



"THE SEARCH"

MU #66036

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MASTERS OF THE UNIVERSE

THE SEARCH

MU #66036

CAST LIST

SORCERESS

ZODAC

PRINCE ADAM

TEELA

ORKO

CRINGER

ZOAR

HE MAN

BATTLECAT

SKELETOR

BEASTMAN

MER MAN

CRYSTAL DEMONS - fifty foot tall giants made entirely of quartz-like crystal, with glowing red eyes and diamond-like teeth. Screeches and shrieks.

MASTERS OF THE UNIVERSETHE SEARCHMU #66036ACT ONE

FADE IN:

1 EXT CASTLE GRAYSKULL - WIDE - DAY

The massive castle is set against a dark and forbidding sky full of swirling rain clouds. Howling winds rake and bend the nearby trees. As we PUSH IN ON the Jawbridge, we HEAR:

SORCERESS (VO)

And to what do I owe the rare  
honor of your visit, Zodac?

The SCENE flashes white and we HEAR an earth-rattling blast of THUNDER as a lightning bolt strikes in BG. On this we

CUT TO:

2 INT CASTLE GRAYSKULL - SORCERESS' THRONE ROOM

As the THUNDER SUBSIDES. The SORCERESS is seated on her throne. Facing her is a tall, muscular man. Covering his otherwise bare chest is a breastplate covered with blinking controls and diodes. An orange and silver helmet covers his entire head, except for his mouth. Black lenses set in the helmet obscure his eyes, yet he seems to radiate knowledge. He is ZODAC.

ZODAC

My race is sworn not to interfere  
with the affairs of mortals.  
Therefore, I come only with this  
warning...

3 CLOSE - ZODAC

ZODAC (con't)

Grave danger faces all of us this  
day - a danger so enormous the  
mind can scarcely conceive of it.

4 ON THE SORCERESS

Reacting in alarm.

ZODAC (VO, con't)  
And its origin is right here -  
in Eternia itself!

SORCERESS  
(alarmed)  
But what can it be? You must  
tell me!

CLOSE - ZODAC

ZODAC  
Easier to show you - with my  
thought projector.

PAN DOWN to his chestplate as he presses a button on it  
with a BEEP.

5 WIDER - TWO

There is another flash and a BLAST OF THUNDER as Zodac,  
still holding down the button on his chestplate, raises his  
left hand and touches his index finger to the Sorceress'  
forehead. PUSH IN as the point where they make contact  
begins glowing, and the Sorceress stares off into space, as  
if reacting to something horrible.

SORCERESS  
But...this is unbelievable!

The glow subsides and Zodac's hand falls away as the  
Sorceress recoils in alarm.

6 RESUME TWO

ZODAC  
Yet it is true. And it is  
happening now. Something must  
be done to stop it!

SORCERESS  
But you are forbidden to  
interfere...and I may not  
venture beyond these castle  
walls except in the form of the  
falcon.

There is yet another nerve-rattling lightning flash and THUNDER.

ZODAC

There is only one person on the planet who may prevent this catastrophe...

CUT TO:

7 EXT FOREST GLEN - DAY

The storm can be seen lurking on the horizon here. PUSH IN ON two distant Sky Sleds gliding over the forest, REVEALING their riders to be ADAM and TEELA.

ZODAC (VO, con't)

The one with the powers of He Man...

8 CLOSER - FOLLOWING ADAM AND TEELA

CAMERA continues to PUSH IN on Adam as we HEAR:

ZODAC (VO, con't)

The man called Adam!

9-11 OUT

\*

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12-13 OUT

14 WIDE - INCLUDING THE FAR MOUNTAIN RIDGE

From the distant clouds comes a slight burst of lightning and a LOW THUNDER RUMBLE.

TEELA

We'd better hurry before that storm hits us.

15 CLOSE ON ADAM

ADAM

(teasing)

What's the matter, Teela?  
Afraid of a little thunder?

A bright flash whites out the SCENE for an instant, accompanied by a LOUD CRACK OF THUNDER! Adam instantly wheels his Sky Sled around.

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ADAM (con't)  
 (trying to sound nonchalant)  
 Oh, well, time to be going.

16 ANGLE - BASE OF A HUGE TREE

With a large empty knothole at its base. Cringer ZIPS IN and vanishes into the hole. A moment later, his panicked eyes become visible, peering out nervously.

17 ON ADAM

Riding along. He stops as--

TEELA (VO)

(firm)

Adam!

18 TEELA

Getting ready to ride.

TEELA

There's still time to check out that ridge without getting drenched.

(slyly)

I'll be waiting for you there.

She flies off.

19 ADAM

He cocks an eyebrow, incensed.

ADAM

Wait a minute!

20 FOLLOWING TEELA

As Adam rides in.

ADAM

Are you by any chance implying that you can beat me to those hills?

TEELA

Imply, nothing! That is a scientific fact!

ADAM

Not in my book it isn't!

21 CLOSE ON TEELA

TEELA

There's only one way to find out!

22 WIDE - ADAM

ADAM

Yeah, well, find this out!

He flies off at top speed!

23 WIDE - FOLLOWING ADAM

As he urges his Sky Sled across the valley at high speed.

24 CLOSE ON TEELA

Smiling. PULL BACK to include Orko.

TEELA

There's more than one way to get a Prince to scout a ridge!

25 ON CRINGER

The cat pokes his head out of the burl hole, looking off after Adam.

CRINGER

(sotto)

B-be c-careful, Adam!

He emerges and runs off.

26 ON ORKO

ORKO

Oh, yeah? I can beat the whole bunch of you!

Still hovering in midair, he leans forward as if to charge off, his legs whirling like propellers. After a moment, he changes into a ball of light with a PUFF!

27 EXTREME WIDE - THE VALLEY

The little ball of light STREAKS across the distance of the valley like a comet!



28 CLOSE - TREES ON THE FAR RIDGE

The ball of light STREAKS THROUGH SHOT. An instant later, there is a leafy OS CRASH! PAN OVER TO:

29 TREE BRANCHES

In which Orko is thoroughly tangled, hanging upside-down.

ORKO

Maybe I should stick to jogging.

30 FOLLOWING ADAM

The green valley rushing past in BG gives way to the thick forest at the base of the far hills.

31 ANOTHER ANGLE - MOVING

As Adam guides his Sky Sled through an intricate maze of trees - missing some by mere inches!

32 CLOSE ON ADAM - MOVING

ADAM

Whew! Acting like a fun-loving Prince sure is hard work!

33 ANOTHER ANGLE - MOVING

Adam pulls up on the controls.

ADAM

Hey - slow down!

But the sled doesn't respond. HOLD as it whisks Adam OUT OF SHOT.

34 ANGLE - A GIANT TREE

The Sky Sled careens in. Adam banks it sharply to avoid the tree - and gets pitched out of the cockpit! There is an OS THUD!

35 ADAM - ON THE GROUND

Reeling from the fall.

ADAM

Better tell Man At Arms - that thing's due for a check up!

He looks up in surprise as a shadow falls over him.

36 UPSHOT - TREES AND SKY

ZOAR THE FALCON hovers overhead.

ADAM (VO)

Zoar!

ZOAR/SORCERESS (VO)

Adam! There is great peril!  
You must come to Castle  
Grayskull at once!

37 CLOSE - ADAM

His hand is to his forehead, as he listens to the Sorceress' thoughts.

ADAM (VO)

But what about Teela? She's  
sure to come looking for me!

ZOAR/SORCERESS (VO)

Send your Sky Sled back to the  
Palace. She will follow it.

ADAM (VO)

Good thinking!

38 ANOTHER ANGLE - ADAM AND THE SKY SLED

Adam stands next to it, reaching into the cockpit and pressing buttons.

ADAM

I'll just program the auto pilot  
to return to the Palace.

39 ANOTHER ANGLE

Adam watches as the Sky Sled rises, turns, and glides off.  
PULL BACK as Zoar flies THOUGH overhead.

ZOAR/SORCERESS (VO)

Hurry, Adam!

40 ANOTHER ANGLE - ADAM

As Orko floats in from one side and Cringer ENTERS from the other.

ADAM

We've got to get to Grayskull  
at once!

ORKO  
What's up, Adam?

ADAM  
I don't know, but it sounds  
like trouble!

PUSH IN as Adam unsheaths his sword.

ADAM (con't)  
And the only way we'll get there  
in time is as He Man - and Battlecat!

41 ON CRINGER  
Cringing.

CRINGER  
C-couldn't we just hop a  
nearby Attack Track?

42 ON ADAM

He raises his sword overhead.

ADAM  
By the power of Grayskull!

43 TRANSFORMATION SEQUENCE

Adam is TRANSFORMED into HE MAN!

HE MAN  
I have the power!

He points his sword OS as a ray shoots out of it.

44 CRINGER

He squints his eyes shut as the ray streaks over him,  
TRANSFORMING him into the mighty BATTLECAT!

BATTLECAT  
And I have the power, too!

45 ANOTHER ANGLE - BATTLECAT

He Man and Orko rush in, leaping onto Battlecat's back.

HE MAN  
To Castle Grayskull, cat!

They charge off.

WIPE TO:

46 EXT Foothills - DAY - WIDE ON TEELA

Riding through the storm, which has finally hit the area with a vengeance - howling wind, drenching rain, teeth-rattling thunder bolts.

TEELA

Adam!

47 CLOSER

TEELA

(looking about)

Adam! Where are you?!

She looks up.

48 TEELA'S POV - SKY SLED

As it travels away into the distance.

49 ON TEELA

TEELA

Imagine! Hotfooting it back to the Palace and leaving me here to get soaked!

(to CAMERA)

Just wait 'till I see him again!

DISSOLVE TO:

50 EXT CASTLE GRAYSKULL - NIGHT

The storm still rages, and darkness has fallen, as He Man, Cringer and Orko approach the Jawbridge.

51 ANGLE - JAWBRIDGE

Its gaping maw creaks open, and the trio starts making its way across.

WIPE TO:

52 INT CASTLE GRAYSKULL - SORCERESS' THRONE ROOM

Zodac has apparently left. He Man, Battlecat, and Orko are facing the Sorceress.

SORCERESS

You have a great challenge facing you, He Man. Perhaps the greatest of your life.

53 CLOSER - SORCERESS

SORCERESS  
Have you ever heard of the  
Starseed?

54 ON HE MAN

HE MAN  
I thought it was a myth.

55 CLOSE ON SORCERESS

SORCERESS  
It is no myth. It is real.  
And it is right here, in  
Eternia!

56 WIDER - SORCERESS

She stands and approaches a large mirror.

SORCERESS  
Let me show you, in the mirror.

The mirror begins to shimmer and sparkle. On its surface appears the image of a black expanse of deep space, empty save for a small dot of light at the center. PUSH IN on this until it FILLS THE FRAME.

SORCERESS (VO)  
Eternia is an unusual planet, for  
we are located directly in the  
center of the Universe!

57 A SERIES OF STILL PAINTINGS

Depicting the dot of light exploding outward, leaving in its wake a sky full of roiling gas, which gradually disperses, forming stars, planets, galaxies.

SORCERESS (VO, con't)  
It was here, where we now stand,  
that the explosion took place which  
created the universe, billions of  
years ago!

The crowded spacescape DISSOLVES THROUGH TO:

58  
ETERNIA

SLOWLY PUSHING IN on the planet.

SORCERESS (con't)

At the very center of our planet,  
there is a small piece of the  
energy left from that explosion -  
the very energy which set the stars  
burning and the planets spinning -  
the Starseed!

DISSOLVE THROUGH TO a painting of a flaming star.

SORCERESS (VO, con't)

Speak a thing to the Starseed and  
it makes it happen! It can do  
anything! It is all powerful!

59  
ANGLE - SORCERESS

SORCERESS (con't)

For untold ages, the location  
of the Starseed was known only  
to a chosen few of the Cosmic  
Enforcers.

60  
HE MAN, BATTLECAT AND ORKO

As they react.

SORCERESS (VO)

But its location is no longer  
a secret!

61  
ON THE SORCERESS

SORCERESS

At this very moment, Skeletor is  
tunneling his way to the center  
of Eternia. Can you even imagine  
what would happen if he gets the  
Starseed?

62  
CLOSE ON HE MAN

HE MAN

He could easily capture Castle  
Grayskull.

63 OUT \*

64 THREE SHOT - HE MAN, BATTLECAT AND ORKO

SORCERESS (VO)

You must get the Starseed before Skeletor does, and return with it here, so that I may make certain no one learns of its whereabouts again!

ORKO

But - how? Skeletor's got the drilling machine, not us!

65 ON SORCERESS

SORCERESS

Follow him through the tunnel he's drilling and overtake him.

66 DYNAMIC ANGLE - SORCERESS

There is a dramatic CRACK of THUNDER as the Sorceress crosses her arms.

SORCERESS

Lastly, a warning...

67 CLOSE ON HE MAN

SORCERESS (VO)

This is your greatest challenge, He Man, for no mortal can touch the Starseed without succumbing to its dark side!

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68 WIDE - ALL

SORCERESS

The Starseed will tempt you to  
do evil! You must fight it!  
Remember your virtue!

(BEAT)

Now go! Every second brings  
Skeletor closer to the Starseed!

There is another flash and BLAST OF THUNDER as we

WIPE TO:

69 EXT CASTLE GRAYSKULL - JAWBRIDGE - WIDE - NIGHT

PUSH IN as He Man, Battlecat and Orko emerge into the  
forbidding night.

70 ANOTHER ANGLE

He Man jumps onto Battlecat's back, followed by Orko.

HE MAN

To the north, mighty Battlecat!

BATTLECAT

(roars)

The trio charges off.

DISSOLVE TO:

71 EXT ROAD - NIGHT

As He Man and Battlecat walk, and Orko floats, TOWARD  
CAMERA.

72 FOLLOWING THE GROUP

As the group walks along, the SCENE becomes enveloped in a  
thick fog.

ORKO

Oh, great! Just what we need!

HE MAN

Go slowly, cat!



## 73 WIDE - THE FOG

It obscures everything. All we can HEAR is the HEAVY PADDING of Battlecat's feet.

ORKO (VO)

You can't see a thing!

## 74 CLOSE ON HE MAN

Looking from side to side very warily.

HE MAN

I don't like this one bit.

His eyes widen suddenly.

HE MAN (con't)

Stop!

## 75 WIDE - A CLIFF

As the fog clears somewhat, we SEE that Battlecat and He Man have walked onto a narrow precipice of rock at the edge of a high cliff.

## 76 CLOSER - THE PRECIPICE

It strains and cracks under their weight. Pebbles of rock crumble away from it.

HE MAN

Don't so much as breathe, cat!

## 77 DOWNSHOT - THE PRECIPICE

Emphasizing the tremendous drop beneath them.

## 78 CLOSE ON THE GROUP

There is another nerve-wracking CRACK!

ORKO

It's gonna give!

## 79 CLIFF'S EDGE - NEXT TO THE PRECIPICE

He Man runs to the cliff edge and shinnies onto the cliff face.

80 WIDE

Showing He Man clinging to the cliff face beneath the ever-crumbling precipice.

81 TIGHT - HE MAN'S HAND

He digs his bare fingers into the solid rock of the cliff with a CRACKING SOUND.

82 BACK TO WIDE

He Man raises his free arm, bracing the precipice with it.

HE MAN  
All right, get clear!

83 ON BATTLECAT

As the cat backs off the precipice.

84 ANOTHER ANGLE

He Man leaps in, landing next to Battlecat.

BATTLECAT  
Thanks!

ORKO  
But we've still got to find out where Skeletor's digging!

85 ON HE MAN

Staring ahead intently.

ORKO (VO)  
What is it, He Man?

HE MAN  
That shaft of light in the distance!

86 POV - WIDE ON A DISTANT RIDGE

From behind which a beam of light stabs the night sky at a forty-five degree angle, almost like a spotlight.

HE MAN (VO)  
It could be what we're looking for.

87 WIDE

He Man firmly pats the neck of Battlecat.

HE MAN

Ride on, my friend!

BATTLECAT

(roars)

DISSOLVE TO:

88 EXT CLEARING - NIGHT

He Man and Orko ride in on Battlecat, who comes to an abrupt stop. PUSH IN FAST as they all react to:

89 WIDER - A HUGE HOLE IN THE GROUND

Cut at a forty-five degree angle, out of which streams the shaft of light seen earlier. From deep within this tunnel can be heard the ominous, distant THROBBING of machinery, which carries over throughout the following scenes.

90 ANGLE - HE MAN, BATTLECAT AND ORKO

HE MAN

Orko, we've found it!

ORKO

(nervous)

I don't like that creepy noise!

HE MAN

Skeletor's drilling machine...

91-92 OUT

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93 ON BATTLECAT AND ORKO

Orko is looking rather nervous.

ORKO

H-how do I let myself get  
into these fixes?

94 WIDER - THE TWO

As He Man runs in and alights on Battlecat's back.

HE MAN

No time for cold feet, Orko!  
We're the only ones standing  
between Skeletor and the Starseed!

He Man rides Battlecat OUT OF SHOT, leaving Orko alone.  
After a moment he zips off after them.

ORKO

Alright, alright! I'm comin',  
I'm comin'.

95 ANGLE - TUNNEL ENTRANCE

He Man, Battlecat and Orko ride off into the forbidding hole  
at an angle.

96 FOLLOWING HE MAN, BATTLECAT AND ORKO

A continuous wall of jagged, cut stone passes through in BG  
as they ride down the tunnel at a rapid pace.

ORKO

I only hope the rest of the  
universe appreciates what we're  
doing!

97 THE GROUP - HEAD ON

As Battlecat carries them further into the tunnel.

98 ANOTHER ANGLE - FOLLOWING

As they continue to make their way down the tunnel shaft.  
PAN AHEAD QUICKLY along the wall of the tunnel.

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99 ANGLE - LOOKING FURTHER DOWN THE SHAFT

PUSH IN as the rumbling of machinery grows louder.

DISSOLVE THROUGH TO:

100 FURTHER DOWN THE SHAFT

In the distance ahead is a huge drilling vehicle, on tank treads ten feet wide, with blazing spotlights attached to its sides, shining in all directions.

101 CLOSER - THE DRILLING MACHINE

A gigantic, gleaming, conical drill revolves slowly at the front of the vehicle. BEASTMAN and MER MAN stand atop the engine cover, just behind the drill. PUSH IN on the protective dome near the rear of the vehicle, revealing SKELETOR!

102 CLOSE ON SKELETOR

SKELETOR

Beastman! Mer Man! Can't we drill through this rock any faster?

103 ANGLE - BEASTMAN

Looking over his shoulder to Skeletor.

BEASTMAN

The rock's too hard, Skeletor!

104 ANGLE - SKELETOR IN COCKPIT

SKELETOR

Too hard! My drilling machine is unstoppable!

105 ON MER MAN

MER MAN

If we push too hard, the drill point will be blunted.

106 BACK ON SKELETOR IN COCKPIT

SKELETOR

Must drill--

He pulls a throttle. ENGINE ROAR INCREASES.

SKELETOR (con't)

--faster!

107 THE DRILL

It begins WHIRRING at high speed.

108 CLOSE ON SKELETOR

SKELETOR

(while pulling levers)

Must...have the...Starseed!

He looks down at a sudden BEEPING SOUND.

109 POV - CONTROL PANEL

A red light is blinking next to a darkened viewscreen.

110 WIDE - THE COCKPIT

Beastman is now standing next to the cockpit bubble.

BEASTMAN

What's wrong?

SKELETOR

An intruder!

111 RESUME - CONTROL PANEL

Skeletor's HAND REACHES IN and presses a button. The screen comes to life, revealing a backward view of the tunnel. We SEE He Man and Orko riding up on Battlecat.

SKELETOR

He Man!

117 CLOSE - BEASTMAN

BEASTMAN

(growls)

That muscle-bound meddler! Let me take care of him!

113 WIDER - TO INCLUDE SKELETOR

He raises a restraining hand.

SKELETOR

No - I have anticipated this.

PUSH IN as Skeletor raises a microphone to his mouth.

SKELETOR  
 (loud and reverbed, as if through  
 a speaker)  
He Man!

114 UP THE TUNNEL - HE MAN, BATTLECAT AND ORKO

Still quite a ways behind Skeletor. They stop, looking around for the source of the voice.

SKELETOR (VO)  
 (reverbed)  
 Looking for something, He Man?

HE MAN  
 You know why I'm here, Skeletor!  
 And I'll stop you - whatever it  
 takes!

115 RESUME - SKELETOR

SKELETOR  
 (reverbed)  
 Ha! Within the hour, no force  
 in the universe will be able  
 to stop me!

116 CLOSE ON CONTROL PANEL

Skeletor's hand presses another button.

SKELETOR (VO)  
 (reverbed)  
 Least of all, you!

117 WIDE - HE MAN, BATTLECAT AND ORKO

PAN AHEAD FAST to the tunnel in front of them. There is a massive EXPLOSION, showering rock and boulders everywhere.

118 RESUME - HE MAN, BATTLECAT AND ORKO

SKELETOR (VO)  
 (reverbed)  
 Not even He Man can pound his  
 way through a half-mile of  
 solid rock!

119 CLOSE ON SKELETOR

SKELETOR  
(reverbed)  
And if you're thinking of going  
back - forget it!

He punches another button.

120 ANGLE - HE MAN, BATTLECAT AND ORKO - WITH TUNNEL IN BG

The trio recoils as the tunnel behind them is ripped by  
another BLAST!

121 WIDE - THE THREE

As they stand. Huge piles of rock block their path in both  
directions.

HE MAN  
Trapped!

ORKO  
We'll never stop Skeletor in  
time now!

122 DRILLING MACHINE COCKPIT - SKELETOR, MER MAN AND BEASTMAN

BEASTMAN  
You've trapped He Man - but you  
trapped us as well!

MER MAN  
How will we get out?!?

SKELETOR  
Simpletons! When I have the  
Starseed, I'll be able to move  
mountains...



12<sup>3</sup>  
TIGHT - SKELETOR

PUSHING IN on his hollow, leering face.

SKELETOR (con't)  
Planets! Whole galaxies!  
Nothing will stand in my way!

HOLD as we

FADE OUT

END ACT ONE

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MASTERS OF THE UNIVERSETHE SEARCHMU #66036ACT TWO

FADE IN:

124  
INT TUNNEL SHAFT - HE MAN, BATTLECAT AND ORKO

The trio is still penned in on both sides by massive piles of rubble.

ORKO

He Man, we've gotta do something! Skeletor could get his hands on that Starseed any minute now!125  
CLOSE ON HE MAN

HE MAN

(looking around)

It could take me hours to dig through this rubble!

126  
TWO SHOT - HE MAN AND ORKO

HE MAN

I don't suppose you could whip up a quick spell to get rid of all this rock.

127  
CLOSE ON ORKO

ORKO

I can sure try!

128  
WIDE - THE WALL OF RUBBLE

Orko floats over to it and raises his arms dramatically.

ORKO

(chants)

By the powers of dusk and dawn,  
I bid you barrier, now be gone!

He flings his arms forward.

129 THE ROCK WALL - HEAD ON

A single stone pops out of the clutter, shooting straight at CAMERA.

130 ORKO

ORKO

Yikes!

He ducks down as the stone shoots THROUGH overhead, followed by an OS CRASH.

131 HE MAN

HE MAN

At the rate you're going, we'll  
be down here for years, Orko.  
Stand clear!

132 WIDE - THE STONE BARRICADE

He Man rushes in and begins PUMMELING the stone wall with both fists, sending rock flying in all directions.

133 ORKO AND BATTLECAT

Orko raises an arm to shield himself from flying bits of rock as Battlecat charges off.

BATTLECAT

(roars)

134 WIDE - HE MAN

Still pounding through the rock as Battlecat leaps in at his side.

135 TOP OF THE STONE BARRIER

Battlecat leaps up INTO SHOT, perching his hind legs on an outcropping of broken rock, and begins clawing through the rock near the tunnel ceiling with his bare foreclaws!

136 CLOSE ON HE MAN

Still bashing through the rock. He looks up.

HE MAN

Good work, my friend!

PUSH IN on his worried look.

HE MAN (con't)  
But I'm afraid we may be too  
late!

CUT TO:

137  
INT TUNNEL - WIDE ON THE DRILLING MACHINE

With Skeletor still in the cockpit, Beastman and Mer Man stand on the engine cover as the gigantic drill sinks into the rock ahead of them.

138  
CLOSER - BEASTMAN AND MER MAN

BEASTMAN  
When Skeletor gets his hands on the Starseed, he'll finally rule the universe!

MER MAN  
And I'll be his second in command!

139  
CLOSE ON BEASTMAN

Doing a double TAKE.

BEASTMAN  
You?! He said I could be second in command!

140  
TWO SHOT

MER MAN  
Ha! Why would he want a fuzz-faced cretin like you ruling under him when he could have someone with my brains?

BEASTMAN  
Why, you fish-faced meat-head..!

141  
CLOSE - SKELETOR IN THE COCKPIT

SKELETOR  
Silence, fools!  
(working the controls)  
The Starseed must be near!  
Absolute power is within my grasp!

WIPE TO:

147 INT THE STONE BARRIER - HE MAN AND BATTLECAT

He Man continues to POUND the rock while, above him, Battlecat claws away jagged shards of rock from the top of the pile of rubble.

143 CLOSE - BATTLECAT

He suddenly stops and stares intently into the opening he's made. After a moment, he leaps off downward.

144 WIDE - HE MAN

As Battlecat drops INTO SHOT to get He Man's attention, tail swishing urgently.

BATTLECAT

He Man!

HE MAN

What is it, cat?

145 ANGLE - BATTLECAT

He motions upward with a paw.

BATTLECAT

Look!

146 TOP OF THE PILE OF ROCK

He Man leaps in, landing on the same outcropping of rock which held Battlecat. He looks into the hole Battlecat has dug.

147 HE MAN'S POV

The sea of broken rock stretches off seemingly forever, blocking the tunnel. But there is a gap between the top of the rubble and the ceiling of the tunnel.

148 CLOSE - HE MAN

Still looking in the hole.

HE MAN

A gap! It's too narrow - but it could be widened!

149 TUNNEL FLOOR

He Man leaps IN.

HE MAN

Stand clear, both of you! I think we can get this rock pile to settle down.

150 ANOTHER ANGLE - HE MAN

He raises his right foot, then brings it down with a SCENE SHAKING WHAM!

151 ANGLE - TUNNEL WALL

There is another OS WHAM! SCENE SHAKES as Battlecat leaps in, clinging precariously to a rocky edge.

157 WIDE - TUNNEL CEILING

As another OS WHAM! SHAKES THE SCENE, Orko zips straight up to the top of the tunnel.

153 ON HE MAN

He slams his foot down on the ground again.

154 ANGLE - THE BARRICADE OF RUBBLE

The SCENE SHAKES again - and the rubble shifts downward.

155 TIGHT ON HE MAN'S FOOT

SLAMMING the ground!

156 THE RUBBLE

It settles further down as the SCENE SHAKES again.

157 WIDE - HE MAN

Leaping into the air, both his legs shoot out like pistons just as he touches back down with a SOUND LIKE A PILE-DRIVER. Cracks and fissures shoot out from where his feet meet the rocky floor!

158 THE RUBBLE

It shifts again as the SCENE SHAKES WILDLY, creating a dust-cloud which FILLS THE FRAME. As it dissolves away, the half-mile pile of rubble is revealed as collapsed, leaving a three-yard gap down the length of the tunnel.

159 ANGLE - BATTLECAT

He Man leaps on his back, followed by Orko.

HE MAN

Come on! We may make it yet.

160 THE THREE - FOLLOWING

As they rush along the rubble-laden tunnel floor.

WIPE TO:

161 INT TUNNEL - ANGLE ON DRILLING MACHINE

In front of the gigantic drill-point, Mer Man and Beastman struggle to roll a crystal boulder three times their size out of the way. \*\*

BEASTMAN

Push! The machine can't go through that crystal - it will break the drill. \*\*

162 CLOSER - TWO SHOT

They heave with all their might. The boulder rolls forward a foot - then reverses. The two throw themselves off to either side.

163 ANGLE - SKELETOR IN THE COCKPIT

SKELETOR

Fools! Can't you even move a rock?

He suddenly whirls about.

HE MAN (VO)

(loud)

Skeletor!

164 DYNAMIC ANGLE - HE MAN, BATTLECAT AND ORKO

Poised some yards behind the drilling machine.

HE MAN

Making that pair do your dirty work? I'm surprised you didn't bring some of your slaves!

\*\*

<p><b>REVISED</b> DATE 5/27/85</p>
--

165 ON SKELETOR

Looking off at He Man OS.

SKELETOR

You flippant fool! Within minutes  
the whole cosmos will be my slave!

166 ON HE MAN

HE MAN

Not if I have anything to say  
about it!

167 ON SKELETOR

Punching buttons on the control console.

SKELETOR

Not so fast, He Man!

168 WIDE - THE DRILLING MACHINE

A beam shoots out from a port in the rear.

169 HE MAN AND ORKO

The beam streaks in and encases Orko is a shimmering  
force-globe.

HE MAN

Orko!

170 ANGLE - SKELETOR

SKELETOR

Now, He Man, here are my orders...

171 TIGHT - HE MAN

HE MAN

Obey you?! Never!

172 SKELETOR

SKELETOR

You will...or your little friend  
becomes my personal property!

173 ANGLE - HE MAN, BATTLECAT AND ORKO

SKELETOR (VO)

I want you and that overstuffed  
alley cat of yours to clear away  
this rock!



174 ON ORKO

Railing within the force-globe.

ORKO

You bag of bones! I'll whip  
up such a spell and get out of  
here and you'll be in such  
trouble--!

175 ON SKELETOR

SKELETOR

You couldn't conjure your way out  
of a gunney sack, you pipsqueak!

PUSH IN FAST on his face.

SKELETOR (con't)

You'd better move, He Man!

176 WIDE - ROCKS BENEATH THE DRILL-POINT

He Man and Battlecat have approached the massive pile of  
debris, preparing to move it.

BATTLECAT

(angry growls)

HE MAN

We have no choice, Battlecat!

177 ANGLE - BOULDER

He Man lifts the boulder that Beastman and Mer Man were  
struggling with earlier and heaves it away.

178 UPSHOT - BEASTMAN

Atop the drilling machine hood.

BEASTMAN

Move - slave!  
(evil laughter)

179 TIGHT ON HE MAN

Standing by another boulder, glaring off at Beastman OS, his  
clenched fists quivering with rage. After a moment, he  
whirls back to the boulder and drives both fists into it,  
shattering it to bits.

WIPE TO:

180 INT TUNNEL - WIDE ON DRILLING MACHINE

It moves forward on its massive treads and the WHINING drill digs into the solid rock wall ahead of it. Beastman is on the engine cover, while Mer Man stands by the cockpit, in which can be seen Skeletor. A ray continuously streams out of the rear, like an umbilical cord, towing the force bubble which contains Orko.

181 CLOSER - THE COCKPIT - MER MAN AND SKELETOR

MER MAN

We must be nearly there, Skeletor. But how will you know the Starseed when you see it?

SKELETOR

I'll know, don't worry!

PAN AWAY TO:

182 ORKO - WITHIN THE FORCE BUBBLE

Overhearing this.

ORKO

(sotto)

Oh, yeah? I've got the beginning of an idea!

183 ANGLE - THE WALL OF ROCK

As the drill-point enters it, the whole wall SHATTERS. Only a few feet thick, it falls away completely - revealing an immense crystalline cave!

184 SKELETOR

SKELETOR

I've found it! Onward!

He pulls a lever, and the drilling machine moves forward, whisking him off.

185 HE MAN AND BATTLECAT - ON THE GROUND

They duck out of the way as the massive treads of the drilling machine move THROUGH.

186 WIDE - THE CRYSTAL CAVE

Crystalline stalactites, like gigantic quartz outcroppings, hang from the top of the cave. The walls are covered with angular, translucent, diamond-like rock. The drilling machine enters it and comes to a stop.

SKELETOR

The Starseed must be here somewhere!

187 ANGLE - WALL

Several fissures in the wall suddenly open, like mouths! Crystal arms erupt from the wall. Two CRYSTAL DEMONS wrench themselves free from the wall and stand. They are fifty foot tall giants, translucent and angular, as if made entirely of quartz, with glowing red eyes and diamond-like teeth.

CRYSTAL DEMONS

(hideous screams)

188 SKELETOR, MER MAN AND BEASTMAN

Reacting to these apparitions.

MER MAN

Demons! They're...they're not human...

189 ANGLE - CRYSTAL DEMONS

They raise their arms in unison, and sparkling rays shoot out from their chunky fingertips.

190 WIDE - DRILLING MACHINE

With the beam holding Orko captive still emerging from the rear. The beams strike the entire machine and fades - leaving it encased in a cocoon of transparent crystal.

191 CLOSE - PORT IN THE REAR OF THE DRILLING MACHINE

The crystal encasement now blocks the force bubble ray.

192 ON ORKO

The force bubble dissolves away, and he drops OUT OF SHOT like a stone.

ORKO (VO)

Waaah!

A moment later, he floats back up INTO SHOT.

ORKO (con't)  
Hey! I'm free!

He ZIPS OFF.

193 WIDE - DRILLING MACHINE COCKPIT DOME - WITHIN THE CRYSTAL

Within the cockpit, Skeletor is frantic, while outside, Mer Man and Beastman beat their fists against the crystal.

194 CRYSTAL CAVE ENTRANCE

He Man and Battlecat peer into the cave from behind a large rock.

195 UPSHOT - CRYSTAL DEMONS

CRYSTAL DEMONS  
(screeching)

196 HE MAN AND BATTLECAT

HE MAN  
We'll never make it past those  
monsters without Skeletor's force  
field equipment!

197 ON SKELETOR

Frantically pulling levers.

SKELETOR  
Blasted drill won't work in this  
crystal!

HE MAN (VO)  
Skeletor!

198 ON HE MAN

HE MAN  
If you want to get out of this,  
you'd better accept my terms!

199 ON SKELETOR

He glances nervously at the approaching Crystal Demons, then turns back to He Man.

SKELETOR  
Very well - what do you want?

200 ON HE MAN

HE MAN  
I'll arrange it so that you can  
use your force field projector  
on them! But then you must  
leave this place!

201 SKELETOR

SKELETOR  
And let you get the Starseed?

202 ON HE MAN

HE MAN  
I am acting under orders from a  
higher authority than you!

203 TIGHT - SKELETOR

SKELETOR  
There is no authority higher  
than I!

204 ANGLE - CRYSTAL DEMONS

Walking with heavy, thudding steps toward CAMERA.

205 ON HE MAN

HE MAN  
(points at OS giants)  
In a few seconds they're going  
to be the only authority here if  
you don't agree with my terms!

206 ON SKELETOR

SKELETOR  
(reluctantly)  
All right.

207 TIGHT - BEASTMAN

BEASTMAN  
(sotto)  
No, Skeletor!

208 TIGHT - SKELETOR

SKELETOR  
(sotto)  
Quiet, fool! I know what I'm  
doing!

209 WIDE - FLOOR OF THE CRYSTAL CAVE

As He Man and Battlecat run in and stop, looking up.

210 UPSHOT - A CRYSTAL DEMON

It looks down, seeing He Man.

CRYSTAL DEMON

(roar)

It points an arm downward and fires a ray.

211 HE MAN AND BATTLECAT

They run off to either side as the ray streaks in from above, striking the ground and leaving a small mountain of the crystalline substance encasing the drilling machine.

212 ON ORKO

As one of the giants' feet moves THROUGH behind him.

ORKO

I gotta get outta here!

He ZIPS OFF.

213 ANGLE - HE MAN AND BATTLECAT

HE MAN

Maybe we can lure them into using those crystal rays on themselves!

(pointing up)

Cat! Jump on its shoulder!

Battlecat leaps off in the direction He Man is pointing.

214 CLOSE - A CRYSTAL DEMON

Battlecat, tiny by comparison, leaps in onto the giant's shoulder. The Crystal Demon staggers backward and tries to brush Battlecat off.

BATTLECAT

(roar)

CRYSTAL DEMON

(screeches)

215 ANGLE - THE OTHER CRYSTAL DEMON

It turns and aims its hand at Battlecat. It fires a ray.

HE MAN (VO)  
Battlecat! Jump!

216 ANGLE - BATTLECAT AND THE FIRST CRYSTAL DEMON

Battlecat leaps off as the ray strikes the first Crystal Demon - encasing it in a crystal cocoon!

CRYSTAL DEMON  
(muffled screeches)

CUT TO:

217 INT FURTHER WITHIN THE CRYSTAL CAVE

FOLLOWING Orko as he zips along, looking nervously over his shoulder - and failing to see a crystal outcropping, which "trips" him in midair, sending him sprawling forward OUT OF SHOT. There is an OS CLUNK!

218 ORKO - ON THE GROUND

Bathed in an eerie glow of light. He shakes his head and looks up.

ORKO  
What in the...!

219 ANGLE - THE STARSEED

Sitting on a pedestal, it is a black circle surrounded by flickering tongues of actual flame. It looks like a miniature solar eclipse.

ORKO (VO)  
The Starseed!

220 CLOSE ON ORKO

ORKO  
But - what if Skeletor gets here before He Man?  
(snaps his fingers)  
Have I got an idea...!

221 ANOTHER ANGLE - ORKO

His hat pops open and he reaches into it.

ORKO

Maybe I can find something that  
looks like it...

He pulls out a teddy bear.

ORKO (con't)

(tossing it away)

Not quite!

222 ANOTHER ANGLE

Orko digs around inside his hat once more. He pulls out a chocolate chip cookie.

ORKO

A cookie! Wonder if it's still  
any good...

He pops the cookie into the darkness of his hood.

ORKO (con't)

(crunching noises)

Not bad!

223 ANOTHER ANGLE

He reaches into his hat once more.

ORKO

I'm gonna do this right if it  
takes all day!

He pulls out a ball covered with stripes and stars.

ORKO (con't)

Ah ha! This is close enough.

He sits down with it on the floor.

ORKO (con't)

Now, to work...

CUT TO:



224 INT CRYSTAL CAVE - THE SECOND CRYSTAL DEMON - UPSHOT

It takes a step, looming over CAMERA.

CRYSTAL DEMON  
(screeches)

225 WIDE - CRYSTAL DEMON'S FOOT

He Man runs in and grabs the "toes" of the massive crystalline foot with both hands, heaving upward.

226 UPSHOT - CRYSTAL DEMON

It topples over backward OUT OF SHOT. There is an OS CRASH!

227 ANGLE - FRONT OF DRILLING MACHINE

He Man runs in and smashes both fists into the crystal encasement.

228 WIDER

The crystal SHATTERS and falls away!

229 CLOSE ON HE MAN

HE MAN  
Skeletor! Use your force field projector! Now!

230 SKELETOR - IN THE COCKPIT

Pressing buttons.

231 ANGLE - FRONT OF THE MACHINE

Twin rays shoot out of a port near the massive drill.

232 WIDE - THE TWO CRYSTAL DEMONS

The first is still in the crystal cocoon. The rays shoot in and encase them both in force globes.

233 CLOSE - SKELETOR

SKELETOR  
Now for you, He Man!

234 ANGLE - THE DRILL

It starts WHIRLING.

235 WIDE - HE MAN

Heaving off his sword like a javelin.

HE MAN

Oh, no, you don't!

236 ANGLE - BASE OF THE DRILL

The sword flies in, wedging between the giant drill and the front of the motor. The drill stops dead. SFX: GRINDING OF METAL.

237 ANOTHER ANGLE

He Man leaps up INTO SHOT and lands a terrific punch on the point of the drill, bending it completely out of shape!

238 ANGLE - SKELETOR AND BEASTMAN

SKELETOR

Stop He Man - whatever it takes!

The cockpit dome leans back and Skeletor leaps out. The two run off.

239 ON HE MAN

Skeletor runs in, facing him.

HE MAN

I figured you'd go back on your word!

Suddenly Beastman ENTERS from behind. He Man whirls around.

BEASTMAN

(growls)

240 ON SKELETOR

SKELETOR

Whoever captures He Man will be my second in command.

He runs off.

241 WIDE - HE MAN AND BEASTMAN

Beastman's arms are out, ready for battle.

BEASTMAN

I have you now!

But suddenly Mer Man leaps in on the other side!

MER MAN

No! He's mine!

HE MAN

Well, make up your minds! I haven't got all day!

242 ANGLE - BEASTMAN

He charges off at He Man OS.

BEASTMAN

(growl)

243 ANGLE - MER MAN

He charges off as well.

244 WIDE - HE MAN

He Man leaps straight up as Beastman and Mer Man rush in from either side - colliding into each other!

245 BEASTMAN AND MER MAN - ON THE GROUND

Sitting up groggily.

246 HE MAN AND BATTLECAT

They run off.

HE MAN

Haste makes waste, fellas. See you later. Let's go, cat!

CUT TO:

247 INT FURTHER IN THE CRYSTAL CAVE

As seen earlier in the scene with Orko. Skeletor is shielding his eyes from the brilliant glow.

SKELETOR

The Starseed!

248 ANGLE - THE STARSEED

As seen earlier. Skeletor ENTERS and gingerly takes it in his hands.

SKELETOR

It's mine! Mine! Mine!!

249 ANOTHER ANGLE - SKELETOR

He holds the glowing Starseed up over his head.

SKELETOR

At last...it's mine!

HE MAN (VO)

Don't be so sure of that!

250 ANGLE - HE MAN

Standing with Battlecat and Orko, holding an identical glowing Starseed.

HE MAN

One of these is the real Starseed! But which one, Skeletor?

251 SKELETOR

SKELETOR

It must be mine! I was here first.

(to Starseed)

Hear me, O Starseed! Encase He Man in chains which not even he can break! Then send him away to the furthest planet of the coldest star in the universe!

252 WIDE - ALL

There is a tense moment...but nothing happens. Skeletor throws his Starseed down.

SKELETOR

A fake!

253 ANGLE - GROUND

The Starseed hits and vanishes in a small EXPLOSION.

254  
CLOSE - ORKO

Patting his hat.

ORKO  
Courtesy of me!

255  
CLOSE - SKELETOR

SKELETOR  
(shock of realization)  
That means...you have the  
real one!

256  
CLOSE ON HE MAN

Holding up the Starseed, a strange look on his face.

HE MAN  
You know better than to oppose  
me now, Skeletor. I hold the  
power of the Starseed.

257  
TIGHT - SKELETOR

He Man's voice is becoming raspy and evil.

HE MAN (VO)  
The universe could be rid of  
your evil!

258  
TIGHT ON HE MAN

Gazing down at the Starseed. His entire countenance seems  
changed - evil!

HE MAN  
I could rid the entire universe  
of evil. Nothing could stop me!  
(looks up)  
No one would dare oppose my  
will. Whatever I want, I could  
have.

259  
ON SKELETOR

He grins slyly.

SKELETOR  
We're not so far apart, are we  
He Man?

260 ON HE MAN

HE MAN

Yes! I can see why you wanted  
the Starseed so badly! The  
feeling of power is very strong.

261 ON ORKO

ORKO

(shocked)

He Man! What are you saying?

262 ON SKELETOR

SKELETOR

You're becoming evil, He Man -  
I can sense it!

PUSH IN FAST on his hollow, leering eyes.

SKELETOR (con't)

Then, join forces with me!  
Together we will rule!

263 CLOSE ON HE MAN

HE MAN

Rule? To rule the universe...!

SORCERESS (VO)

(reverbed)

He Man!

He squints his eyes shut and raises a hand to his forehead.

SORCERESS (VO, con't)

(reverbed)

The Starseed will tempt you to  
do evil! You must fight it!

HE MAN

(coming to his senses)

What am I saying?!

SORCERESS (VO)

(reverbed)

Remember your virtue! Your duty...

264 ANOTHER ANGLE - HE MAN

He is back to normal, his voice full and heroic once more.

HE MAN

I could use this to stop you,  
Skeletor!

265 ON SKELETOR

Cringing in terror.

SKELETOR

(panicked)  
No...! N-no!

266 HE MAN

He regards the Starseed.

HE MAN

But if I use this power against  
you - then I'm no better than  
you are!  
(looks up)  
Skeletor!

267 ANGLE - CAVE ENTRANCE

As Skeletor runs off. A moment later we HEAR the SOUND of  
the drilling machine starting up.

268 CRYSTAL CAVE - WIDE ON THE DRILLING MACHINE

As it wheels about and rolls off.

269 HE MAN AND ORKO

HE MAN

(he smiles)  
Come on, little friend. We have  
a date with the Sorceress.

Orko grins and takes He Man's hand.

WIPE TO:

270 EXT CASTLE GRAYSKULL - DAY

The storm has passed, and fleecy clouds grace the sky as He  
Man, Battlecat and Orko pass over the Jawbridge again.

271 INT SORCERESS' THRONE ROOM

He Man, Battlecat and Orko ENTER. He Man's mouth falls open.

HE MAN

Zodac!

272 ANGLE - SORCERESS AND ZODAC

ZODAC

Greetings, He Man.

He raises his arm.

HE MAN (VO)

We have brought the Starseed for safe keeping.

273 ON HE MAN

Holding the Starseed. It suddenly floats away from his hands.

274 ON ZODAC

The Starseed floats into his waiting hands.

ZODAC

He Man, you have succeeded admirably in your test.

275 ON HE MAN

HE MAN

Test?!

276 ZODAC AND SORCERESS

ZODAC

Yes. You see, some time ago you were given great powers.

277 ON HE MAN

ZODAC (VO)

So great, in fact, that from time to time it is necessary to test your virtue.



## 278 ZODAC AND SORCERESS

ZODAC

That is why I myself allowed  
Skeletor to learn of the  
Starseed's location.

SORCERESS

(taken aback)

You did? But why?

ZODAC

Because by refusing to use the  
power of the Starseed - even on  
one as evil as Skeletor - and by  
being able to resist the temptation  
to have whatever wish he desired,  
He Man has proved himself truly  
worthy of his powers.

## 279 HE MAN, BATTLECAT AND ORKO

ZODAC (VO)

Remember, He Man, that true  
goodness comes from knowing  
when not to use force!

## 280 TWO SHOT - ZODAC AND SORCERESS

Zodac presses a button on his chestplate and begins to  
dissolve away.

ZODAC

Farewell, noble He Man!

SORCERESS/HE MAN

Goodbye, Zodac!

DISSOLVE TO:

## 281 INT PALACE - DAY - ANGLE ON DOOR

As Adam, Cringer and Orko enter through it.

TEELA (VO)

Adam!

Cringer's fur flies out in fright and he whips around behind  
Adam's legs.

282 ON TEELA

TEELA  
Where have you been?

283 ADAM

ADAM  
Well, I was getting soaked and  
I figured we'd searched enough so  
I came home - only I got lost.

284 ON TEELA

TEELA  
You figured we'd searched enough?!  
You got lost? May I remind you  
that you're a Prince!

285 ON ADAM AND CRINGER

TEELA (VO)  
Don't you have any sense of  
responsibility?

ADAM  
Everything's all right, isn't it?

286 WIDER - TO INCLUDE TEELA

TEELA  
That's not the point! Suppose  
those rumblings really had  
been something!

ADAM  
Something? Like what?

TEELA  
Well, suppose there'd been a  
real problem, like...well,  
like Skeletor!

287 ADAM AND CRINGER

Adam and cringer grin and roll their eyes heavenward.

ADAM

Oh, it wouldn't have been  
anything He Man and Battlecat  
couldn't handle!

288 CLOSE UP ORKO

ORKO

And Orko!

289 FULL SHOT

ADAM

(he grins)  
You said it, little friend...  
and Orko!

FADE OUT

THE END

MU #66036

MASTERS OF THE UNIVERSE

THE SEARCH

MU #66036

THIRTY SECOND TAG

FADE IN:

ZODAC IS SEATED ON HIS THRONE.

ZODAC

There are times when everybody dreams of becoming very rich or powerful. But what they don't think about are the problems and responsibilities that go with it.

DISSOLVE TO:

APPROPRIATE FOOTAGE FROM SHOW

ZODAC (VO)

In today's story, He Man was tested, and he proved his worth when he was able to resist the temptation to use his great new power for any selfish gain.

DISSOLVE TO:

MEDIUM ZODAC - AS BEFORE

ZODAC

He knew that it's just as important to know when not to use force as it is in knowing when to use it.

FADE OUT