

SHERA, PRINCESS OF POWER

THE SWORD OF SHERA PART V: BATTLE FOR BRIGHT MOON

PP #67005

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SHERA, PRINCESS OF POWER
PP #67005 - BATTLE FOR BRIGHT MOON
SPECIFIC CHANGES
SEPTEMBER 18, 1984

Page 37, Scene 187, Sprockett changed to Sprocker.

Page 44, (Cast List) Sprockett changed to Sprocker

SHERA, PRINCESS OF POWERTHE SWORD OF SHERA PART V: BATTLE FOR BRIGHT MOONPP #67005CAST LIST

PRINCE ADAM

HE MAN

ADORA

SHERA

SPIRIT

SWIFT WIND

CRINGER

BATTLECAT

NARRATOR

KING RANDOR

QUEEN MARLENA

GUARDS

KOBRA KAHN

WEBSTOR

SKELETOR

TRAP JAW

BEASTMAN

SKELETOR/CHEF ALLEN: Skeletor posing as Chef Allen.

SKELETOR'S HENCHMAN/CHEF ALLEN'S HELPERS: Henchmen posing as helpers.

GLIMMER

BOW

KOWL

CAST LIST - PAGE 2

FERRET-LIKE CREATURES - no lines.

SHADOW WEAVER

ANGELLA

BEAR-LIKE CREATURE

MADAME RAZZ

TWIGGETS

SPROCKER

REBELS

PEASANTS

HORDAK

TRI KLOPS

MAN AT ARMS

TEELA

HORDE FLYERS

TROOPER #1

TROOPER #2

TROOPER #3

REVISED
DATE 9/18/86

SHERA, PRINCESS OF POWERTHE SWORD OF SHERA PART V: BATTLE FOR BRIGHT MOONPP #67005RECAP SEQUENCE

FADE IN:

1 ANGLE ON PRINCE ADAM, ADORA, CRINGER, SPIRIT (SHOT 127)

They are before a dimensional gate, Adam and Cringer stepping in one after the other.

NARRATOR (VO)

In yesterday's episode, Prince Adam and his twin sister Adora were returning to Eternia.

2 ANGLE ON DIMENSIONAL GATE (SHOT 131)

Hordak in rocket form shoots through the gate.

NARRATOR (VO)

But unknown to them, Hordak followed, determined to capture Adora and force her to serve the Horde again.

3 WIDE ANGLE - ADORA, RANDOR, MARLENA, ADAM, MAN AT ARMS (SHOT 156)

The Royal Family all together.

NARRATOR (VO)

While Adora had a joyful reunion with her father and mother...

4 ANGLE ON SKELETOR, HORDAK (SHOT 194)

Confronting each other.

NARRATOR (VO, con't)

Hordak was meeting his old pupil, Skeletor.

5 ON SKELETOR (SHOT 188)

Skeletor blasts away with the Havoc Staff.

06214/105LD

NARRATOR (VO)

Skeletor, who had once been a member of the Horde, was not pleased to see Hordak.

6 ON SKELETOR, HORDAK (SHOT 205)

Just the portion where the two boneheads are laughing together.

NARRATOR (VO)

Nevertheless, he promised to help Hordak capture Adora and take her back to Etheria.

7 EXT SNAKE MOUNTAIN (SHOT 206)

Lightning striking.

NARRATOR (VO)

And now the final Chapter of "The Sword of Shera."

FADE OUT

SHERA, PRINCESS OF POWERTHE SWORD OF SHERA PART V: BATTLE FOR BRIGHT MOONPP #67005ACT ONE

FADE IN:

8 INT DINING ROOM - ROYAL PALACE - NIGHT

A family dinner is in progress. It is Adam, Adora, and the King and Queen. CRINGER is at Adam's feet. Adora is telling a story.

ADORA

And then Madame Razz said "mire" instead of "fire," and turned the whole camp into a swamp.

The King and Queen and Adam laugh at the story.

RANDOR

This Madame Razz sounds a lot like our Orko.

9 CLOSE ON ADORA

ADORA

Who's Orko?

10 ON ADAM

ADAM

A little friend of ours from a dimension called Trola (TRAH-la). He's there now visiting his Uncle, but he's due back soon. You'll like him, Sis.

11 ANGLE ON ADORA, RANDOR, MARLENA, ADAM

ADORA

I can't wait to meet him.

RANDOR

Just be careful if he offers to do a trick for you.

12 CLOSE ON CRINGER

Adding his two cents.

CRINGER
Very careful.

13 ANGLE ON KING, QUEEN, ADAM, ADORA

The King and Queen and Adam laugh, as Adora scratches her head in puzzlement.

CUT TO:

14 INT CORRIDOR OUTSIDE THE DINING ROOM

Two guards stand at the door. Suddenly, VOOP, from above WEBSTOR drops INTO FRAME on his web line, KOBRA KAHN in his arms.

WEBSTOR
Hello, suckers!

15 CLOSE ON KOBRA KAHN

His "fan" opens. HISSSSS, sleep gas pours out.

16 ANGLE ON GUARDS

The cloud of gas envelopes them. They crumple to the floor.

17 ANGLE ON KOBRA KAHN, WEBSTOR

WEBSTOR
Nice work, Kobra.

KOBRA KAHN
My sleep gas will keep them unconscious for hourssss.

SKELETOR (VO)
Move aside, you clods!

SHOT WIDENS to show Skeletor striding down the corridor. Behind him, pushing a cart on which sits an immense cake, is Trapjaw and Beastman. Webstor and Kahn step aside as the entourage gets to the door.

18 CLOSE ON SKELETOR

SKELETOR
Now for a little magic.

Skeletor raises his Havoc Staff. MAGICAL EFX play around the ram's head.

19 ANGLE ON WEBSTOR, KOBRA KAHN, TRAPJAW, BEASTMAN

A sparking umbra surrounds them and they are transformed to look like cook's helpers.

SKELETOR (VO)

Excellent!

20 ON SKELETOR

He raises the Havoc Staff in front of himself. Again MAGICAL EFX play and he is TRANSFORMED into a copy of CHEF ALLEN (see MU #66030). The Havoc Staff becomes a wooden spoon.

SKELETOR

Our little trap is set.

(then his voice becomes Chef Allen's)

Let's spring it on them.

And he turns toward the door to the dining room.

CUT TO:

21 INT DINING ROOM

The Royal Family is still enjoying itself. The King is telling a story.

RANDOR

And then Duncan and I lifted your mother out of her ship.

Suddenly from OS, KNOCK, KNOCK, KNOCK. They all look.

RANDOR

Enter.

22 ANGLE ON DOOR TO DINING ROOM

"Chef Allen" ENTERS.

SKELETOR

(Chef Allen's voice)

Forgive me, your majesty, but I thought you might like a special dessert for this special occasion.

He gestures and in walks his "helpers," wheeling the cart with the huge cake.

23 WIDE ANGLE - THE DINING TABLE

The Royal Family gawks as the cart is wheeled before them.

QUEEN MARLENA

Why, it's magnificent, Chef Allen.

RANDOR

But don't you think it's a bit
much for four people?

24 ON CRINGER

His lips are smacking.

CRINGER

I think it's just right! Yum,
yummmmmmmmm!

25 CLOSE ON CHEF ALLEN (SKELETOR)

An awful smile on his kisser.

SKELETOR

(Chef Allen voice)

Oh, but this is a very special
type of cake, your majesty. As
you're about to see.

26 WIDE ANGLE - SKELETOR, HENCHMEN, CAKE CART

The "helpers" are standing behind the cart. "Chef Allen" is
in front of it. He steps up and lights a candle on top of
the cake. It bristles like a sparkler, burns down quickly
like a fuse. Skeletor steps away as it does so. Then, in
one sudden burst, KAWHOOM, the cake explodes and REVEALS
Hordak. At the same instant, Skeletor's spell drops and he
and his men transform back into their usual shapes.

27 ANGLE ON ADORA, ADAM

Incredulous, their eyes wide.

ADORA

Hordak!

ADAM

Skeletor!

28 ANGLE ON SKELETOR, HORDAK

HORDAK

Greetings, "Princess."

And he lifts his arms, click, they become ray projectors.
At the same moment, Skeletor points the Havoc Staff in their
direction. KACHOW, SHOOOOM, beams fly OS.

29 ANGLE ON ROYAL FAMILY

Cringer alone leaps out of the way. The rest are hit by the beams and slump over in their chairs.

30 ANGLE ON DOOR TO DINING ROOM

Cringer races through it.

CRINGER

Help, somebody, help!

31 CLOSE ON SKELETOR

Looking OS.

SKELETOR

Blast, that cat will raise the entire Palace Guard.

32 ANGLE ON HORDAK, ADORA

Hordak has Adora in his arms. She stirs slightly.

HORDAK

I've got what I came for. Let's get out of here.

33 CLOSE ON SKELETOR

He holds up a communicator, speaks into it.

SKELETOR

Tri Klops, we're ready to go.

ON TRI KLOPS

He is at the controls of the Collector.

TRI KLOPS

Be right there, Skeletor.

And he pushes a button, CLICK.

ANGLE ON COLLECTOR - WIDE - WALL OF PALACE VISIBLE

KACHOW, KACHOW, rays fork out and down. BABOOOOOOM, they blow out the wall and the Collector arcs downward.

6 INT DINING ROOM - FAVOR THE HOLE IN THE WALL

Skeletor, Hordak and the evil warriors are gathered near the hole as the Collector hovers down INTO FRAME from above.

SKELETOR

Quickly, everyone aboard.

MAN AT ARMS (VO)

Stop!

37 ON MAN AT ARMS, TEELA

At the door of the dining room. Man At Arms and Teela both fire their wrist rays. CHOOOM, CHOOOM.

38 ANGLE ON SKELETOR

He is the last to go, all the others are on board. Beams fly around him.

SKELETOR

Too late, Man At Arms. But you can tell the King he'll be hearing from me soon.

(laughter)

And he fires the Havoc Staff at them, OS.

39 ANGLE ON MAN AT ARMS, TEELA

They dodge as Skeletor's beam comes at them, PADOOOM. Then they rush forward.

40 ANGLE ON COLLECTOR

It zooms up and OUT OF FRAME, heading away from the Palace at Mach speed.

41 ON MAN AT ARMS, TEELA

At the hole in the wall, looking up OS.

MAN AT ARMS

That villain! We'll never catch him now!

And as they exchange a dismayed glance, we

WIPE TO:

42 ANGLE ON KING RANDOR, QUEEN MARLENA

Queen Marlana is sobbing, her hands over her face, her body shaking with grief. King Randor is angry, angrier than ever before. We are in the Throne Room of the Royal Palace.

KING RANDOR

Assemble my soldiers. We'll level Snake Mountain if need be.

43 ANGLE ON MAN AT ARMS, TEELA

Standing together before the thrones.

MAN AT ARMS

Sire, I know how you feel, but a small group has a better chance of getting Adora back than a whole army.

TEELA

My father's right, your majesty. Who knows what Skeletor will do to Adora if he sees all your soldiers coming.

HE MAN (VO)

Listen to them, King Randor.

Teela and Man At Arms turn, react.

TEELA

He Man!

MAN AT ARMS

I had a funny feeling he might show up.

44 ANGLE ON KING RANDOR, QUEEN MARLENA, HE MAN, BATTLECAT

He Man steps up to a spot before the throne area. Battlecat is with him.

QUEEN MARLENA

(through tears)

Oh, He Man, they've taken my little girl from me again. Please get her back.

HE MAN

I will, Queen Marlana. That I promise you.

45 ON MAN AT ARMS

MAN AT ARMS

There's a Wind Raider fueled and ready to go.

46 ON HE MAN, BATTLECAT

HE MAN

Then let's move.

BATTLECAT
(roars)

And they rush OUT OF FRAME.

47 ANGLE ON MAN AT ARMS, TEELA

Man At Arms takes off. Teela is left standing.

TEELA
Hey, wait for me!

And she follows after.

48 ON KING RANDOR, QUEEN MARLENA

Holding onto each other, comforting each other, as they watch their heroes go. HOLD A BEAT, then

WIPE TO:

50, ESTABLISHING SHOT - SNAKE MOUNTAIN

Enough to know where we are.

51 ANGLE ON DIMENSIONAL GATE

The gate sparkles in mid-air. We HEAR ole Bonehead.

SKELETOR (VO)
It's ready, Hordak.

CAMERA PULLS BACK to REVEAL Skeletor, Trapjaw, Webstor, and Kobra Kahn standing around the dimensional gate.

ON HORDAK

Looking OS.

HORDAK
You're sure this will send me back to Etheria?

CLOSE ON SKELETOR

SKELETOR
I'm certain of it. Of course, if you'd rather remain here...

53 ON HORDAK

Striding forward.

HORDAK
Never. I hate this place.

54 ANGLE ON DIMENSIONAL GATE

Skeletor and his men step back a pace as Hordak strides up to the gate. He gestures OS to Beastman and Tri Klops.

HORDAK

You two, bring the girl here.

55 ANGLE ON BEASTMAN, TRI KLOPS, ADORA

The villains still hold her. She struggles wildly.

ADORA

No! No.....

However, the villains do not bring her anywhere. They merely stay where they are, holding her.

56 CLOSE ON HORDAK

HORDAK

(still to OS)

Well, what are you waiting for?

57 CLOSE ON SKELETOR

A wide grin splits Skelly's face.

SKELETOR

I'm afraid the plan has been changed, old "friend." I have better use for the Princess of Eternia than you.

7 ANGLE ON HORDAK

His jaw drops, amazed.

HORDAK

What?

ON SKELETOR

He suddenly points his Havoc Staff and barks a command.

SKELETOR

Now! Get him!

60 WIDE ANGLE - DIMENSIONAL GATE

Trapjaw, Webstor and Kobra Kahn all grab Hordak's arms and pitch him into the gate before he can react.

HORDAK

No.....!

Hordak's form shimmers as the gate does its work. He starts to fade, his voice fading as he goes.

HORDAK

(fading)

Skeletor, you traitorrrrrrrr.....

And VOOOP, the gateway then disappears. The villains around it smile.

TRAPJAW

That takes care of him.

61 TIGHT ANGLE - ADORA, BEASTMAN, TRI KLOPS

Adora still struggles in their grasp. Skeletor ENTERS FRAME, putting his face very close to Adora.

SKELETOR

And now, Princess, I must decide what to do with you.

Adora rolls her eyes up, sighs, and faints, slumping in the villains' arms.

ADORA

Ohhhhhh....

65 CLOSE ON BEASTMAN

BEASTMAN

She's...she's fainted...

ON SKELETOR

SKELETOR

Ha! Just like a woman. Take her to the dungeons, fur-face. I'll contact Randor and tell him my demands.

ON BEASTMAN, ADORA

Beastman picks up Adora in his arms, rather gently. He looks down at her, walks away.

CLOSE ON ADORA

On her face as she is carried away. One eye opens slightly, a smile on her face. The foxy Princess is feigning. She closes the eye again, keeps on pretending.

CUT TO:

INT PRISON AREA OF SNAKE MOUNTAIN

Beastman is walking toward a cell, Adora still in his arms.

67 CLOSER ANGLE ON BEASTMAN, ADORA

Beastman is now at a cell door, Adora still in his arms. With some difficulty he presses a brick in the wall to one side of the cell. The cell door slides open. Beastman goes in, disappears from view.

68 INT CELL

Beastman sets Adora down, her back against the wall. He straightens up, looks down at her.

BEASTMAN

You're sure a pretty Princess.
Too bad we have to lock you up
in the dungeon.

69 CLOSE ON ADORA

Feigning unconsciousness, then her eyes pop open.

ADORA

Thanks for the compliment, fangs!

70 ANGLE ON ADORA, BEASTMAN

Beastman totally taken unawares.

BEASTMAN

Huh!?

And Adora dives beneath his legs.

71 ANGLE ON DOORWAY TO CELL

Adora rolls out of it, INTO FRAME, leaps up, hits the brick. The door slides shut as Beastman gets to it. He angrily rattles the bars.

BEASTMAN

You can't do this to me!

72 CLOSE ON ADORA

ADORA

Funny, I thought I just did it.
Bye, now...

73 ANGLE ON ADORA, BEASTMAN

Adora rushes away as Beastman growls and rattles his bars futilely.

WIPE TO:

74 ANGLE ON TRI KLOPS, TRAPJAW

They are walking down a corridor. Tri Klops has Adora's sword strapped to his back.

TRAPJAW

Where are we going?

TRI KLOPS

To the lab. Skeletor wants us to run some tests on this sword the Princess was carrying.

TRAPJAW

What for?

TRI KLOPS

Hordak seemed to think there was something special about it.

75 CLOSER ANGLE ON TRI KLOPS, TRAPJAW - FEATURE SWORD HILT

As the villains stride further down the corridor, Adora's hand suddenly reaches INTO FRAME and grabs the sword out of the scabbard, very quietly. Tri Klops and Trapjaw continue on OUT OF FRAME. CAMERA PANS UP to Adora. She is stretched out on one of the projections that line the walls of Snake Mountain (the fangy thingies).

76 ANGLE ON CORRIDOR

Adora drops INTO FRAME, sword in hand.

ADORA

That was lucky. Now to even the odds a little bit.

She holds up the sword.

ADORA

For the honor of Grayskull!

**

77 TRANSFORMATION SEQUENCE - ADORA TO SHERA

Adora becomes SHERA.

SHERA

I am Shera!

WIPE TO:

78 ANGLE ON SKELETOR, WEBSTOR, KOBRA KAHN

Gathered around Skeletor's communications console. Skeletor is pushing buttons, trying to get a picture on the viewscreen.

**



SKELETOR

Skeletor to King Randor.
Skeletor to King Randor.
Come in, you royal boob!

SHERA (VO)

It's not nice to call people names.

The villains turn, look, react.

SKELETOR

Who are you, woman?

79 ON SHERA

Standing ready, sword in hand, pounding the flat of the blade against one palm.

SHERA

The name's Shera. And you can stop trying to call the King. I've freed the Princess.

80 CLOSE ON SKELETOR

SKELETOR

What!?!? Get her!

81 ANGLE ON WEBSTOR, KOBRA KAHN

They surge forward, hands outstretched.

82 ON SHERA

She casually awaits them.

SHERA

My, you boys are forward.

Kobra and Webstor ENTER FRAME, seize her, wrapping their villain arms around her.

SHERA

Oh, alright, one dance and that's it.

And the Princess of Power goes into an eye blurring spin. Kobra and Webstor accompany her.

KOBRA KAHN, WEBSTOR

(ad lib yells)

Ohhhhhhhhh. Wowwwwwwww.

83 ANOTHER ANGLE ON SHERA

Spin, spin, spin, then she stops on a dime. VOOM, VOOM, Kobra and Webstor fly OUT OF FRAME. OS CRASH! Shera looks OS.

SHERA
Now you fellas are using your heads.

84 ANGLE ON KOBRA KAHN, WEBSTOR

Their heads are stuck in one of the many grilles covering entrances and exits of the chamber. They are off the ground about half way up the grille, struggling to free themselves.

85 ON SKELETOR

Ranting as usual.

SKELETOR
Nincompoops! Bee-brains! I'll take care of her myself.

And he brings the Havoc Staff to bear. KAWHOOM, he fires a large burst OS.

86 ON SHERA

She thrusts her sword forward, hilt in right hand, palm of her left hand flat against the blade supporting it. (It's like a baseball player bunting.) Skeletor's blast ENTERS FRAME. She deflects it (but in a much more specific manner than He Man's bat-backs). The blast flies OS.

ANGLE ON SKELETOR

The blast goes right past Skeletor, doesn't hit him.

SKELETOR
Ha! Missed.

CLOSE ON SHERA

SHERA
Wait for it, bone-brain.

ANGLE ON A MIRROR

On the wall of the throne chamber is a magic mirror type adornment. The blast hits it, deflects off at an angle up.

ANGLE ON SKELETOR'S THRONE

The blast ENTERS FRAME, smashes into the skull headpiece at the top, sends it spinning OS.

91 ON SKELETOR

He looks up, reacts.

SKELETOR

Oh, n--

CRUMP, the skull headpiece falls on him, covering his head.
We HEAR angry muffled sounds, unintelligible.

SKELETOR

(muffled angry noises)

92 ON SHERA

Watching OS.

SHERA

That's definitely an improvement
to your looks.

Suddenly a blast narrowly misses Shera, this one from
Trapjaw's lasatron. Shera turns.

93 ANGLE ON TRAPJAW, TRI KLOPS

We SEE the two villains, Trapjaw's lasatron up, smoking from
the fired blast.

TRI KLOPS

Look, she's the one who stole
the sword.

TRAPJAW

I'll stop her.

And he fires again, rapid fire this time.

ON SHERA

As beams explode around her.

SHERA

Alright, that's it. No one
around here knows how to treat
a lady.

And she stalks forward.

WIPE TO:

94 ANGLE ON HE MAN, MAN AT ARMS, TEELA, BATTLECAT

They are walking down a corridor of Snake Mountain.

MAN AT ARMS

The throne room is just ahead
of us.

HE MAN

Let's be care--

TEELA

He Man, look out!

As one they duck as a squirming ball of villains flies INTO
FRAME and over them.

VILLAINS

(ad lib yowls)

Yiiiiiii.

OS CRASH, as the villains go OUT OF FRAME.

90 ANGLE ON SKELETOR, TRAPJAW, TRI KLOPS

Skeletor is still wearing part of his throne, Tri Klops' eye
ring is spinning, Trapjaw's lasatron is bent like a pretzel.
They are all tangled up together, moaning against a wall.

TEELA (VO)

What happened to them?

7 CLOSE ON HE MAN

HE MAN

(smiling)

I've got a pretty good idea.

SHERA (VO)

Hello, He Man.

8 ANGLE ON SHERA

Brushing her hands off as she leans jauntily against the
throne room entrance.

SHERA

Sorry you missed all the fun.

✓ ANGLE ON HE MAN, MAN AT ARMS, TEELA, BATTLECAT

Teela and Man At Arms gape at Shera.

TEELA

Who in the world is that?

HE MAN

Teela, Man At Arms, this is my
friend Shera.

100 ON SHERA

A friendly wave.

SHERA

Nice to meet you!

101 ON TEELA

TEELA

Where's Princess Adora?

102 ANGLE ON SHERA

SHERA

Uh, she's, uh...

He Man ENTERS FRAME to bail her out.

HE MAN

Safe?

SHERA

Right. Safe.

CLOSE ON TEELA

TEELA

Well, then, what are we doing here?

ON HE MAN, SHERA, MAN AT ARMS, BATTLECAT

HE MAN

Nothing much, so what say we all leave?

SHERA

Fine with me.

She takes He Man's arm. They go off together as Man At Arms smiles after them. Battlecat follows them OUT OF FRAME. A BEAT and Teela ENTERS, just a little bit huffy (jealous, mayhaps?).

TEELA

Hrmphhhh! I don't believe this.

105 CLOSE ON SKELETOR

A much bedraggled villain, he finally extricates himself from the head piece, speaks.

SKELETOR

Neither do I. A female He Man!
This is the worst day of my life!

SHERA, PRINCESS OF POWERTHE SWORD OF SHERA PART V: BATTLE FOR BRIGHT MOONPP #67005ACT TWO

FADE IN:

107 ESTABLISHING SHOT - ROYAL PALACE - DAY

We SEE enough to know where we are, and we HEAR a very distraught King Randor.

RANDOR (VO)

Go back to Etheria? You can't be serious, Adora.

CUT TO:

108 INT THRONE ROOM

King and Queen on thrones. Before them stands Adam and Adora. Man At Arms and Teela are off to one side.

ADORA

Please try to understand. I love you all, but Etheria is my world. I can't just leave it in the hands of the Horde.

RANDOR

Hordak is responsible for this, isn't he?

109 CLOSE ON ADORA

ADORA

In a way, yes. I realized when he came after me that he'll never let me live in peace. And next time he might harm one of you. I couldn't bear that.

ON QUEEN MARLENA

Sorrow on her face. No one is sadder than she.

MARLENA

We're not afraid of the Horde. And we'll protect you.

100 ANGLE ON MAN AT ARMS, TEELA

They look OS at Skeletor and burst out laughing. As they continue laughing, we

FADE OUT

END ACT ONE

PP #67005

Adora ENTERS FRAME, hugs her mother tightly.

ADORA

Oh, Mother, I know how hard
this is for you and Father.
But now that I know of you,
I can come back when my world
is free.

111 CLOSE ON RANDOR

RANDOR

And how long will that take?
How many more years will we be
without our daughter?

112 ON ADORA

ADORA

I don't know, Father. But if it
was Eternia under the boot of the
Horde, could you leave the fight
before it was over?

113 TIGHT ON RANDOR, MARLENA

King and Queen look at each other, sadly. Tears run down
their cheeks. Finally the King stands, goes forward.

114 ANGLE ON ADORA, RANDOR

Randor hugs her tightly, then breaks the embrace. His voice
is very close to cracking with emotion.

RANDOR

I wish you would stay. But I
understand, and I'm very proud
of you.

ADORA

Oh, Father.

They hug. The Queen ENTERS FRAME, joins the embrace. HOLD
A BEAT, then slowly

DISSOLVE TO:

115 ESTABLISHING SHOT - CASTLE GRAYSKULL

We SEE enough to know where we are.

CUT TO:

114 INT CORRIDOR WHERE DOOR TO DIMENSIONAL GATE LIES

Gathered before the door are the Sorceress, Adora, Adam, Cringer, and Spirit. Adam and Adora are hugging tightly. The door is open, the gate swirling.

ADORA

I'm gonna miss you, Adam.

ADAM

And I'm gonna miss you. A lot.

117 CLOSE ON CRINGER

Cringer is blubbering away.

CRINGER

Isn't...isn't anybody gonna miss
me?

118 CLOSE ON ADORA

There're tears falling, and a half smile.

ADORA

You bet I will, Cringe.

119 ON SORCERESS, ADORA

They are framed by the Dimensional Gate.

SORCERESS

Remember, Adora, whenever you wish to return, just hold up the sword and call my name.

ADORA

I'll remember. And thank you, Sorceress. You've given me the happiest moments I've ever had in my life, and a destiny worth fulfilling. I'll always be grateful for that.

Sorceress embraces her. More tears. (Boy, this show will float away if we're not careful.)

SORCERESS

Just come back to us, dear.

They break the embrace.

ADORA

I will. Come on, Spirit.

120 SHOT WIDENS

As Spirit clip-clops to her mistress's side. They stand in front of the swirling gate. Adora takes one more look over her shoulder.

ADORA
Well...goodbye.

And she steps in, leading Spirit. Both shimmer and disappear.

CUT TO:

121 ANGLE ON DIMENSIONAL GATE

Now out in the Etherian meadow. Adora and Spirit step out of it.

122 CLOSE ON ADORA

A sigh as she looks around.

ADORA
I guess we better head for
Whispering Woods, Spirit.

123 ANOTHER ANGLE - ADORA, SPIRIT

SPIRIT
(whinny of agreement)

Adora mounts up, turns the horse away from the gate, rides slowly off. CAMERA FOLLOWS a few paces, then Adora reins her mount to a stop as a voice calls out.

ADAM (VO)
Can anyone give a Prince a lift?

124 CLOSE ON ADORA

She turns in the saddle, joy on her face.

ADORA
Adam! How...what...?

125 ANGLE ON ADORA, SPIRIT, ADAM, CRINGER

Adam looks up at his sister.

ADAM
I thought I might give you a hand
in getting the rebellion off to a
big start. If you don't mind.

ADORA

Mind? I...

Suddenly Spirit whinnies frantically, tosses her head.

ADORA

What is it, girl?

Adora looks up OS.

ADORA (con't)

(gasp)

126 ANGLE ON HORDE FLYERS

A mess of them, more than a mess in fact. They fill the sky. They seem to come endlessly.

CRINGER (VO)

Oh, no...

127 ANGLE ON ADAM, ADORA, SPIRIT - TIGHT

They have moved under the cover of a nearby tree and are looking up through the branches. We can SEE Flyers overhead.

ADORA

I've never seen so many Flyers.

ADAM

Something must be happening.
Something big.

ADORA

We better get to Whispering
Woods fast!

She draws her Sword, holds it aloft.

ADAM

I get you...

And he draws his.

128 TRANSFORMATION SEQUENCE - SHERA - HE MAN

ADORA

For the honor of Grayskull! **

ADAM

By the power of Grayskull!

KADOOM, PADOOM, SIZZLE, CRACKLE. Adora becomes Shera. Adam becomes He Man.

SHERA

I am Shera! **

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HE MAN
I have the power!

He Man points his sword OS.

ON CRINGER

Looking at them - agog.

CRINGER
Ohhhhhh, this looks like double
trouble.

ZAMMMM, He Man's beam hits him. He's transformed into
Battle Cat.

BATTLECAT
(growls)

ON SPIRIT

Shera ENTERS FRAME, hops aboard, the horse TRANSFORMS into
SWIFTWIND.

SHERA
Up, Swift Wind!

The unicorn soars upward.

ON HE MAN, BATTLECAT

He Man on board Battlecat.

HE MAN
Let's move, Cat.

Battlecat bounds away.

WIPE TO:

ANGLE ON GLIMMER, BOW, KOWL, ANGELLA

Gathered together around a map (we need not SEE the map),
Glimmer making battle plans. They are inside a tent.

GLIMMER
Bow, you'll lead the attack
on the west wall. I'll take
the east wall.

HE MAN (VO)
And what about us?

They all look, happy smiles appear.

GLIMMER

He Man! Shera! Thank goodness
you're here! We're going to attack
Castle Bright Moon and drive out the
Horde. ***

133 ANGLE ON SHERA, HE MAN

Shera and He Man are at the tent flap.

SHERA

Sounds good!

134 ON GLIMMER, BOW, KOWL

GLIMMER

(unbounded enthusiasm)

Now we're really ready for
the Horde.

And then from OS comes a tremendous ROAAAR. They all turn.

BOW

What's that...?

135 WIDE ANGLE - REBELS, ANIMALS

We SEE a few rebels backing up in fear. What they are
afraid of is a HUGE BEAR, growling at them. All around the
bear are other animals: squirrels, foxes, beavers, birds,
rabbits, mice, etc. (NOTE: These should be fantastic
versions of Earth creatures, not exact species).

136 CLOSE ON ANGELLA

ANGELLA

Stand fast. If this is a
Horde trick....

137 ANGLE ON SHERA

Shera puts her hands to her head.

SHERA

No wait...

HE MAN

What is it, Sis?

She steps forward OUT OF FRAME in a kind of entranced
manner.

<p>REVISED</p> <p>DATE 7/18/80</p>

138 CLOSE ON HE MAN

HE MAN
(alarmed)
Shera! Be careful!

139 ANGLE ON BEAR-LIKE CREATURE, SHERA, HE MAN

The Princess of Power steps toward the creature as He Man waits warily behind her.

SHERA
Easy, big fella.

BEAR CREATURE
Grrrrr.

140 ANGLE ON BOW, GLIMMER, KOWL

Looking fearfully OFF SHOT.

CLOSE ANGLE SHERA, BEAR CREATURE

Shera is but a hairsbreadth from the beast. It no longer growls. They are looking into each other's eyes (NOTE: Shera is FEELING the creature's emotions. If some kind of VISUAL EFFECT will fit this, use it). They stare at each other for a moment, then Shera breaks contact and turns, speaks OS.

SHERA
It's all right. They don't want to harm us. They want to help in the battle against the Horde.

142 ANGLE ON MADAME RAZZ, TWIGGETS, BROOM

All watching (there are about three Twiggets). They all breathe a SIGH OF RELIEF.

TWIGGETS
(sigh)
Phew!!!

143 ANGLE ON HE MAN, SHERA, ANIMALS

Shera a little distance from the animals with her brother.

HE MAN
I guess we can use all the help we can get. But how did you know that?

SHERA

I'm not sure. It's as if I could feel what they felt.

HE MAN

Hmmmm...I wish we had asked the Sorceress a little more about your powers.

144

ON KOWL, GLIMMER

Kowl is flapping around Glimmer.

KOWL

Might I suggest we start our march on Castle Bright Moon before anything else happens...

GLIMMER

Good thinking, Kowl...
(then she turns to OS)
Rebels, are you ready to drive the Horde out of Bright Moon?

145

WIDE ANGLE - REBELS

Including peasants and super hero types. They all respond with enthusiasm.

ALL

YES!

146

CLOSE ON GLIMMER

GLIMMER

Then let's go. Today we win back our world.

OS there are huge cheers and yells. As Glimmer smiles:

WIPE TO:

147

ANGLE ON TWO HORDE TROOPERS

They are lounging around in an observation post on the face of Castle Bright Moon. There is a high-tech telescope device on a tripod near them.

TROOPER #1

This is crazy. The rebels will never attack us. Not with the firepower we've got here.

TROOPER #2

Yeah, I know what you...

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And then suddenly, a voice. The Troopers look OS, REACT.

ANGELLA (VO)

(loud)

Hordesmen, hear me.

TROOPER #1

Hopping Hordeworld, there's
thousands of them.

148 ANGLE ON ANGELLA, GLIMMER

Queen Angella is standing by her daughter.

ANGELLA (con't)

As Queen of this Kingdom, I demand
you surrender Castle Bright Moon
to me.

149 ANGLE ON HORDAK

He is at a control console in the Communications Center.
Above him is a viewscreen on which he is looking at Angella
and the rest of the rebels. Hordak smiles.

HORDAK

You always were a fool,
Angella.

Hordak punches a button, the image of rebels on the
viewscreen changes to a computer schematic of the Castle.
It shows a wide variety of weapon emplacements located at
varying levels of the edifice. Hordak holds down another
button, speaks into an intercom.

HORDAK

(into intercom)

Launch Bat-Meks!

150 WIDE ANGLE - CASTLE BRIGHT MOON

Voop, voop, two launch doors OPEN on either side of the
front of the Castle. From either door comes a stream of
Bat-Meks, drone planes with bat-like superstructures
(parroting the Horde Insignia in design). Their whine is
deafening.

151 ANGLE ON HE MAN, SHERA, BATTLECAT, SWIFT WIND

Looking up OS, we HEAR the whine of the Bat-Meks. Our hero
and heroine are mounted.

HE MAN

What are they?

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SHERA

Bat-Meks! Robot planes.
They have no pilots. Up,
Swift Wind.

And the Unicorn soars off as Battlecat ROARS DEFIANCE.

152 ANGLE ON HORDAK - VIEWSCREEN VISIBLE

Hordak pushes another button, gives another command.

HORDAK

Destructo Tanks forward!

153 TIGHT ANGLE - CASTLE BRIGHT MOON ***

At the base of the Castle a large section of wall SLIDES right. Horde Destructo Tanks Rumble forward, turrets swinging back and forth. ***

154 ANGLE ON HE MAN, BATTLECAT

Looking OS. He Man is mounted on Battlecat.

HE MAN

Here's something for us to
play with, Cat!

BATTLECAT

(roars)

Battlecat SPRINGS OUT OF FRAME with He Man aboard.

CUT TO:

155 ANGLE ON SHERA, SWIFT WIND, BAT MEKS

Three of the robot planes converging on the hovering unicorn, beams firing.

SHERA

Steady, girl. Steady....NOW!

Swift Wind folds her wings and DIVES. The Bat Meks COLLIDE, KRAKABOOM. They explode.

CUT TO:

156 ANGLE ON ANGELLA, GLIMMER

Side by side, looking UP, OS.

ANGELLA

Ready, daughter?

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GLIMMER

Ready, Mother!

Glimmer LIFTS her hands, a forked light beam fires OS. Angella points her sword upwards. KASHOOM, a laser-like blast FIRES OS.

157 ANGLE ON BAT MEKS

Two of them dive in, rays blasting downward. In one motion Glimmer's forked beam sheers the wings off one and Angella's blast cuts the other in two!

CUT TO:

158 ANGLE ON DESTRUCTO TANK

The Destructo Tank RUMBLES right at the CAMERA, beams firing from its turret cannon.

159 ANGLE ON HE MAN, BATTLECAT

Atop Battlecat, He Man draws his fist, PUNCHES TO CAMERA, KAWANNNNNGGGG.

160 ANGLE ON DESTRUCTO TANK

It FLIES backward OUT OF FRAME.

161 ANOTHER ANGLE - DESTRUCTO TANKS

Coming forward in a line as the tank He Man hit FLIES INTO FRAME and smashes into the lead tank, driving it backward into the others. There is the sound of a dozen CRASHES, SMASHES, RENDING metal, as dust BLOTS THE SCREEN OUT. When it clears we SEE a pile of trashed tanks, their drivers unhurt and scrambling out of the machines.

CUT TO:

162 ANGLE ON BAT MEKS

Three more are diving in, rays blasting.

163 ANGLE ON SHERA, SWIFT WIND

Atop her mount, Shera is using her sword to bunt back rays, KACHING, KACHING, KACHING. She bunts back three in quick succession.

164 ANGLE ON BAT MEKS

Hit by the bunted-back beams, KABOOM, KABOOM, KABOOM.

CUT TO:

165
ANGLE ON BOW, REBELS

Bow, with his bow in hand, is leading a group of peasants. He is looking UP, OS, hollers with glee.

BOW

Ya-HOOOOOOOOO! Let's get 'em.

The Rebels rush forward with wild cries.

REBELS

(ad lib battle cries)

Bright Moon! Down with the Horde!!!

166
ANGLE ON HORDAK - VIEWSCREEN VISIBLE

On the computer schematic, a number of dots representing the rebels start moving toward the Castle. A mechanically filtered OS voice reports: ***

VOICE (VO, mechanical filter)

Bat-Meks and Destructo Tanks destroyed. Rebels moving toward the Castle. ***

HORDAK

Blast! Activate stunners. ***

167
WIDE ANGLE - CASTLE BRIGHT MOON

Popping out of various sections of the Castle facade are stunner emplacements. These look like large radar dishes with seats behind. In each seat is a Horde gunner, manning video-game-like controls and watching tiny viewcreens. As they rise, one by one they begin firing STUN BEAMS OS, ZZZZZZZZZ. ***

168
ANGLE ON REBELS

Stun BEAMS wash over them. They fall, moving so we know they are alive.

169
ANGLE ON MADAM RAZZ, TWIGGETS, ANIMALS

Madam Razz, three Twiggets, and some of the forest animals (the smaller creatures).

MADAM RAZZ

Those stun cannons are knocking our people unconscious. We must stop them.



SPRAG

Leave it to us, Madame...
 (turns to animals)
 Come on, boys...

The Twiggets rush forward, a stream of little animals behind them.

170 ANGLE ON SHERA, SWIFT WIND

Shera, looking down, REACTS.

SHERA

We've got to help. Down, Swift Wind.

The unicorn dives.

171 CLOSE ANGLE - HORDE GUNNER

A Horde gunner on one of the stun cannons is looking at a video-game-like display on his weapon. It shows a stylized picture of Shera and Swift Wind descending.

HORDE GUNNER

I've got that flying horsie in my sights. Now to bring it down.

He presses a button, we HEAR ZZZZZZ.

172 WIDE ANGLE - SHERA, SWIFT WIND

Descending rapidly, the stun beam arcs at them.

SHERA

Look out.

The unicorn REARS in mid-air, taking the full brunt of the blast on its underside. It whinnies and plummets.

SWIFT WIND

(whinnies)

SHERA

Swift Wind!

173 ANGLE ON GROUND

Swift Wind DROPS INTO FRAME from above, strikes the ground hard. Shera pitches off.

174 ON HE MAN

Reacting, alarmed.

HE MAN

Shera!



He rushes OFF.

ANGLE ON SHERA

On the ground, but rising as He Man runs INTO FRAME.

HE MAN

Sis, are you all right?

SHERA

Yes, but Swift Wind...

She looks OS, REACTS, RUSHES OFF. He Man follows.

CLOSE ON SWIFT WIND

The animal is in bad shape.

SWIFT WIND

Shera...I...hurt...

SHERA (VO)

Oh, Swift Wind.

CAMERA PULLS BACK to SHOW Shera kneeling beside her animal, He Man behind her, looking on. A tear falls down Shera's cheek. Shera strokes the animal gently. She speaks to He Man.

SHERA

She's dying. I can feel her pain. If only there were something I could do.

CLOSE ON HE MAN

Reacting suddenly to something he sees down, OS.

HE MAN

Sis, your hands...They're glowing!

ON SHERA, SWIFT WIND

Shera looks and sure enough there is a golden aura being emitted from her hands.

SHERA

Can it be?

She places her hands on Swift Wind, hope in her eyes.

SHERA (con't)

For the honor of Grayskull, let your wounds be healed.

**

REVISÉ
DATE 8/17/86

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REVISÉ
DATE 7/12/86

175

176

177

178

179 WIDER ANGLE - SHERA - SWIFT WIND

A golden aura SPREADS out from Shera's hands, envelops the unicorn. A BEAT and then with a happy whinney, Swift Wind rises, whole once more.

SWIFT WIND
(whinnies)

180 CLOSE ON SWIFT WIND

SWIFT WIND
Thank you, my friend.

181 ANGLE ON SHERA, SWIFT WIND, HE MAN

Shera hugs her unicorn, smiles with joy as He Man looks.

SHERA
The pleasure's all mine.

CUT TO:

182 ANGLE ON HORDE GUNNER

Same as before, except now on the targeting scheme is a display of a band of rebels moving forward.

HORDE GUNNER
Here's another bunch that are ready
for some sleep.

He presses the button. The ZZZZ SOUND just barely starts and then fades away.

HORDE GUNNER
What the--? My power's gone!

He looks around, then down, REACTS.

183 POV - HORDE GUNNER - ON FERRET-LIKE CREATURES

A group of little ferret-like animals are gnawing away at power cables and relays on the base of the stunner. There are little sparks.

184 CLOSE ON HORDE GUNNER

He's mad.

HORDE GUNNER
Ruin my stunner, will you?

He takes out his sword.

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185 ANGLE ON TWIGGETS

The forest folk are aiming their goofy little crossbows up.

SPRAG
Sneezy bolts, AWAYYYYY!

THIP, THIP, THIP, the bolts go OUT OF FRAME.

186 ANGLE ON HORDE GUNNER

The one with his sword out. Sneezy bolts ENTER FRAME, hit him EXPLODING in clouds of peppery-like dust.

HORDE GUNNER
Ah, ah, ah, CHOOOOOOO.

He sneezes himself right off the Castle Wall.

187 ANGLE ON TWIGGETS

Looking at them, they cheer themselves.

SPROCKER
Uh, duh, got 'em good...

187A ANGLE ON BOW

Aiming his bow, he lets an arrow go. ZINNNNNG!

187B ANGLE ON HORDE BANNER

A Horde banner hangs from a pole jutting out from the wall. Bow's arrow cuts the line holding it to the pole, and the banner falls.

187C ANGLE ON HORDE TROOPER, TWIGGETS

The Trooper still has the drop on the Twiggets as the banner falls INTO FRAME, covers him. The Twiggets cheer again as the Trooper struggles underneath the banner.

187D CLOSE ON SPRAG

He looks up OS, gives a big "OK" sign.

187E CLOSE ON BOW

With a heroic smile, Bow returns the "OK" sign, then rushes OUT OF FRAME for more derring do.

CUT TO:

REVISED
DATE 1/27/01

REVISED
DATE 9/18/01

REVISED
DATE 1/18/01

188
189

ANGLE ON REBELS

Yelling and shouting, more peasant rebels surge forward, brandishing weapons.

ANGLE ON VIEWSCREEN - COMPUTER SCHEMATIC

There are dots all over the schematic now, representing the rebels. The OS voice reports.

VOICE (VO)

(mechanically filtered)

Stunners inoperative. Rebel forces have entered the Castle.

REVISÉD
DATE 7/18/84

REVISÉD
DATE 6/27/84

HORDAK (VO)
No, it's not true!!!

KAWHAMMM, a force beam plows into the viewscreen from OS, destroying it.

190 ANGLE ON HORDAK, SHADOW WEAVER

Hordak's hand is now a laser gun and is smoking from the bolt he just fired. He is outraged. Shadow Weaver is with him.

HORDAK
The Horde cannot be beaten
like this!

HE MAN (VO)
That's where you're mistaken,
jarhead.

Hordak and Shadow Weaver turn.

HORDAK
You!

191 ANGLE ON HE MAN, SHERA

Side by side, swords in hand.

SHERA
It's all over, Hordak.
Bright Moon is free.
And soon we'll free the
other kingdoms as well...

192 ON HORDAK, SHADOW WEAVER

Hordak smiles a grim smile.

HORDAK
One battle does not win
a war, Shera.

CLICK, CLICK, ZOOM, Hordak transforms himself into his mini-missile shape and BLASTS OFF, VOOOOM.

SHADOW WEAVER
Hordak, wait for me...

She lifts her hands and VAVOOM, DISAPPEARS in a cloud of brimstone. A BEAT and Shera and He Man RUSH INTO FRAME, look up OS.

CLOSE ON HE MAN

HE MAN
They've escaped.

194
CLOSE ON SHERA

Grim determination.

SHERA

They'll be back. And I'll
be waiting.

HOLD on her a moment, then:

WIPE TO:

195
WIDE ANGLE - CASTLE BRIGHT MOON - NIGHT

We SEE it in all its glory. The rebel forces are gathered all over it. They all look up toward its peak, where Queen Angella's throne is. The Queen is in it, Glimmer at her side. The rebels are all cheering wildly. There is a full moon.

REBELS

(ad lib cheers)

Hail to Queen Angella! Hail to
Glimmer! Hurrah for the rebellion!

196
CLOSE ON GLIMMER, ANGELLA

Mother and daughter smile. CHEERS CONTINUE OS.

QUEEN ANGELLA

It's a great day for Etheria,
my daughter.

GLIMMER

And we owe it all to Shera and He
Man. Without them all this would
never have happened.

QUEEN ANGELLA

But where are they? They should
be here.

And as she says this, we

CUT TO:

197
ANGLE ON SHERA, HE MAN, BATTLECAT, SWIFT WIND - PALACE OF
POWER VISIBLE IN DISTANCE

Our hero and heroine are standing on a hill top looking down at the celebration below. Their animal friends stand with them. CHEERS CONTINUE wafting up.

SHERA

Listen to them cheer. It's good
to hear them so happy.



199 CLOSE ON HE MAN, SHERA

He Man looks at his sister, sensing something.

HE MAN

How about you, Sis? Aren't you happy?

SHERA

Yes. And no.

HE MAN

You're not returning to Eternia with me, are you?

99 ON SHERA

A pause before answering.

SHERA

I can't. Hordak was right. One battle doesn't win a war. And it's a war Etheria's fighting. I'm needed here, He Man. At least for now.

200 ANGLE ON SHERA, HE MAN, SWIFT WIND, BATTLECAT

All four sense the imminent separation.

HE MAN

I understand. And in a way, I feel maybe things were meant to happen like this. Me becoming He Man to protect Eternia, and you becoming Shera to do the same on Etheria.

SHERA

Yes, I feel that too. I only wish it made things easier.

201 CLOSE ON SHERA, HE MAN

They embrace, tears falling lightly.

SHERA

Tell Mother and Father I love them.

HE MAN

I will.

They hug and finally break. He Man looks OS.

HE MAN

Ready to go home, Battlecat?

202 ON BATTLECAT

There is a tear falling from his eye, too.

BATTLECAT

(voice cracking a bit)

Sure, He Man.

203 WIDE ANGLE - SHERA, HE MAN, SWIFT WIND, BATTLECAT

He Man mounts Battlecat, Shera mounts Swift Wind.

HE MAN

Say goodbye to all my friends
here, will you? And if you should
ever need my help...

204 CLOSE ON SHERA

A smile.

SHERA

I'll call. And if you ever get
in a tight spot...

205 CLOSE ON HE MAN

A return smile.

HE MAN

I'll know just who to ask for.

CLOSE ON SHERA, SWIFT WIND

A final tear on Shera's cheek.

SHERA

Up, Swift Wind.

And the unicorn takes to the skies.

207 ON HE MAN, BATTLECAT - SHERA AND SWIFT WIND VISIBLE RISING.

He Man and Battlecat are looking up as the unicorn flies
away across the bright moon. He Man yells, drawing his
sword and holding it up.

HE MAN

Farewell, Shera, Princess of
Power!

208 ANGLE ON SHERA, SWIFT WIND

Shera turns Swift Wind, holds her sword up as the unicorn hovers in the air. She is framed against the gleaming moon.

SHERA

Farewell, He Man, dear brother.

And then she turns the unicorn and rises ever higher.

209 CLOSE ON HE MAN

Looking up OS. He brushes another tear away. HOLD A BEAT, then

FADE OUT

THE END

PP #67005

TAG DIALOGUE

HE MAN AND THE MASTERS OF THE UNIVERSE

Eps. #5

"She Demon of Phantos"

HE MAN

I'd like to talk to you for just a moment about safety. When we go to the beach, there are lifeguards there to watch out for our safety. Crossing guards are in the street for the same reason. To help protect us. Now things like that are fine, but we can't count for someone always being around to protect us. We should practice thinking of safety all the time. So, don't take a chance. And that's true whether you're crossing a street or driving a car. Think safety.