

SHERA, PRINCESS OF POWER

"THE SWORD OF SHERA PART I: INTO ETHERIA"

PP #67001

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PP #67001
Specific Revisions
September 26, 1984

CHANGE FIREHOOF TO ALLEGRO

PP #67001
Specific Revision
August 14, 1984

Page 5, SC 25 - REVISED SORCERESS DIA

PP #67001
Specific Revisions
August 2, 1984

Pg 20, SC 106 - ADD GENERAL NOTE RE: LEECH - whenever we
see Leech, he should use a hand-clapping
motion

SHERA, PRINCESS OF POWER
"THE SWORD OF SHERA PART I: INTO ETHERIA"
PP #67001
SPECIFIC CHANGES
JULY 19, 1984

Page 4, Scene 21: Sorceress: ~~Thank-you~~

Page 8, Scene 43: ...all the gawkers. They exchange a...
Cringer dialogue out. Adam: Hello!

Page 9, Scene 47: Garv: ~~I-am-Garv~~ Scene 50: Garv dialogue out.

Page 10, Scene 54: Garv dialogue out.

Page 13, Scene 71: Adam dialogue out. Hordesman lines combined.

Page 15, Scene 84 out. Scene 83: Kowl: ~~..It-seems-infinitely~~

Page 16, Scenes 90 and 91 out.

Page 18, Scene 98 out.

Page 22, Scene 118: Shadow Weaver additional dialogue: ...But my spells...
Scene 119: Hordak: ~~But-you-said~~

Page 23, Scene 120 out. Scene 124 out.

Page 24, Scene 127: ~~Then-from-OS--Cringer--Hello!~~
Scene 128 out.

Page 25, Scene 129 out. Scene 131: ...version of a salute. Cringer
is looking askance at him.

Page 26, Scenes 134 and 135 out.

Page 27, Scene 139: Bow: Glimmer...~~He-helped-me~~. Glimmer dialouge out
Scene 140: Bow: Adam helped me...

Page 30, Scene 149: Adam dialogue out.

Page 31, Scene 155: Sprag: We're with you, Glimmer! Scene 159:
Glimmer: Razz will ~~have-to-free~~...

Page 35, Scene 175: Leech dialogue out.

Page 36, Scenes 181 -- 184 out.

Page 37, Scene 184, Broom dialogue out.

Page 39, Scene 197: Adora:Stop him, Mantenna!

Page 40, Scene 207: Sprag and Glimmer dialogue out.

SHERA, PRINCESS OF POWERTHE SWORD OF SHERA PART I: INTO ETHERIAPP #67001CAST LIST

SORCERESS

YOUNG HORDAK - see Hordak below.

YOUNG MAN AT ARMS - see MU #66006

YOUNG SORCERESS - the Sorceress as she was some twenty years ago (may be available in MU #66006)

PRINCE ADAM

CRINGER

ORKO

HE MAN

BATTLECAT

GARV THE INNKEEPER - a rotund man, the very picture of the jolly Innkeeper.

BOW - a handsome young man, approximately twenty, attired in gleaming, romanesque armor (not heavy armor). Carries a beautiful longbow. A would-be swashbuckler.

KOWL - an owl with butterfly-like wings. Bow's companion. Talks like Clifton Webb or John Hillerman, a pompous air, always knows what's smart or sensible to do. Has a streak of pessimism.

BARD - your average bard, sensitive-looking man, plays a beautiful harp. (Note: does not sing, just plays.)

SCAR FACED HORDESMAN - a human Horde Trooper. Red and black armor with Horde insignia in red. Mean man, large scar down face.

REPTILIAN HORDESMAN - same as Trooper above, but a humanoid lizard.

HAWK HORDESMAN - same as Trooper above, but a humanoid hawk.

HORDAK - Leader of the Evil Horde. Skull-faced headgear, black and red armor. Able to change pieces of his armored body into all sorts of configurations (make his arm into a laser cannon, etc.). Deep, menacing voice.

SCORPIA - female Villain. Has pincer claws, whip-like tail with stinger. Heavy, scorpion-like carapace armor. A bruiser, not too bright.

CATRA - good-looking, petite woman, short cropped brown hair. Carries a cat mask which, when donned, enables her to change into a large feline. Horde villainess.

LEECH - vaguely reptilian, Leech has sucker discs instead of hands and feet. Can drain energy by clamping discs onto people. Horde Villain.

MANTENNA - bluish metal heavy armor, Horde insignia. Mantenna has large eyes on retractable stalks. The eyes look something like headlights and he can fire stun beams and balance distortion beams from them (possibly other types as well). The eyes can go in two different directions at once. His head is somewhat bat-like. Horde villain.

SHADOW WEAVER - slender female, actual appearance a mystery. She appears as a figure in a dark, cowled cloak with two pupilless red eyes looking out from the cowl. There are always wisps of shadow curling around her and she does not walk, she glides. Hands are gloved. Horde villainess. (NOTE: Please God, DO NOT give her a cackling witch voice. Should be seductively evil, low, well modulated tones).

ALLEGRO - black stallion, Bow's horse. Does not speak.

SPRAG - A Twigget. Dwarf-like, green, adorably cute, dressed in foresty attire. Squeaky voice, but spunky. Carries a little crossbow.

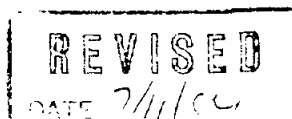
MADAME RAZZ - about four feet high, the magic maker of Whispering Woods. Madame wears a two-pointed, cockamamie witch-type hat, has granny spectacles, coke-bottle thick. Nutsy old lady voice. Very nearsighted. Rides a talking broom.

BROOM - Madame Razz's flying broom and friend. Looks like a dilapidated straw broom. At the top of the handle is a little face, with a little beard and glasses. Broom is a sad-sack type (for a broom, anyway). Has an old codger voice.

GLIMMER - teenage Princess, attired in multi-color bodystocking, scarves, colorful boots, gloves. Has a jewel implanted in her forehead. A leader, but with the rashness of a teenager. Brave and bold. Has light powers and can teleport.

ADORA - female version of Prince Adam (his twin sister in fact). A Force Captain of the Evil Horde, attired in appropriate uniform.

NARRATOR





SHERA, PRINCESS OF POWERTHE SWORD OF SHERA PART I: INTO ETHERIAPP #67001ACT ONE

FADE IN:

1 ESTABLISHING SHOT - CASTLE GRAYSKULL - NIGHT

It is a terrible night, dark and stormy. Lightning crackles, thunder rolls. CAMERA TRUCKS IN.

DISSOLVE TO:

2 CLOSE ANGLE ON SORCERESS

Asleep, but a troubled sleep. She tosses, turns, moans, as if plagued by a bad dream, which indeed she is. Again CAMERA TRUCKS IN until we are CLOSE on her face. TREMENDOUS THUNDER CLAP.

DREAM DISSOLVE TO:

3 DREAM SEQUENCE - ANGLE ON HORDAK

HORDAK (see Cast List, but note this is a younger Hordak and his armor should have a DIFFERENT look, less imposing than when we see him again) is standing before a dark, shimmering Dimensional Gate. In his left arm is a BABY, crying. In his right arm is a weapon, extended out, pointing OS.

HORDAK

You may have defeated us, but
you'll never see this child again!

He fires his weapon OS.

4 DREAM SEQUENCE - ANGLE ON YOUNG SORCERESS, YOUNG MAN AT ARMS

Sorceress and Man At Arms dodge as Hordak's beam lances between them. (NOTE: Again, these characters MUST look like younger versions of the characters we know. See MU #66006 for young Man At Arms.

SORCERESS

No!

MAN AT ARMS

Stop!

5 DREAM SEQUENCE - ANGLE ON HORDAK, BABY

With a cruel laugh, Hordak steps into the Dimensional Gate, which swiftly closes and disappears. His laughter echoes eerily in the now empty space.

HORDAK
(echoing laughter)

6 DREAM SEQUENCE - ANGLE ON YOUNG SORCERESS, YOUNG MAN AT ARMS

Looking OS, aghast.

7 DREAM SEQUENCE - CLOSE UP SORCERESS

Tears are streaming down her face.

SORCERESS
(building)
No. No. Noooooo!

DREAM DISSOLVE BACK TO:

8 ANGLE ON SORCERESS

There is another tremendous THUNDER CLAP and the Sorceress jerks up in her bed, a cry on her lips.

SORCERESS
Adora!!!

Another THUNDER CLAP. The Sorceress shakes her head, shaking off the nightmare.

9 CLOSE ANGLE - SORCERESS

Speaking to herself.

SORCERESS
A nightmare. Nothing but a...
(then a gasp)

The Sorceress is reacting to something she SEES OS. There is a glow coming from there which is illuminating her face.

10 POV SORCERESS - ON THE SWORD OF PROTECTION

Hovering in midair is a glowing sword, the exact twin of He Man's Sword of Power, except for a glistening gem in the hilt.

SORCERESS (VO)
The Sword!

11 WIDE ANGLE - SORCERESS AND THE SWORD OF PROTECTION

As the Sorceress looks, the sword begins to float away. She jumps out of her bed, follows it.

DISSOLVE TO:

12 ANGLE ON PORTAL CHAMBER (CASTLE GRAYSKULL)

This is the chamber where the various Doors of Mystery are located. We SEE several of them. Then the entrance to the chamber opens and the Sword floats in, the Sorceress still following behind it. The Sword floats to one of the Doors of Mystery, stops.

13 ANOTHER ANGLE ON THE SWORD

As it hovers before the door. The Sword's glow extends out, washes over the door. The door opens, CREAK, CREAK, CREAK. Behind it is the same sort of dark, shimmering Dimensional Gate we SAW in the Sorceress' dream. And as this is revealed, the Sword loses its glow and falls to the floor, CLATTER, CLATTER.

14 ANOTHER ANGLE ON THE SWORD

Lying on the floor of the chamber. The Sorceress ENTERS SHOT, picks it up.

15 CLOSE ON SORCERESS

As she looks at the sword with wonder.

SORCERESS

(to herself)

Can it be? After so long...

HOLD A BEAT, then

WIPE TO:

16 ESTABLISHING SHOT - ROYAL PALACE OF ETERNIA

We SEE enough to know where we are.

CUT TO:

17 INT ROYAL KITCHEN

ADAM is at a work table, stirring up some dough in a bowl. Nearby CRINGER looks on in his usual reclining position. He's bored.

CRINGER

Aren't you done yet, Adam?

18 ON ADAM

Mixing up the gooey stuff, stretching it with a spoon.

ADAM

A work of art like my famous
spice bread takes time, Cringer.

19 ON CRINGER

CRINGER

I'd rather spend my time eating
than cooking.

Then suddenly Adam reacts as we HEAR A VO:

SORCERESS (VO)

Adam...Adam...

20 CLOSE ON CRINGER

Reacting.

CRINGER

Adam, what's wrong?

21 CLOSE ON ADAM

ADAM

Shhh! The Sorceress is speaking
to me by telepathy.

SUPERIMPOSE the face of the Sorceress, telepathy EFX over
Adam.

SORCERESS

You must come to Castle Grayskull
immediately. It's very important!

ADAM

I'll be there right away.

The face and the EFX disappear.

WIPE TO:

22 ESTABLISHING SHOT - CASTLE GRAYSKULL

We SEE enough to know where we are.

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ANGLE ON DIMENSIONAL GATE

We SEE the dark gate we have previously seen. It swirls like a thing alive.

ADAM (VO)

If it's a gate, where does it go to?

CAMERA TRUCKS BACK, OPENS SHOT to show Adam, Cringer, and the Sorceress standing before the gate.

SORCERESS

That I cannot say. This door has never opened before.

CLOSE ON ADAM

ADAM

And you want me to pass through it and find someone in the world it leads to?

ON THE SORCERESS

SORCERESS

I would go myself, but as you know, I have no power outside this Castle.

CLOSE ON ADAM

ADAM

But you can't tell me who this person is?

ANGLE ON SORCERESS, ADAM, CRINGER

SORCERESS

Hold out your hands.

Adam does so. The Sorceress waves her hands over his and POOF, the Sword of Protection appears in his hands. He reacts.

SORCERESS

This sword shall lead you to the one you seek.

CLOSE ON ADAM

He looks at the sword and is more astonished than ever.

ADAM

Why, except for this jewel, this sword looks exactly like mine.

24

25

26

27

28

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29

CLOSE ON SORCERESS

SORCERESS

And like yours it is meant for someone with a very special destiny.

30

ON ADAM, CRINGER

Cringer looks on worriedly as Adam struggles to understand.

ADAM

But how...I mean...

31

ON SORCERESS

Desperate tone.

SORCERESS

Adam, please, ask no questions. Until you find this one, I can say nothing.

32

CLOSE ON CRINGER

CRINGER

Sounds screwy to me, Adam. Let's just go home.

33

ON ADAM

ADAM

Hush, Cringer. We'll go, Sorceress.

34

ON SORCERESS

SORCERESS

Thank you, Adam. The very fate of the universe may depend on your success.

35

ANGLE ON ADAM, CRINGER

Adam puts the Sword of Protection on his back along with his own.

ADAM

Ready for an adventure, Cringe?

CRINGER

An adventure? I haven't even had lunch yet.

36

ANGLE ON SORCERESS

She stretches her hand out toward the gate, OS.

SORCERESS

Enter the gate now, Prince Adam.
And good luck to you.

37

ANGLE ON ADAM, CRINGER, DIMENSIONAL GATE

They walk toward the gate. Adam steps into the gate,
Cringer follows. They become part of the swirling and
disappear.

CUT TO:

38

EXT WORLD OF ETHERIA

We find ourselves looking at a lovely, pastoral landscape on
the world of Etheria. As we WATCH, Adam and Cringer appear
in a SHIMMER OF MAGICAL EFX. They look around them.

ADAM

Well, here we are, Cringer. Nice
place, huh?

CRINGER

It'd be nicer if there was some
food around. I'm starving!

39

ANGLE ON ADAM

Looking out into the distance.

ADAM

There's a village over there.
Let's head for it.

40

ANGLE ON ADAM, CRINGER

They start off as we

WIPE TO:

41

EXT THE LAUGHING SWAN INN

We SEE the inn, we HEAR sweet music coming from inside (harp
music). Adam reads the name aloud from OS.

ADAM (VO)

(reading)
The Laughing Swan Inn.

CAMERA PULLS BACK to show Adam and Cringer in the front of
the inn. (NOTE: Perhaps show some passers by, a wagon
rolling down the street, etc.)

ADAM
 (to Cringer)
 Sounds like a happy place.

CRINGER
 (sniffing the air)
Smells like one, too. Yummmmm.

They start into the inn.

42 INT LAUGHING SWAN INN

A cheery looking medieval style inn, wooden tables, a fireplace. There are several customers enjoying meals and listening to a BARD who is playing soft strains on a harp at one end of the common room. Adam and cringer ENTER. All turn to look at them. The music stops as even the bard gawks.

43 ANGLE ON ADAM, CRINGER

They stop, scan the inn, and all the gawkers. They exchange a glance.

ADAM

Hello!

44 ANGLE ON INN CUSTOMERS

We SEE people exchanging glances, looking back at Adam. There is a definite atmosphere of xenophobia in their actions.

45 ANGLE ON BOW, KOWL

Sitting in a shadowy corner is BOW (see Cast List), most of him covered by a large, cowled cloak. KOWL (see Cast List) is perched on his shoulder. Bow speaks up to the owl.

BOW

You think he's a spy for the Horde, Kowl?

46 CLOSE ON KOWL

He looks closer, squinting.

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KOWL

It seems quite unlikely, Bow.
The only time a Hordesman ever
smiles is when he's doing
something awful to someone.

47

ANGLE ON ADAM, CRINGER

Not quite sure what to do next, when a rotund man, GARV THE
INNKEEPER (see Cast List) walks INTO FRAME and greets them.

GARV

Welcome to the Laughing Swan,
stranger. How may we serve
you today?

CRINGER

How about a little chow?

Garv reacts! He's obviously never met a talking tiger
before.

48

CLOSE ON GARV

GARV

Your...your animal. He...he speaks?

49

ON ADAM

ADAM

Doesn't everybody? Now about that
food...

50

ANGLE ON GARV, ADAM, CRINGER

CRINGER

Make mine fish. And plenty of it.

51

ON GARV

Scratching his head, not sure what to make of Cringer.

GARV

Uh, fish it is...

And he starts off.

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52 ANGLE ON A TABLE IN THE INN

Adam and Cringer ENTER FRAME. They sit down at the table. We HEAR the harp music start again. Adam and Cringer look over.

53 ANGLE ON THE BARD

As the bard plays his harp he smiles at them, nods.

54 ANGLE ON ADAM, CRINGER

Adam smiles back, returns the nod. Cringer smiles as Garv walks INTO FRAME with two plates, one piled with fish. He puts them down in front of them. SFX: HARP MUSIC IN BG.

CRINGER

Oh, boy! Fish!

ADAM

Thank you.

55 ON CRINGER

Savoring his plate of fish. He sniffs at one, and it actually rises off the plate and hovers beneath his nose for an instant. Then it drops back down. Cringer picks it up daintily with one paw, puts it in his mouth, and SLURRRP, sucks it clean to the bones. Instant fish skeleton. He licks his lips.

CRINGER

I think I'm gonna like it here,
Adam.

From OS comes a HARD, SLAMMING SOUND. The harp music stops. Cringer looks, reacts.

56 ANGLE ON HORDE TROOPERS

Standing in the doorway are three large men in red and black uniforms with Horde insignia. They have swords and energy batons and wear helmets akin to riot police helmets. They are slowly scanning the room.

57 CLOSE ON CRINGER

Petrified by the arrival of the Troopers.



CRINGER

On the other hand...I want
to go home!

58 He dives for cover beneath the table, his tail quivering in the air as he changes position.

ANGLE ON BOW, KOWL

Bow's eyes slit.

BOW

Hordesmen!

KOWL

(panicking a bit)

Now, now, Bow, let's not be rash.
We don't want any trouble.

59 ANGLE ON HORDESMEN

They lift their visors. The man in the middle is a human with a mean look and a scar down the length of his face. The one on the left is a reptilian humanoid. The one on the right is a humanoid hawk, complete with beak.

60 CLOSE ON SCAR FACED HORDESMAN

He lifts his hand, points OS.

SCAR FACED HORDESMAN

You, bard! Keep on playing! And
make it good!

61 ANGLE ON BARD

Frightened out of his wits.

BARD

Y-y-yessir.

He takes up his instrument (which should be quite beautiful) and starts to strum a tune again.

62 WIDE ANGLE - INT INN

The customers now seem frozen in place as the Hordesmen stalk slowly through the inn. They shove the odd peasant aside now and then, grab food off people's plates, and in general act like bullies. Finally they get to a table where three peasants sit and haul them out of their chairs and toss them away. They sit.

63
CLOSE ON ADAM

ADAM

I don't like the looks of those three.

64
CLOSE ON CRINGER

He's under the table, hands over his eyes.

CRINGER

Then do what I'm doing. Don't look.

65
ANGLE ON HORDESMEN, BARD

The bard is nervously strumming a tune as the Hordesmen look on. Scarface rises. The other two look at him, chuckling.

SCAR FACED HORDESMAN

I don't like that song!

66
And with a "quick draw" move he raises his energy baton and fires it toward the bard. SHKOW!

CLOSE ANGLE ON THE BARD

The blaster beam sizzles into the bard's harp. His hands fly up as it drops to the floor, a heap of slag. The bard is very upset and forgets his fear for a moment.

BARD

My harp! You miserable wretch!

67
CLOSE ON SCAR FACED HORDESMAN

Eyes darken, face angry.

SCAR FACED HORDESMAN

What did you call me?

68
ANGLE ON HORDESMEN

Scarface stalks toward the bard as his comrades nudge each other and laugh, enjoying the cruelty to come.

REPTILE HORDESMAN

Teach the music maker a lesson, Marg.

69
ANGLE ON BARD, SCARFACE

The bard is now on his knees, pleading.

BARD

Please, sir, I meant no disrespect. I, arghghghgh...

Scarface lifts him by the collar, choking off his words.

SCAR FACED HORDESMAN
You know what I'm going to do
with you, music maker...

Suddenly a voice, a challenging voice. Our own Prince Adam.

ADAM (VO)
You could try apologizing for
what you did to his harp.

The Hordesman turns, astonished, letting the bard go.

70

ANGLE ON BOW, KOWL

Watching, very interested.

BOW
Hmmm? A man of courage.

KOWL
Stupidity, you mean.

71

ANGLE ON ADAM, SCAR FACED HORDESMAN

Nose to nose and Scarface is boiling.

SCAR FACED HORDESMAN
You have a loose tongue, citizen,
but you won't talk so loud when you're
chained to the oar of a slave ship.

72

ANOTHER ANGLE ON ADAM, SCAR FACED HORDESMAN

The Hordesman reaches out to grab Adam, but Adam grabs his
arm instead and flips him with a judo throw that sends him
sailing OUT OF FRAME. OS CRASH.

73

ANGLE ON SCAR FACED HORDESMAN

He has ended up in a barrel. All we SEE of him are two legs
kicking out of the top of the barrel.

74

CLOSE ON ADAM

A smile.

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ADAM

Good thing Teela taught me that move.

REPTILE HORDESMAN (VO)

You! You're under arrest!

Adam turns, reacts.

75 ANGLE ON REPTILE AND HAWK HORDESMEN

They are standing now, their energy batons pointed at Adam. Then, suddenly, there is the TWANNNG of a bowstring. An arrow flies INTO FRAME, impales both energy batons and carries them OUT OF FRAME.

76 ANGLE ON A POST

THUNK. The arrow and its cargo chunk into the post.

77 ANGLE ON REPTILE, HAWK HORDESMEN

They react, looking OS, astonished.

78 ANGLE ON PRICE ADAM

He too reacts, looking OS.

79 ANGLE ON BOW, KOWL

His cloak off so we can SEE him in all his heroic glory. He's leaning jauntily on his bow. Kowl is still on his shoulder.

BOW

You're not making a slave out of anyone today, Hordesmen!

80 ANGLE ON REPTILE, HAWK HORDESMEN

REPTILE HORDESMAN

So, another trouble-maker! Let's get 'em both!

And the Hordesmen rush OUT OF FRAME.

81 ANGLE ON BOW, KOWL

KOWL

I knew this would happen.

And he flaps quickly OUT OF FRAME as the Reptile Hordesman ENTERS, swings at Bow, who dodges.

82 ANGLE ON ADAM, HAWK HORDESMAN

Adam is locked in a struggle with the Hordesman who is pressing him back against a table.

83 ANGLE ON CRINGER

Under a table, looking out at the action fearfully.

CRINGER
Ohhh, Adam's in trouble again.

Suddenly flap, flap, flap, INTO FRAME to join Cringer in his hiding place comes Kowl.

KOWL
Mind if I join you?

84 OUT

85 ANGLE ON REPTILE HORDESMAN, BOW

The Hordesman has his sword pointed at Bow.

REPTILE HORDESMAN
Surrender, citizen!

BOW
I'm not a citizen, snake-puss!
I'm a rebel.

And Bow, with a lightning move, grabs a huge, round cheese and VOOP, puts it on the tip of the Hordesman's sword. He then rushes away.

86 CLOSE ON REPTILE HORDESMAN

He looks in astonishment at the cheese impaled on his weapon.

REPTILE HORDESMAN
(angry hiss)

87 ANGLE ON ADAM, HAWK HORDESMAN

The Hordesman has Adam back onto the table now, and Adam is clearly losing the confrontation. Then suddenly there is a wild yell.

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BOW
Yahhhhhhh-hooooooooo!

The Hawk Hordesman looks up. His eyes widen.

88 POV - HAWK HORDESMAN - ON BOW

He is swinging right at the CAMERA on a chandelier. In one hand is a large oaken bucket.

84 ANGLE ON HAWK HORDESMAN, ADAM

Bow swings INTO FRAME, plops the bucket on the Hawk Hordesman's head. The Hordesman staggers around trying to remove it, staggers OUT OF FRAME. OS CRASH. Bow swings back in, drops lightly next to Adam.

ADAM
Thanks.

BOW
My pleasure.

90-
91

OUT

CLOSE ON CRINGER

CRINGER
A zoo! Ohhhh...

92 ANGLE ON HAWK HORDESMAN, REPTILE HORDESMAN

The Reptile pulls the bucket off Hawk's head and helps him out of the debris of a ruined table on which he landed. They turn. They are MAD, MAD, MAD!

REPTILE HORDESMAN
Now you're going to get it!

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ANGLE ON BOW, ADAM

They are standing by a counter in the inn. On the counter are some handy-dandy cream pies.

ADAM

Looks like they want to play some more.

Bow grabs a cream pie, hands one to Adam.

BOW

Have some ammunition, friend!

Adam smiles, takes the cream pie. He and Bow hurl them OUT OF FRAME.

94

ANGLE ON REPTILE, HAWK HORDESMEN

Charging, swords raised, when SPLAT, each gets a face full of cream pie. They are stopped, trying to wipe the goop out of their eyes.

95

CLOSE ON ADAM, BOW

Looking OS.

ADAM

I'd say it's time to pull the rug out from under them.

He points down. Bow looks.

BOW

I see what you mean.

96

WIDE ANGLE - ADAM, BOW, HORDESMEN

Sure enough, the cream-pied Hordesmen are standing at the end of a throw rug. Adam and Bow each grab an end of the rug.

ADAM

One...

BOW

Two...

ADAM

Three!!!

They yank, and the Hordesmen fly backward OUT OF FRAME. OS CRASH.

REPTILE, HAWK HORDESMEN

Argggghhhh!

97 ANGLE ON BARRELS

We SEE the human Hordesman still in the barrel he fell into at the beginning of the scene. There are two more barrels next to him, and VOOP, the flying Hordesmen drop into them, joining their comrade, legs kicking, but out of the fight.

98 OUT

99 ANGLE ON ADAM, BOW

Adam and Bow are shaking hands as Cringer and Kowl ENTER to join them.

ADAM
My name's Adam.

BOW
Bow. Good to meet you, Adam.

100 ON KOWL

KOWL
I don't mean to be an alarmist, Bow, but when the Horde finds out about this, they're sure to send a Force Squad after us.

101 ON BOW

BOW
You're right, Kowl. You better come with us, Adam. They'll be after you, too.

102 ON ADAM

ADAM
Where are we going?

REVISED
DATE 2/19/84

103

CLOSE ON BOW

BOW

Whispering Woods, of course. From
now on, my friend, you're part
of the Great Rebellion!

104

ANGLE ON ADAM, CRINGER

Reacting, astonished.

CRINGER

Ohhhh...

And as Cringer moans, we

FADE OUT

END ACT ONE

PP #67001

SHERA, PRINCESS OF POWERTHE SWORD OF SHERA PART I: INTO ETHERIAPP #67001ACT TWO105 /
FADE IN:

ESTABLISHING SHOT - FRIGHT ZONE ***

Easily the most terrible place in the entire world, with a massive, dark, brooding, black stone tower as big as the Royal Palace of Eternia. Horde Flyers take off from its roof, Horde Guards patrol its ramparts. It's surrounded by a brackish moat and things out of nightmares occasionally surface to howl, then sink back down into the depths. Snake Mountain is the Hilton compared to this joint. There is a window visible which glows with a reddish light. The CAMERA MOVES UP the Tower to this window, then MOVES IN.

DISSOLVE TO:

106 /
INT MAIN HALL OF DOOM TOWER *****

SCORPIA, CATRA, LEECH (NOTE: WHENEVER WE SEE LEECH, USE A HAND-CLAPPING MOTION FOR HIM.) and MANTENNA (see Cast List) stand on either side of steps leading up to a large metallic throne chair. The back of this chair is facing them. In it is a figure we CANNOT SEE yet. Standing between the two sets of villains is a very nervous MESSENGER, a man in a jumpsuit-like uniform with the Horde insignia. His head is bowed.

MESSENGER

Mighty Hordak, I bring you
bad news from the kingdom of
Bright Moon.

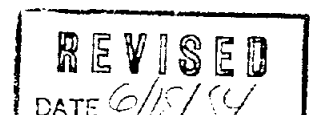
107 /
ANGLE ON THRONE CHAIR

With a barely audible HISS the chair slowly swivels to face the Messenger. We look upon the face of evil incarnate, the face of HORDAK (see Cast List).

HORDAK

Speak!





108 ANGLE ON MESSENGER

MESSENGER

Three of our Troopers were humiliated in the village of Thaymor by two men who claimed to be rebels.

109 ON HORDAK

His finger stabs at a button on the arm of his chair.

110 ON THE MESSENGER

The floor opens beneath the Messenger and he disappears through it with a scream. The floor closes again.

MESSENGER

Ahhhhhhhhhhhhhh.....

111 CLOSE ON HORDAK

An evil smile.

HORDAK

I hate bad news!

112 ON SCORPIA, LEECH, MANTENNA

SCORPIA

Let me destroy this village, Hordak.

LEECH

No, me.

MANTENNA

I should be the one.

113 ON HORDAK

HORDAK

Silence! It is the fact that anyone dares call himself a rebel that concerns me.

SHADOW WEAVER (VO)

We have a more pressing concern, Hordak.

Hordak looks in the direction the voice came from.

114 ANGLE ON SHADOW WEAVER

SHADOW WEAVER (see Cast List) glides ominously across the floor, wisps of shadowy vapor curling around her. (NOTE: This is an actual glide. Shadow Weaver NEVER walks.) The CAMERA FOLLOWS her to:

115 WIDE ANGLE - HORDAK, HORDE VILLAINS, SHADOW WEAVER

The Horde villains step back a pace as the dark enchantress glides up to Hordak's throne, stops.

HORDAK

What do you mean, Shadow Weaver?

116 CLOSE ON SHADOW WEAVER

SHADOW WEAVER

My dark magicks have told me that a stranger from another world has come to Etheria. And he brings with him the seed of great trouble for the Horde.

117 ANGLE ON HORDAK

HORDAK

Where is this stranger?

118 ON CATRA, SCORPIA

Listening as Shadow Weaver speaks.

SHADOW WEAVER (VO)

He was in the Kingdom of Bright Moon. But my spells can no long find him!

CATRA

(reacting)

Bright Moon! Hordak could he have been responsible for the defeat of our Troopers?

119 ON HORDAK, SHADOW WEAVER

Hordak considers this as Shadow Weaver stands impassively.

HORDAK

Hmmm. You may be right, Catra.

<p>REVISED DATE 7/19/84</p>
--

120
121

OUT

ON HORDAK, VILLAINS

He rises from his throne, shouts a command OS.

HORDAK

Send Force Captain Adora to me
at once!

Then he speaks to the villains before him.

HORDAK

I have a plan which will bring this
stranger into the open.

(BEAT)

And then we will teach him to cause
trouble for the Evil Horde!

122

CLOSE ON HORDAK

Suddenly he lifts his hand and with an eye-blurring motion
twists it with his other hand. There is a CLICK, CLICK,
CLICK SOUND and we SEE that his hand is now shaped like some
sort of ray projector, square with a two-pronged muzzle. He
thrusts it out and SHKOWWW, a beam fires OS.

123

ANGLE ON STATUE

A stone statue of a demon. It is hit by Hordak's beam and
immediately becomes a pile of smoking slag.

124

OUT

WIPE TO:

125

ANGLE ON ADAM, BOW, KOWL, CRINGER, ALLEGRO

Still trucking through the forest, slow pace due to the
twisty-turny nature of the terrain.

BOW

We should be there any minute now.

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DATE 9/20/84

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126 ON CRINGER

Loping along.

CRINGER

Thank goodness. I'm pooped!

And suddenly a bush in front of Cringer springs up right out of the ground. Underneath this bush, wearing it like a goofy hat, is SPRAG, the TWIGGET (see Cast List). In his hands is a cock-eyed little crossbow, with a quarrel tipped with a tiny round ball. (By the way, a quarrel is the correct term for a crossbow bolt.) He is pointing this at Cringer.

SPRAG

Halt in the name of the Great Rebellion!

CRINGER

Eeyowwww!

VOOM, Cringer shoots straight OUT OF FRAME, scared out of his wits.

127 ON SPRAG

The Twigget hops back and forth, reversing his position several times with the crossbow ready, confused as to where Cringer is. Comic alertness.

SPRAG

Where'd you go?

Kowl flaps INTO FRAME.

KOWL

Sprag, you ninny! It's us.

SPRAG

Oh, Kowl...sorry. I thought you might be Hordesmen.

128 OUT

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REVISED
DATE 7/10/84

129 OUT

130 ANGLE ON BOW, ADAM

ADAM

Who is that?

BOW

That's Sprag. He's a Twigget.
They live in the Whispering
Woods.

Then to Sprag OS.

BOW (con't)

Sprag! Run ahead and tell Glimmer
we're bringing in some new recruits.

131 ON SPRAG, CRINGER

Sprag snaps to, crossbow in left hand, throws a sharp
salute. However, instead of touching his forehead with the
tips of his fingers, he touches the tip of his nose. This
is a Twigget version of a salute. Cringer is nearby,
looking askance at him.

SPRAG

Yes, sir!

Then to Cringer.

SPRAG (con't)

Sorry I scared you, pussy cat.

And then Sprag Antics left (the bush on his head shakes),
and ZOOOOOM, hot-foots it OUT OF FRAME.

CRINGER

(one eye cocked)

Pussy cat? Hrmmmmph!

HOLD A BEAT, then:

WIPE TO:

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REVISIED
DATE 7/19/84

132

EXT REBEL ENCAMPMENT IN WHISPERING WOODS

CAMERA PANS a small clearing. In it are a few peasants (men and women) with pitchforks, staffs, etc. They are making arrows, sharpening their pitiful weapons, etc. At one end of the clearing is a colorful tent.

BOW (VO)

This is it, Adam. The main camp of the Great Rebellion.

133

ANGLE ON BOW, ADAM, CRINGER, KOWL, ALLEGRO

Standing at the edge of the camp, Bow and Adam off Allegro. Bow holds the stallions' reins.

CRINGER

Hmph. It doesn't look so great to me.

KOWL

Most perceptive of you, friend Cringer. It is, in fact, a very small rebellion at present.

134-135

OUT

ANGLE ON BOW

136

BOW

Can't you ever look on the bright side, Kowl?

KOWL

And ruin my reputation? Certainly not!

Bow shakes his head, turns to Adam.

BOW

Come on, Adam. I want you to meet our leader.

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REVISÉ
DATE 7/11/54

REVISÉ
DATE 7/17/54

137 ANGLE ON ADAM, BOW

They walk away toward the tent.

CUT TO:

138 INT TENT - ANGLE ON GLIMMER

GLIMMER (see Cast List) has her back to the CAMERA as she studies some books laid out on a small table.

BOW (VO)
Glimmer, I'm back.

She turns with a petulant cry.

GLIMMER
Bow, where have you been?!
I--

She stops as she sees Adam.

GLIMMER (con't)
Oh!

139 ANGLE ON BOW, ADAM

Standing together at the entrance to the tent. Glimmer ENTERS FRAME to join them.

BOW
Glimmer, this is Adam.

ADAM
Pleased to meet you.

140 ANOTHER ANGLE ON BOW, GLIMMER, ADAM

BOW
Adam helped me teach some
Horde Troopers a lesson in Thaymor.

Suddenly the voice of Sprag interrupts them.

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SPRAG (VO)
Madame's coming, Madame's coming!

GLIMMER
Madame! Come on.

She rushes OUT OF FRAME. Bow and Adam follow.

CUT TO:

141 WIDE ANGLE - THE REBEL ENCAMPMENT

All the rebels are looking upward as are Cringer, Kowl, Bow, Glimmer, Adam, and Sprag.

142 ANGLE ON MADAME RAZZ - LONG SHOT

Heading TOWARD CAMERA at Mach 1 is MADAME RAZZ and BROOM (see Cast List). They are in the distance, zigging and zagging, a totally nuts flight path. As they get closer we can SEE Madame better and HEAR her shouting.

MADAME
Uh, ah, uh, left, Broom. No, uh, right. Uh, down, down. Uh...

143 ANGLE ON BOW, SPRAG

As they look up. Sprag tugs on Bow's pants leg, speaks up to him.

SPRAG
One tree or two, Bow?

BOW
Make it three.

144 CLOSE ANGLE ON MADAME - LOOKING UP AT HER ASLANT

Madame is burning in like a runaway rocket, her hat flattened out by the airstream. She is still desperately trying to come in smooth.

MADAME
Uh, uh, over. No, no, uh, under. Uh, uh, around.

145 WIDE ANGLE - ON TREE TOPS - THREE OF THEM

As we LOOK, Madame Razz ENTERS FRAME from the right, crashes into and through tree #1, into and through tree #2, and into tree #3. BIG CAMERA SHAKE as she stops in tree #3.

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146
CLOSE ON SPRAG, BOW

SPRAG

Three it is.

147
ANGLE ON TREE TRUNK, GROUND

Empty space at the base of a tree. Then THUD, Madame Razz drops INTO FRAME, lands. A BEAT later, Broom drops in, lands beside her. Madame's head rolls a little. Broom kind of tilts backward and forward in place.

MADAME RAZZ

Dearie my, we must work on those landings.

BROOM

I agree.

Madame shakes tree leaves, branches, etc. out of her clothes, stands up as Glimmer and Adam ENTER FRAME.

GLIMMER

Madame Razz, are you all right?

148
ON MADAME RAZZ, BROOM

MADAME RAZZ

Dearie my, yes. But there was something important I had to tell you. Now what was that again...?

Broom prompts her.

BROOM

The village of Thaymor. The Horde.

MADAME RAZZ

That's it! The Horde has placed the entire village of Thaymor under arrest.

149
ON GLIMMER, BOW, ADAM, MADAME RAZZ

GLIMMER

But why?

MADAME RAZZ

Three of their troopers were trounced by two men they claim are rebels.

BOW

Ooops!

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Glimmer looks at him, not too happy.

GLIMMER

Taught some Hordesmen a lesson,
huh? See what you've done?

150 CLOSE ON MADAME RAZZ

MADAME RAZZ

The Horde demands the culprits
give themselves up. Otherwise
they'll send the whole village
to the mines as slaves.

151 CLOSE ON GLIMMER

Angry.

GLIMMER

They'd do it, too. Those fiends.

152 ANGLE ON BOW, ADAM, GLIMMER

BOW

Well, I can't ask you to sacrifice
yourself, Adam, but maybe they'll
be happy with just me.

ADAM

Hold on. There must be a way to
save the village without giving in.

153 ANGLE ON MADAME RAZZ

MADAME RAZZ

The Horde has a Force Captain and
four of their worst villains in
the village. I'm afraid we're no
match for them.

154 ANGLE ON BOW, ADAM, GLIMMER

ADAM

You'd be surprised what you can
do if you're willing to try. And
I've got a friend here that might
be of some help.

GLIMMER

Well, if we're really going to be
the Great Rebellion, I guess we
have to start somewhere.

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155 ANGLE ON SPRAG, PEASANTS

Sprag and a few of the peasant rebels stand listening.

SPRAG

We're with you, Glimmer. We're not afraid of the Horde.

PEASANTS

(crowd ad lib)

Right! Yeah! We're with you!

156 CLOSE ON GLIMMER

A tear of gratitude for the support. Then a ringing command, fist held high.

GLIMMER

Alright, then, let's save Thaymor!

157 WIDE ANGLE - ALL

Cheers, the rebels ready for their first big event. HOLD A BEAT, then

DISSOLVE TO:

158 ESTABLISHING SHOT - VILLAGE OF THAYMOR

CAMERA PANS the village, which seems deserted. Then at last the CAMERA PICKS UP a large, black, box-like airship, a slave transport. Hordesmen are herding villagers inside, up a large ramp. HOLD A BEAT.

GLIMMER (VO)

It's a Horde Slave Transport. And they're loading the villagers into it.

CUT TO:

159 ANGLE ON GLIMMER, BOW, ADAM, CRINGER, KOWL

They are looking down on the village from a hilltop, using some rocks for cover.

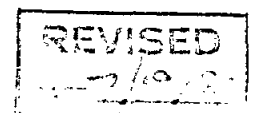
GLIMMER

Madame Razz will free them while the rest of us keep the Horde busy.

BOW

Sounds good to me. What about that friend of yours, Adam?





160

ON ADAM

ADAM

Oh, uh, he'll be ready when the time comes.

161

ON GLIMMER

GLIMMER

Bow will give the signal to move. Now let's all get to our positions. And good luck.

162

WIDE ANGLE - GLIMMER, BOW, MADAME RAZZ, ADAM, CRINGER, REBELS, KOWL

Everyone sneaks off in several different directions.

WIPE TO:

163

ANGLE ON CATRA, MANTENNA, LEECH, SCORPIA

They are lounging around the Horde Flyers.

CATRA

This is just a waste of time. Those rebels will never give themselves up.

MANTENNA

We should destroy the village. At least then we'd have some fun.

SCORPIA

She'd never let us do it.

LEECH

Who cares about her? She shouldn't even be leading us. Why, if she wasn't Hordak's favorite...

ADORA (OS)

What was that, Leech?

Leech turns, startled, as Adora ENTERS FRAME.

LEECH

Uh, nothing, Force Captain.

164

CLOSE ON ADORA

Scanning the villains. We get a good look at her face.

ADORA

You four better be on your guard. These rebels seem bolder than most.

165
ANGLE ON VILLAINS, ADORA

Exchanging smarmy glances as Adora looks them over.

CATRA

Don't worry about us. We're ready for anything.

Right. SCORPIA

Adora gives them a last look, turns, EXITS. The villains look after with ill-disguised contempt.

166
ANGLE ON BOW

Peering out from behind a building, waiting. Kowl flaps INTO FRAME, hovers.

KOWL

Everyone's ready, Bow. Time to give the signal.

Bow takes an arrow out of his quiver, fits it into his bow.

BOW

I hope the spell Madame put on this arrow works.

He draws the bow, aims it into the air, lets the shaft fly. WHOOSH!

167
ANGLE ON ARROW

Soaring upward, when suddenly it explodes in a grand array of pyrotechnics. KACHOOM, BOOM, BOOM, SIZZLE, HISS, BOOM.

168
ANGLE ON CATRA, SCORPIA, LEECH, MANTENNA

All looking upward as the fireworks go off.

SCORPIA

What's that?

And suddenly from OS comes a beam of light which coils around Scorpia, subduing her.

SCORPIA

Aaaakkkk!

The other villains look.

169
ANGLE ON GLIMMER

Her hands outstretched, it is she who is producing the light coils. The gem in her forehead glows brightly as she maintains the attack and commands.

GLIMMER
For Bright Moon! Attack!

170
ANGLE ON GROUP OF PEASANT REBELS

They rush forward with a cry, their pitchforks and such ready.

REBELS
(ad lib cries)
Yahhhhh...

171
ANGLE ON MANTENNA

His eye stalks telescope up. From his eyes come spiraling beams of energy firing OS.

MANTENNA
My stun beams will fix them.

172
ANGLE ON PEASANT REBELS

Hit by Mantenna's beams, the peasants fall. (NOTE: They should move slightly to indicate they're only stunned.)

173
ANGLE ON CATRA, SCORPIA

Scorpia is trying to break free of the light coils and having no luck.

SCORPIA
Catra, help me!

Catra claps her cat mask over her face and transforms into a LARGE CAT (a cougar or panther perhaps). She leaps OUT OF FRAME with a ROAR.

CATRA
Roaaaaar!

174
ANGLE ON GLIMMER

She sees Catra coming, reacts.

GLIMMER
Oh, no!

She breaks off her beam attack, lifts her hands above her head, and BAMPF, teleports! She disappears in a flash of light just as Catra lands where she was.

CATRA
Growwwlll..

175 ANGLE ON SECTION OF VILLAGE STREET

BAMPF, Glimmer teleports back in. She appears, looking OS.

GLIMMER
Ha! Missed me!

Then suddenly Leech jumps INTO FRAME, lands on her back, wrapping his leechy body around her.

GLIMMER
Helpppp!

176 ANGLE ON BOW

He rushes to help Glimmer, drawing his sword.

BOW
Hang on, Glimmer, I'm coming.

177 ANGLE ON LEECH, GLIMMER, BOW

Leech now has one sucker disc attached to Glimmer's face. She struggles as Bow brandishes his sword before Leech.

BOW
Let her go, sucker-face!

LEECH
Not until I drain enough energy to make her helpless.

And suddenly Bow is jumped by Scorpia who wraps her arms around him in a bear hug. Her stinger tail comes up.

SCORPIA
You're finished now, rebel.

178 ANGLE ON ADAM, CRINGER

ADAM
Time to even up the odds, old buddy.

(BEAT)
By the power of Grayskull!

He holds the sword aloft and ZINGO!

179 TRANSFORMATION SEQUENCE

Adam becomes HE MAN.

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DATE 7/19/24

HE MAN
I have the power.

And he points his sword OS. Beams fire OS.

180 ON CRINGER

Cringer becomes BATTLECAT.

BATTLECAT
(ferocious growls)

181 -
184 OUT

REVISED
7/19/64

185 WIDE ANGLE - ADORA, VILLAINS, GLIMMER, BOW

Adora and Catra, Leech, Scorpia, and Mantenna are standing above Glimmer and Bow, now dazed on the ground.

ADORA

That takes care of the rebels.

And the voice of the cavalry comes from OS.

HE MAN (VO)

You haven't won yet.

The villains and Adora all turn, react.

186 VILLAINS' POV - ON HE MAN, BATTLECAT

Standing battle ready. He Man has his sword in hand.

HE MAN

I suggest you let my friends go.

187 ANGLE ON ADORA, SCORPIA

SCORPIA

Who's that?

ADORA

Another rebel, no doubt. But my shocker rifle will stop him.

And Adora fires a blast from a ray projector OS. (NOTE: Should not look like a gun.) KAZAK!

188 ON HE MAN

He Man thrusts the flat of his blade forward. The ray is deflected back.

189 ON LEECH

Leech is hit by the deflected ray. Bristles of electricity play around him, shocking him, as he is knocked down.

LEECH

Yiiiiiiii!

190

CLOSE ON ADORA

Astonished. She barks a command.

ADORA
Catra! Scorpia!

191

ON CATRA

She leaps at He Man.

CATRA
(growling)

192

ON BATTLECAT

No slouch, he leaps.

BATTLECAT
(growls)

193

ANGLE ON CATRA, BATTLECAT

They meet in midair, Battlecat driving her back OUT OF FRAME with his attack. Her mask flies off.

194

ANGLE ON HE MAN, SCORPIA

Scorpia rushes at He Man.

SCORPIA
I'll stop you, muscle man.

Her pincer claws thrust, but He Man grabs her wrists, holds her.

HE MAN
That's not very lady-like.

And He Man swings her around, tosses her OUT OF FRAME.

SCORPIA
Agghhhhh.

OS CRASH!

HE MAN
Of course, you're not much of a lady, either.

195

ON SCORPIA

Dazed, amidst a pile of debris, the remains of a fruit wagon in which she has been tossed. Her claws are covered by melons, and half a melon is on her head like a cuckoo hat.

196 ANGLE ON BATTLECAT, CATRA

Battlecat is chasing Catra, growling. She is no longer in her cat form.

CATRA
Help! Help me!

BATTLECAT
(growls)

197 ANGLE ON ADORA, MANTENNA

MANTENNA
Catra's in trouble.

ADORA
Forget her. Stop him, Mantenna!

Mantenna turns, his eye stalks go up, a kind of hypnotic effect beam (lots of circles) shoots out.

198 ANGLE ON HE MAN

He is rushing forward when the beam hits him. He falls.

HE MAN
Ughhh. Beam's destroying my sense of balance...can't stand...

199 ON MANTENNA

Maintaining the ray attack.

MANTENNA
Ha. My balance distorter ray has fixed him.

200 ANGLE ON SPRAG

The little Twigget is still around. He is aiming his little crossbow.

SPRAG
Take this, bug face!

He fires. The bolt flies OUT OF FRAME.

201 ON MANTENNA

The bolt hits him in the chest and explodes in a small cloud of pepper-like dust. Mantenna's nose twitches.

MANTENNA
Ah...ah...ah...ATCHOOOOOO!

REVISED
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Mantenna sneezes himself right OUT OF FRAME, his eye stalks waving crazily.

202 ANGLE ON HE MAN

With the distorter beam scotched, He Man gets to his feet. Sprag ENTERS FRAME.

SPRAG

You take care of the Force Captain, big guy. I'll help our friends.

HE MAN

That's a deal.

And suddenly a blast rams into the ground near him. He turns.

203 ANGLE ON ADORA

She has just fired the blast.

ADORA

Stand where you are, rebel.

204 ON HE MAN

He flings his sword at her.

205 ANGLE ON ADORA

The sword smashes the blaster out of her hands.

ADORA

No!

She turns, runs.

206 ANOTHER ANGLE ON ADORA

She dashes into a building, looking back once over her shoulder. A BEAT and He Man runs INTO FRAME following her.

207 ANGLE ON GLIMMER, SPRAG

Sprag is helping her up.

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DATE 7/11/84

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SPRAG

You really missed something.
A big, strong fella just made
bibble pie out of the Horde!

Bow ENTERS SHOT, shaking off his daze.

BOW

That must have been Adam's friend.
He's some fighter.

208
ANGEL ON ADORA, HE MAN

Adora has got her back to the wall, her sword out.

ADORA

Stay away from me.

He Man pulls the Sword of Protection out in one swift move
and shears her blade in half with it. He points it at her.

HE MAN

The fight's over, young lady.

But suddenly the sword glows and hums.

209
CLOSE ON HE MAN

He looks at the sword in astonishment.

HE MAN

What?

210
INSERT - SWORD HILT

The gem in the hilt now shows Adora's face.

211
ON HE MAN

He lowers the sword.

HE MAN

You? You're the one I came
to find.

212
ANGLE ON ADORA, HE MAN

Adora has surreptitiously clasped an energy baton on her
belt (hooked on the back of her belt).

ADORA

Is that so?

She quickly fires the baton at him, SHKOOM. He Man falls
like he was pole-axed.

<p>REVISED</p> <p>DATE 7/11/94</p>

212A
213
214
214A

CLOSE ON ADORA

A cruel smile crosses her face.

CLOSE ON HE MAN

Stunned, moving.

OUT

ANGLE ON HE MAN, ADORA

Adora stands over He Man.

ADORA

You're mine now, stranger.
You and this curious sword.

Adora reaches down, takes the sword. FREEZE FRAME.
SUPERIMPOSE the words "TO BE CONTINUED" and

FADE OUT

THE END

PP #67001

REVISED
DATE 5/20/86

SHERA, PRINCESS OF POWER

THE SWORD OF SHERA PART I: INTO ETHERIA

PP #67001

THIRTY SECOND TAG

FADE IN:

NARRATOR (VO)

And now here are some exciting
scenes from Chapter Two of
"The Sword of Shera."

MONTAGE OF SCENES FROM CHAPTER TWO

FADE OUT