jail cell with Teela. Trapjaw glowers evilly out at them. They are all in the INT. PALACE DETENTION CENTER.

MAN AT ARMS  
(to Trapjaw)  
And don't get any smart ideas about biting through the bars, because they're electrically charged!

77 TEELA

She looks at her father questioningly.

TEELA  
That takes care of Trapjaw and Tri Klops, but what about He Man?

78 MAN AT ARMS

He looks at Teela with concern.

MAN AT ARMS  
I'm going with Orko and the others to speak to the Sorceress. But frankly, Skeletor's spell might even be beyond her powers!

WIPE TO:

79 EXT CASTLE GRAYSKULL

CAMERA TRUCKS IN over the Jawbridge, and FADES THROUGH as we HEAR:

SORCERESS (VO)

It is a most difficult problem,  
my friends!

80 INT GRAYSKULL

Man At Arms, Ram Man, Cringer and Orko are all gathered in front of the Sorceress' throne. She is worriedly considering their plight, for as Man At Arms said, this one is bigger than she is!

SORCERESS

With all the vast number of  
worlds that make up the universe,  
finding the one He Man landed on  
would be virtually impossible.

81 ORKO AND CRINGER

They look down, crushed.

MAN AT ARMS (VO)

There must be something we can do!

82 SORCERESS

She raises her hand, explaining.

SORCERESS

There is one being I know who  
observes all that happens in  
the cosmos! Only he could point  
the way to He Man now!

83 MAN AT ARMS AND ORKO

They look at each other wonderingly.

84 THE SORCERESS

She stands and puts her hands to her temples. She concentrates mightily.

SORCERESS

Oh, Zodac, rider of the cosmic  
spaceways, appear for us, please!  
We need you!



85 WIDE SHOT - INT GRAYSKULL

There is a shimmering ball of EFX which appears at the top of the screen and then slowly descends to the bottom, where it transforms into a throne with ZODAC seated on it.

86 WIDE SHOT - CHAMBER FLOOR

Cringer and Orko respectfully move back a ways, leaving Ram Man standing in the center of the room. Ram Man dully looks up, sees Zodac's chair taking form and SPRINGS back, OS.

87 SORCERESS

She rises to address the alien.

SORCERESS

My thanks, Zodac, for coming so quickly.

88 ZODAC

He nods grimly.

ZODAC

(speaks in an even, wise voice)  
With the fate of Eternia's champion at stake, I could do no less.

89 ORKO

He flutters forward.

ORKO

(somewhat awed with Zodac)  
Uh, gee, Mr. Zodac, sir, could you really bring back He Man?

90 ZODAC

He looks off to Orko.

ZODAC

Though I observe all that happens in the cosmos, Orko, I cannot use my powers to change things.

91 ANOTHER ANGLE - ZODAC

He holds out his hand, and a slim wand, looking like an alien flashlight, FADES into existence.

ZODAC

I can, however, give you this...

92 ORKO

The wand floats INTO SHOT and Orko takes the wand and looks at it wonderingly.

93-95 OUT

\*

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96 ZODAC

Looking to Orko, who holds the wand.

ZODAC

The wand will work with your  
magic, and help guide you. I  
can tell you no more than that.

\*

97 CRINGER

He rolls his eyes wearily.

CRINGER

You mean we have to depend on  
Orko's magic? We're doomed!

97A ZODAC AND MAN AT ARMS

ZODAC

Orko, Cringer and Ram Man must  
make the journey. You will be  
needed here, Man At Arms.

\*

\*

MAN AT ARMS

I understand.

\*

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98 CLOSE ON ZODAC

Speaking with urgency.

ZODAC

Now hurry, my friends.

I sense He Man is in great danger.

WIPE TO:

99 HE MAN

Still in negative form, falling through the brightly-lit whirlpool of reality. He Man's image swirls around faster and faster, until he and the whole screen becomes a multi-colored BLUR of motion.

DISSOLVE TO:

100 HE MAN

Lying on a patch of ground on a definitely alien world. At one time, this planet was a paradise, but now it is little more than a dustbowl, a dirty, desolate place that makes Snake Mountain look like Club Med. The sky of this world is an ugly gray (NOTE: Possibly use BG's from Eternia-night) and the only living thing we see at the moment is He Man. His eyes flutter, and he groans, but he does not totally wake up.

HE MAN

(weary groan)

CAMERA MOVES UP, away from He Man, and HOLDS on a dark thicket inside a ring of withered, dead trees. In the darkness, a pair of wide, comical-looking eyes open and blink, followed by three other pairs around the first pair. These eyes belong to a group of weird creatures called SHMINAVITS. They look something like pink basketballs with arms, legs and a tail, with a quail's top-knot and an up-turned nose thrown in as well. The look as funny as the general tone of our show will allow, and are all identical. Right now, all we see of them is their eyes. (NOTE: They all speak in sped-up, rapid-fire gibberish like the Jawas in "Star Wars".)

SHMINAVIT #1

(rapidly)

Shminavit?

SHMINAVIT #2

(rapidly)

Shminavit!

One of the weird little creatures bounds out of the thicket and over to He Man.

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101  
HE MAN AND SHMINAVIT

The little creature looks over He Man curiously. (NOTE: The Shminavits are a little shorter than Orko, or about the same size as a real basketball.) He Man's eyes again flutter and he starts to sit up.

HE MAN  
(groans)  
Ohh...

The Shminavit TAKES and leaps OFF, shrieking.

SHMINAVIT  
(startled)  
YIIII!

102  
HE MAN

He sits up and rubs his head. In his other hand, he still holds his sword. He looks at it curiously.

HE MAN  
Where...where am I? What am  
I doing with this?

SHMINAVITS (OS)  
YIIII! YIIII! YIIII!

He Man looks up quickly to the sound.

103  
DEAD TREE THICKET

Startled by He Man, the Shminavits bounce out of the thicket.

104  
HE MAN

Still holding his sword, he moves closer to the bouncing animals.

HE MAN  
Wait! Don't run away.  
What are you creatures?

105  
GLEEDIL

A female alien, (looking something like a human evolved up from a bird) dressed in fighting gear, walks into view from a high rock hill. She has a beak-like mouth, feathers for hair and bird-like feet. She carries a long weapon with her, which does not look like a traditional laser rifle, but works in roughly the same way. She TAKES with alarm at the sight of He Man, OS. (NOTE: Gleedil speaks in a higher, but not totally cartoony fashion, and stands about a head shorter than He Man.) With Gleedil is her pet, a short-haired, wolf-like dog with three tiger stripes across its back.

GLEEDIL  
(to He Man, OS)  
Stop! What are you doing?

106  
HE MAN

He turns slowly, confused.

107  
GLEEDIL

She ZIPS INTO FRAME right between He Man and the Shminavits.

GLEEDIL  
(angrily)  
You must be one of Plundor's evil  
goons! Well, I know how to deal  
with you, monster!

TIGER-WOLF  
(growls)

She fires a bolt from her weapon, not at He Man, but at his sword. SFX: LASER BLAST

108  
HE MAN

The bolt strikes his sword and knocks it out of his hand.

109  
INSERT - SWORD

The sword, propelled by the force blast, sticks into a dead tree stump.

110  
GLEEDIL

She lowers her weapon and glares at He Man.

GLEEDIL  
(warning)  
I went easy on you this time!  
But if I ever see you harming  
another Shminavit...!

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111 HE MAN

Trying to explain.

HE MAN

(confused)

But I've never seen those creatures  
before. I don't even know where I am.

112 GLEEDIL

She gives him a cynical, "oh, really?" smile.

GLEEDIL

And I suppose you're not one of  
Plundor's hench-thugs, hmmm?

113 HE MAN

He shakes his head.

HE MAN

No, I'm...I...  
(he pauses, confused)  
I don't know who I am!

114 SHMINAVITS

They look at each other with surprise.

SHMINAVIT

(surprised jabber)  
Shminavit! Shminavit!

The others nod in agreement.

115 CLOSE ON HE MAN

He stares at Gleedil.

HE MAN

You remind me of someone.

116 GLEEDIL

Looking back at He Man wonderingly. As He Man speaks, a  
brief image of the Sorceress' face appears over Gleedil's  
feathery head.

HE MAN (OS)

Someone I knew back on...

He Man's voice trails off. The image over Gleedil's face  
vanishes as He Man forgets again.

117  
HE MAN

He rubs his head, trying to remember. Gleedil comes over to him, concerned.

GLEEDIL

(concerned)

Now that you mention it, you do look like a stranger to these parts.



118  
CLOSE ON HE MAN

He blinks his eyes, looking confused.

GLEEDIL (OS, con't)  
Why don't you come with me, and  
we'll see if we can figure out  
where you belong.

HE MAN  
Yes.

119  
SHMINAVITS

They all happily bounce OS.

120  
GLEEDIL AND HE MAN

They follow after the odd little animals, leaving He Man's sword behind, forgotten in the stump. (NOTE: Until Orko gives it back to him later, He Man is without his sword.)

121  
SHMINAVITS, GLEEDIL AND HE MAN

Moving off across the weird blackened terrain of this unknown planet. CAMERA PULLS BACK to show their images are being watched on an outrageous-looking monitor screen. A metal-clawed hand is tapping out a quiet tattoo on the console near the screen. We cannot see what or who the hand belongs to. SFX: FINGER-TAPPING TATTOO.

PLUNDOR (OS)  
(he speaks with a high, though  
definitely evil voice)  
Hmm, so that whiny do-gooder, Gleedil,  
has found herself a new friend.

122  
CLOSE ON HE MAN

On the monitor screen, walking.

PLUNDOR (OS)  
He's a powerful-looking brute,  
whatever he is!

123  
INT SCIENCE FICTIONY-LOOKING ROOM - ANOTHER ANGLE

We SEE the back of a large, fearsome-looking armor-clad creature. From this angle, the creature is seen in shadow, and a pair of long, devil-like horns appear to rise out of its head, giving it a satanic look.

PLUNDOR  
Such a creature might be of  
great use to me!

Plundor spins around in his chair, and we can SEE he is actually a large, sinister-looking rabbit-like creature, whose "horns" are really long ears. He is a formidable, muscular version of the mad March Hare from Alice in Wonderland, and though he might look rather bizarre, he is totally evil.

PLUNDOR (con't)  
Plundor, the spoiler!

WIPE TO:

124 EXT GRAYSKULL - TRUCKING IN - ESTABLISHING

The CAMERA FADES THROUGH TO:

125 INT SORCERESS' THRONE ROOM

CAMERA PANS to pick up Cringer, cowering fearfully. Orko and Ram Man stand next to him.

CRINGER  
No! I'm not going!

ORKO  
Come on, you big fraidy cat!

## 126 SORCERESS AND ZODAC

Now out of his floating chair, Zodac stands next to a wide, glimmering doorway, the Sorceress' Time Corridor. (See MU #66008.)

CRINGER (OS)

But I hate going through the Time Corridor!

MAN AT ARMS (OS)

It's He Man's only chance, my friends! Good luck!

127 OUT \*

128 ZODAC AND ORKO

The Cosmic Enforcer turns to address Orko.

ZODAC

Remember, little one, He Man will not know you when you find him. Tell him to talk of home...

129 ORKO

Listening, trying to make sense of the riddle.

ZODAC (OS)

And perhaps it will help him remember.

ORKO

"Talk of home." I got it.

(BEAT)

I think!

130 RAM MAN

He bravely walks up to the Time Corridor and BOINGS through. He is followed by Cringer.

CRINGER

(still protesting)

But I get travel sick when I time-travel!

Still complaining, Cringer goes through the portal with Orko.

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131 ZODAC AND SORCERESS

Watching them go.

ZODAC  
Farewell, my friends!

132 INT TIME CORRIDOR

The same multi-colored, strange multi-universe He Man fell through earlier. Weird planets and stars fly past the CAMERA, and in the distance, Cringer, Orko and Ram Man can be seen floating closer toward the CAMERA.

RAM MAN  
(delighted)  
Hey! This is fun!

Floating, our heroes move closer toward the CAMERA.

CRINGER  
(moaning)  
Let me out! I want to go home!

Cringer, Ram Man and Orko zoom down, away from CAMERA. They become tiny silhouettes which vanish in the great void.

ORKO  
(FADING)  
Relax, Cringer! We probably won't meet anything more dangerous than a rabbit...I hope!

FADE OUT:

END ACT ONE

MU #66019

MASTERS OF THE UNIVERSEQUEST FOR HE MANMU #66019ACT TWO

FADE IN:

133 ON ORKO, RAM MAN AND CRINGER

Spiraling through the dimensions of reality in the Time Corridor.

134 RAM MAN

Relaxing, with his arms behind his head and his legs crossed. He spins through the Time Corridor as easily as if he were relaxing at home.

RAM MAN

(happily hums, then says:)  
This is the only way to fly!

135 ON CRINGER

He looks greener than usual. At this moment, he is not a happy cat.

CRINGER

(woozy)  
Oh! I think I'm getting  
travel sick!

136 ON ORKO

Holding out the magic wand that Zodac gave him. Suddenly, the wand begins to GLOW with a bright light. SFX: GLISSINDO. Orko TAKES happily.

ORKO

Look, guys! Zodac's wand is  
glowing! We must be close to  
He Man!

137 ON OUR HEROES

Still pitching through the alien dimensions.

ORKO

Hang on!

Ram Man grabs Orko's free hand, and Cringer fearfully wraps himself around Ram Man. Our characters begin to go down, OS, as the brightly-colored lights swirl all around them.

DISSOLVE TO:

138 SAME AREA HE MAN LANDED

The same patch of ground next to the same dead tree thicket. Ram Man is the first down. He hits the ground, and quickly ricochets up, OS.

RAM MAN  
(startled)  
Whoa!

139 ON CRINGER

He hits the ground in a belly-flop.

CRINGER  
Oof.

140 CLOSE ON CRINGER

Looking a little shaken, but otherwise fine.

CRINGER  
(weary)  
Ohh. I thought we cats always  
landed on our feet!

141 ON ORKO'S HAT

It comes floating down INTO FRAME. It hits the ground, and then Orko POPS back into place beneath it.

ORKO  
We're here!

Orko looks around, confused.

142 ORKO'S POV - WEIRD, ALIEN TERRAIN

ORKO  
Uh, wherever here is!

143 CRINGER

He looks around, anxiously.

CRINGER  
Where's Ram Man?

144 ON RAM MAN

Dangling from a tree branch.

RAM MAN

Heads up!

He lets go of the branch.

145 ORKO AND CRINGER

Looking at Ram Man's descent, OS. SFX: BOING! BOING!

RAM MAN (OS)

Hey, guys!

146 RAM MAN

He points to He Man's sword stuck in the stump. Some vines are wrapped around it.

RAM MAN

Look at the swell back-scratcher someone lost!

Ram Man pulls it out as Orko and Cringer come closer.

147 ORKO

With surprise as he takes the sword.

ORKO

That's no back-scratcher, it's He Man's sword!

148 ANOTHER ANGLE - ORKO

Holding the sword, he floats down so Cringer can examine it.

ORKO

Can you follow his scent?

CRINGER

(sniffles)

Well, I have a little cold, but I'll give it a try.

Cringer sniffs the sword like a bloodhound.

WIPE TO:

149  
EXT ALIEN HOUSE

This is Gleedil's futuristic, dome-shaped house. It is located in a rural area of the planet. CAMERA TRUCKS IN on the home and FADES THROUGH to show:

150  
HE MAN

Walking through a large open area, rather like a greenhouse. Pretty plants are everywhere and a few Shminavits are seen peeking out here and there. He Man turns to address Gleedil, OS.

HE MAN  
Do you...live here?

151  
GLEEDIL

She is seated on a bench, relaxing. Lying on the floor next to her is her wolf-like pet. Gleedil smiles as she scratches the tiger-wolf's head.

GLEEDIL  
Yes. This planet is called Trannis.  
My name is Gleedil. I look after the  
animals that live here.

152  
CLOSE ON HE MAN

Looking concerned.

GLEEDIL (OS, con't)  
(sad)  
What's left of them, anyway.

HE MAN  
What happened?

153  
ON GLEEDIL

He face grows sad. CAMERA DISSOLVES OVER GLEEDIL as she speaks. CAMERA PANS to show a pretty fantasy world with a bright blue sky.

GLEEDIL (VO)  
Once Trannis was a beautiful  
green world.



As the CAMERA PANS, the grass and vegetation become more sparse, finally giving way to bare, broken ground. The sky darkens to become an ugly slate-gray.

GLEEDIL (VO)

But that was before Plundor took over.

CAMERA NOW PICKS UP a large, steel-colored monstrosity, a combination factory and fortress which spews thick smoke into the already dirt-colored sky. The highest tower of the fortress is crowned with two twin smokestacks which look like rabbit ears, and are chugging out even more smoke. CAMERA PANS to also PICK UP a drainpipe which is dispensing some foul-looking goo into a now-dead river.

GLEEDIL (VO, con't)

He used his evil machines to cut down the forests and spoil the rivers.

154  
DEAD RIVER BANK

A deer-like creature, several Shminavits, and an orange duck-like bird sadly look at the still, black water. Large pieces of trash stick out of the water.

GLEEDIL

With their homes and water gone, the animals had to move on.

The animals glumly walk away from the river. We HOLD on the river for a BEAT, and a small fish-like creature HOPS out of the water. It holds its nose and wriggles away in disgust.

SCENE FADES, and DISSOLVES BACK to He Man and Gleedil. They stand in front of some large pictures of several exotic animals.

GLEEDIL

(sad)

Some of the animals died out completely, thanks to Plundor's destruction. These pictures are all that's left of them.

155  
ON HE MAN

He studies one of the pictures. It is an image of a large green leopard with yellow spots. It looks somewhat like Cringer.

HE MAN

(growing excited, almost remembering)  
This one reminds me of...of...

156  
INT HOUSE WALL

It suddenly EXPLODES INWARD, and TWO HUGE ROBOTS ENTER. They are your basic big, science-fictiony-looking robots, except each of them has two large antennae sticking out of the top of its "head" like rabbit ears.

157  
SHMINAVITS

They bounce around in panic.

SHMINAVITS  
(crying hysterically)  
YYIIIII!

158  
GLEEDIL AND TIGER-WOLF

Gleedil's pet is on its feet and SNARLING defensively. Gleedil REACTS with alarm.

TIGER-WOLF  
(snarls, barks threateningly)

GLEEDIL  
(shocked)  
Plundor's droids!

159  
ON HE MAN

Under normal circumstances, He Man would make short work of them. But his memory is still out and he can't think clearly. One of the robots (which are a foot taller than our hero) grabs He Man by the shoulders. Instinctively, He Man strikes out, knocking the metal monster back, OS. SFX: WHAM!

160  
ON ROBOT

It hits the floor and breaks into useless pieces. SFX: ELECTRONIC CRACKLE

161  
ON HE MAN

He looks at his fist with amazement.

HE MAN  
(with wonder)  
How did I do that?

162 ON SECOND ROBOT

It extends an arm and its claw-like "hand" flies up. Underneath is a gas jet. It sprays out a thick jet of the same awful smoke that nearly covers the planet.

163 GLEEDIL AND TIGER-WOLF

The both succumb to the smoke.

GLEEDIL  
(coughing)  
No! Sleep smoke!

TIGER-WOLF  
(whine!)

Both Gleedil and the Tiger-Wolf pass out.

164 ON HE MAN

Starting toward the second robot. A cloud of sleep smoke also envelopes him.

165 CLOSE ON HE MAN

Starting to cough.

HE MAN  
(coughs)

Thick smoke swirls around He Man, obscuring him from us.

166 SHMINAVITS

All lying on the floor, asleep.

SHMINAVITS  
(asleep)  
zzzzzz!

167 EXT GLEEDIL'S HOUSE

The monster robot EXITS the house through the hole it ripped through the side. Over one shoulder it carries He Man, asleep, and under the other arms, it holds Gleedil, also out cold.

WIPE TO:

168 WIDE SHOT - CRINGER, ORKO AND RAM MAN

Cringer is following He Man's scent across the wasted-looking planet. Orko floats behind him and Ram Man brings up the rear.

RAM MAN

Still no other sign of He Man?

169 CRINGER

He looks back at Ram Man.

CRINGER

This planet is so dirty, I can hardly smell anything!

170 ORKO

Looking dejected.

ORKO

We've just gotta find him!

171 TIGER-WOLF

Coming down the opposite end of the path. It, too, has its nose to the trail as it searches for Gleedil.

TIGER-WOLF

(sniffing)

172 CRINGER AND TIGER-WOLF

The two animals are so intent on following their scents, they bump right into each other. Cringer TAKES with alarm and ZIPS OS.

CRINGER

Yow!

173 RAM MAN AND CRINGER

Cringer sits shaking in Ram Man's arms.

CRINGER

It's a monster!

174 ORKO AND TIGER-WOLF

Orko hovers over the animal, who looks questioningly at Cringer, OS.

ORKO

I don't think this friendly pooch would hurt anyone. In fact, maybe you could ask him if he's seen He Man, Cringer.

175 CRINGER AND TIGER-WOLF

Cringer approaches Gleedil's pet to ask him.

CRINGER

(clearing his throat)

Ahem!

(then, conversationally)

Grrr, growl, snarl, arrrr?

TIGER-WOLF

(It gives a BARK "yes")

176 CLOSE ON CRINGER

He swallows uncomfortably.

CRINGER

(scared)

Gulp! He says his mistress and He Man were taken away by a g-giant r-robot!

177 ORKO AND RAM MAN

They look at each other, alarmed!

WIPE TO:

178 INT PLUNDOR'S FORTRESS

It is an outrageous mixture of sci-fi and cartoon-like paraphernalia.

179 HE MAN AND GLEEDIL

They are lying, still asleep, in one corner of the floor. A cloud of smoke passes over them, waking them up.

PLUNDOR (OS)

Rise and shine! Time to get up!

180 HE MAN

He rises, opening his eyes. Gleedil also shakily sits up.

181 PLUNDOR

Standing dramatically in front of them.

PLUNDOR

Greetings, stranger! I am  
Plundor, the rightful ruler  
of Trannis.

182 GLEEDIL

She glares at Plundor angrily.

GLEEDIL

The rightful destroyer, you mean!

183 PLUNDOR

He grins wickedly.

PLUNDOR

Since you don't like what I've  
done to the outside, Gleedil,  
you'll be happy to know...

184 GLEEDIL

She crosses her arms, unimpressed with Plundor's threats.

PLUNDOR (OS, con't)

I've got a lovely spot picked  
out for you in my dungeon!

185 HE MAN

He turns wonderingly toward Plundor.

PLUNDOR (OS, con't)

You don't have to share Gleedil's  
fate, stranger.

186 ANOTHER ANGLE - PLUNDOR AND HE MAN

Plundor comes over to He Man. Including ears, Plundor is  
about as tall as He Man.

PLUNDOR

(sly)

How'd you like to help me  
become the richest man in the  
Universe?

187 CLOSE ON HE MAN

Not really understanding.

HE MAN  
What do you mean?

188 PLUNDOR

He proudly gestures to a large clear cylinder filled with swirling green fluid.

PLUNDOR  
In this container is the life force of this planet. Using my evil powers, I've turned it into a magic liquid which I can sell for millions, even billions.

189 CLOSE ON PLUNDOR

Greedily rubbing his hands.

PLUNDOR  
I'll make a fortune!

190 GLEEDIL

She turns away in disgust.

GLEEDIL  
(outraged)  
You'd destroy a whole world just for wealth and treasures?

191 PLUNDOR

He smiles, wickedly.

PLUNDOR  
I'd do anything for that!

192-193 OUT

\*

WIPE TO:



194  
EXT PLUNDOR'S FACTORY/FORTRESS

CAMERA PANS to pick up Orko, Cringer and Ram Man looking at the fortress from behind a large rock. Gleedil's Tiger-Wolf stands in front of them, whining anxiously.

TIGER-WOLF  
(dog whines)

CRINGER  
(scared)  
He says He Man is inside that  
frightening place!

195  
RAM MAN

He smiles, all ready for a fight.

RAM MAN  
Well, what are we waiting for?  
Let's knock him out of there!

Orko flutters INTO FRAME.

ORKO  
No, Ram Man! We've got to play  
it smart...

196  
BACKSHOT - RAM MAN AND ORKO

A big SHADOW falls over them as Orko speaks. Both heroes do not see the shadow.

ORKO (con't)  
Sneak up on them, and take  
'em by surprise!

Suddenly, Orko and Ram Man both look back over their shoulders.

197  
PLUNDOR'S ROBOT

Standing there threateningly, ready to grab them.

ORKO/RAM MAN  
(surprised)  
Yeow!

Robot leaps toward CAMERA, OUT OF FRAME.

WIPE TO:



198 INT PLUNDOR'S LAB - PLUNDOR

He sits in his command chair, awaiting He Man's reply.

PLUNDOR

Well, stranger? What's your  
answer going to be? I could  
use those muscles of yours! \*

199 HE MAN

He looks at Plundor with contempt.

HE MAN

I may not remember where I came  
from or even what my name is, but  
I know what you are doing to this  
world is wrong!

200 PLUNDOR

He glares angrily at He Man. He bangs on the arm-rest of  
his command chair like a bratty kid.

PLUNDOR

Then you and Gleedil can both  
stay in my dungeons forever!

201 HE MAN AND GLEEDIL

They look at Plundor grimly. Suddenly, they both look OS as  
they HEAR (SFX, OS) WHAM! WHAM!

202 INT FACTORY/FORTRESS DOORS

They suddenly fly open as Ram Man rams Plundor's evil robot  
INTO FRAME. SFX: WHAM! Orko quickly floats in behind Ram  
Man, followed by Gleedil's Tiger-Wolf and Cringer.

203 PLUNDOR

He REACTS in shocked amazement to this situation.

PLUNDOR

Hey! What's happening? \*

204 RAM MAN

He waves to He Man.

RAM MAN

He Man! Look! It's us!

205  
CLOSE ON HE MAN

Puzzled.

HE MAN  
(saying the unfamiliar name)  
He...Man?

206  
PLUNDOR

He presses a button on the side of his command chair. SFX:  
ELECTRONIC CRACKLE

PLUNDOR  
My robot guards will take  
care of you intruders!

207  
HE MAN, ORKO AND RAM MAN

He Man looks at his two friends with confusion.

ORKO  
(urgent)  
He Man, can't you remember  
anything?

HE MAN  
Do I know you?

208  
ORKO

He takes He Man's sword out from in back of his own cloak.  
(SEE MU #66003 for reference.)

ORKO  
Zodac said I should talk of  
home, and your memory might  
come back!

209  
HE MAN

He shrugs.

HE MAN  
But I can't remember where my  
home is!

210  
CRINGER

He TAKES at something he SEES OS.

CRINGER  
YIPE!

211 FOUR LARGE RABBIT ROBOTS

Just like the ones we saw earlier. The giant "Rabbots" come charging in after our heroes.

212 RAM MAN

He goes bounding OS.

RAM MAN  
I'll take care of these guys!

213 TWO ROBOTS

Waiting for Ram Man. Ram Man bounds INTO FRAME, and knocks them both to bits. SFX: WHAM!

214 HE MAN AND ORKO

Orko is racking his brain for the answer.

ORKO  
(thinking desperately)  
Speak of home...speak of home...

Suddenly, he's got it!

ORKO  
Of course! Where else would you be more at home than Castle Grayskull?  
(to He Man)  
Quick - follow me.

215 MEDIUM SHOT

Orko leads He Man into an adjoining room, out of Plundor's and Ram Man's sight.

216 HE MAN

Orko hands him the sword. He Man looks at it dubiously.

217 CRINGER

Being chased through the factory by two "Rabbots".

CRINGER  
Help! Help!

218  
GLEEDIL AND TIGER-WOLF

They are surrounded by three more.

TIGER-WOLF  
(Growls)

219  
INT "OTHER" ROOM

As Cringer runs in and is cornered by the two Rabbits.

220 ORKO AND HE MAN - IN OTHER ROOM

Orko explains to He Man, showing him how it's done.

ORKO

Now hold the sword up, and say,

(Orko hams it up)

"By the power of Grayskull!"

221 HE MAN

He holds the sword up and says in a somewhat perplexed voice:

HE MAN

By the power of Grayskull!

(NOTE: In this sequence, He Man is He Man throughout the whole scene. He does NOT transform from Adam to He Man.)  
MAGIC ENERGIES sweep through He Man, restoring his memory by going through the TRANSFORMATION SCENE. He lowers his sword, his memory returned.

HE MAN

Hello, Orko!

222 ORKO

Gives a happy clap.

ORKO

Hooray! The power of Grayskull brought your memory back! Now let's go to work. We need your help! \*

223 CRINGER

He is cowering in a corner, menaced by the two robots.

224 HE MAN

He turns and fires his sword at Battlecat.

225 CRINGER

Cringer TRANSFORMS into BATTLECAT. (NOTE: MUST be out of Plundor's sight).

BATTLECAT

(Roars)

226 TWO ROBOTS

Looking on with surprise.

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227 BATTLECAT

He lunges for the robots, knocking them down.

BATTLECAT  
(Roars)

228 GLEEDIL, TIGER-WOLF AND ROBOTS

The robots begin to close in around Gleedil.

229 HE MAN

Comes running up and throws a punch at the CAMERA.

230 ROBOT

It EXPLODES into pieces! SFX: WHAM!

231 PLUNDOR

Cowering behind his command chair. Pieces of his robot guards fly past him as the (SFX) WHAM! SMASH! continues, OS.

PLUNDOR  
Those aliens are turning my robots  
to junk! But they won't get my  
magic liquid!

Plundor presses another button on his chair.

232 MAGIC LIQUID CYLINDER

A mechanical arm LOWERS INTO FRAME and lifts the large cylinder off its base. It carries the cylinder across the room and puts it into the open hatch of an unworldly rocket ship. The hatch automatically swings shut.

233 PLUNDOR

He stands in front of his chair triumphantly.

PLUNDOR  
If I can't get rich from my magic  
liquid, then nobody will have it!

He presses another button on the side of his chair.

234 ROCKET

It BLASTS OFF.

235 HE MAN, ORKO AND RAM MAN

They turn and watch it go up with alarm. He Man quickly runs OS.

236 HE MAN

He coils his muscles and springs up, OS.

237 ROCKET

Rising faster. He Man ENTERS FRAME and just barely grabs onto the rocket's tail. The rocket blasts through an opening which irises out in the roof.

238 ANOTHER ANGLE - HE MAN

With great effort, He Man pulls himself along the side of the rocket. He manages to get up into a sitting position and doubling both his hands together, he brings them down hard on the rocket. SFX: WHAM! The rocket starts to SMOKE and SPARK. WHAM! He Man brings his fist down again!

239 ROCKET

It changes direction and heads back down to the planet's surface.

240 HE MAN

He makes ready to jump off.

HE MAN

Time to get off this joy ride!

He Man leaps off the side of the rocket. He falls down, OS.

241 ROCKET

It EXPLODES in mid-air, with a bright GREEN FLASH.

242 HE MAN

He hits the ground, rolls and comes up in a standing position.

243 GREEN HAZE

Left from the explosion. It begins to filter down toward the planet surface.

244 HE MAN

Standing near a dead tree on a ruined patch of ground. The green haze DRIFTS DOWN, making the tree live again and grass appear once more. (This is an opportunity for a nice transition).

245 CLOSE ON HE MAN

He smiles.

WIPE TO:

246 EXT PLANET AREA

CAMERA PANS to show a river area on what once was a dustbowl world. Green grass is everywhere and the once-dead river is now blue and pure, just like the sky. CAMERA PICKS UP He Man, Battlecat and Orko standing next to Gleedil and her Tiger-Wolf pet.

GLEEDIL

Thanks to you, He Man, our world is pure and clean again.

247 HE MAN

He smiles.

HE MAN

And once Plundor's evil factory is destroyed, your planet should be totally back to normal.

248 GLEEDIL

She turns and points OS.

GLEEDIL

(with a smile)

As a matter of fact, I have an unwilling volunteer working on that right now!

249 PLUNDOR

The rapacious rabbit is hard at work, knocking down a wall of his factory with a sledge-hammer-like tool. Plundor has one foot chained to the broken, bulky carcass of one of his ruined robots. Several Shminavits happily look on at their former tormentor's fate.

SHMINAVITS

(happily)

Shminavit! Shminavit! etc.



250 HE MAN AND BATTLECAT

He Man exchanges a grim smile with his tiger pal.

HE MAN

That reminds me. We have a score  
to settle with an old friend  
named Skeletor back on our world!

251 ORKO

He gestures with the mystic wand Zodac gave him. The Time  
Corridor again APPEARS.

HE MAN (OS)

Is the Time Corridor ready  
for Eternia, Orko?

Orko turns to He Man.

ORKO

All set! But where's Ram Man?

252 SHMINAVITS

Bouncing along, single-file.

SHMINAVITS

Shminavit! Shminavit!

Suddenly, Ram Man bounces INTO FRAME, following right after  
them.

253 RAM MAN

He smiles.

RAM MAN

I'll say one thing for these  
guys, they sure know how to  
have fun!

Ram Man bounces out.

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254 HE MAN .

He laughs.

HE MAN

(laughs)

Come on, friends, let's go  
home.

255 EXT LONG SHOT - PLANET TRANNIS

CAMERA PULLS BACK from this alien world as we:

FADE OUT

THE END

MU #66019

MASTERS OF THE UNIVERSE

QUEST FOR HE MAN

MU #66019

THIRTY SECOND TAG

FADE IN:

ZODAC

Seated in his cosmic chair, against a background of stars.

ZODAC

(to CAMERA)

In today's story He Man came to  
the aid of a planet whose natural  
resources were being wasted. \*

Zodac makes a magical gesture, and the still images of  
several extinct or rare animals appear beside him.

ZODAC

Unfortunately, this same waste is  
happening now, and not on a distant  
planet, but right here on Earth!

The images of the animals fade and vanish.

ZODAC

We must respect the plants and  
animals before they disappear,  
as some species already have.

Zodac smiles.

There's beauty all around us. Protect  
it, before it's too late.

\*ALL NEW COPY



MASTERS OF THE UNIVERSEQUEST FOR HE MANMU #66019ALTERNATE THIRTY SECOND TAG

FADE IN:

Zodac is seated in his cosmic chair against a background of stars.

ZODAC

In today's adventure, He Man helped a planet whose natural resources were being wasted.

Unfortunately, this same waste is happening right now, and not on a distant planet, but right here on Earth.

We must have respect for our land, and for our fellow creatures who live here.

There's beauty all around us. Please, let's keep it that way.

\*\*\*USE THIS TAG ONLY IF OTHER DOES NOT TIME CORRECTLY.