

SHE-RA™

Princess of Power™

"THE CRYSTAL CASTLE"

PP #E7022

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SHERA, PRINCESS OF POWERTHE CRYSTAL CASTLE **PP #67022CAST LIST

ADORA/SHERA

SPIRIT/SWIFT WIND

MADAME RAZZ

BROOM

QUEEN ANGELLA

GLIMMER

SHADOW WEAVER

BOW

KOWL

LOO-KEE

SLAVE - Shadow Weaver's minion. A human, but with mutations, a boar's nose, one elongated tooth on the right side of the mouth, floppy, donkey-like ears. (NOTE: don't make him too scary...ooooh!)

TROLLS - Trolls are large and bulky, about eight feet tall, three hundred pounds. They have bulbous noses, little eyes, long, large ears. They dress in spiky armor and carry clubs and axes and strange restraint weapons consisting of flexible metal circles attached to long chains. They should look mean and ugly, but also a bit comical in their meanness. Their skins are a rocky grey. No dialogue.

TROLL #1 - a leader-type. Has dialogue in both Trollish and English.

FIRE ELEMENTAL - a large fire with vague form and eyes and mouth. Can shoot jets of flame from its mouth. Has a crackly voice.

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Cast List
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AHGO, KING OF TROLLS - very large, about ten feet, five hundred pounds. Barbaric stone crown on head, long, white goatee. Meanest of the mean, yet speaks with authority and presence. Carries a mace-like sceptre and can work magic.

LIGHT HOPE - a spirit, the spirit of the Crystal Castle. Light Hope is nothing more than a pair of large red eyes which rise out of a mystic pool. The eyes have no pupils. They can be very large, very small, or just about normal, depending upon where he might be in the Castle. Beams of magic come from the eyes. There should be a suggestion of ectoplasm surrounding the eyes.

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GIRL - about nine years old, normal peasant child.

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SHERA, PRINCESS OF POWER
THE CRYSTAL CASTLE
PP #67022
SPECIFIC CHANGES
NOVEMBER 6, 1984

Pages (Cast List), 1, 6, 7, 18, 19, 22, 23, 24, 25, 27,
29, 30, 31, 38, 39, 40: Palace Of Power changed to Crystal Castle,
and Palace changed to Castle.

SHERA, PRINCESS OF POWER

THE CRYSTAL CASTLE

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PP #67022

ACT ONE

FADE IN:

ESTABLISHING SHOT - WHISPERING WOODS

We SEE enough to know where we are. CAMERA TRUCKS IN.

GIRL (VO)

Tell us a story, Madame, please...

DISSOLVE TO:

2 ANGLE ON MADAME RAZZ, CHILDREN

MADAME is seated on a log, some children at her feet.

GIRL

Oh, please, a story about Shera.

MADAME RAZZ

About Shera? Well, now, let me see. Ah, I know. I'll tell you how Shera made Bright Moon safe from the Horde.

GIRL

That sounds like a good one.

MADAME RAZZ

Oh, it is.

5 CLOSE ON MADAME RAZZ

MADAME RAZZ

It all started a little while after the Rebellion's first victory over the Horde. Adora and I got a message that Castle Bright Moon was under attack and we flew there to see how we could help Queen Angella...

RIPPLE DISSOLVE TO:

**

REVISED
DATE

4 EXT - WIDE ANGLE - CASTLE BRIGHT MOON

Bright Moon glistens in the sunlight. (NOTE: We should SEE most of its facade.) But it is beset. Large comet-like balls of dark force are streaking toward it, exploding as they hit, KAWHOOM! No physical damage is done, though the Castle does shake.

MADAME RAZZ (VO)
(alarmed)
Jumping Jackaloons!

5 ANGLE ON MADAME RAZZ, BROOM, ADORA

Razz and ADORA are seated on BROOM, who hovers in midair. All look down OS. We HEAR the EXPLOSIONS OS.

MADAME RAZZ
The Castle's under attack by
dark magic!

6 CLOSE ON ADORA

ADORA
Can we get inside?

7 CLOSE ON MADAME

MADAME
I hope so, dearie. Broom, full
speed ahead.

8 CLOSE ON BROOM

He snaps off a salute.

BROOM
Aye, aye, sir...I mean, uh, Madame.

9 WIDE ANGLE - BROOM, ADORA, RAZZ

Broom antics left, zooms OS right. Madame and Adora hang on for dear life.

CUT TO:

10 ANGLE ON GLIMMER

She is looking OS through a one-way window. (NOTE: Make the window round, carrying out the "moon" motif of the Castle.) She REACTS.

GLIMMER

(speaks OS)

Mother, it's Madame Razz and Adora!
They're flying right toward us.

There is a CAMERA SHAKE that nearly knocks Glimmer off her feet, as an OS KAWHOOM is HEARD.

11
ANGLE ON QUEEN ANGELLA

Seated in her throne, hands to her temples, concentrating fiercely. She breaks this concentration for a moment to speak OS to Glimmer.

ANGELLA

Have the gate opened, quickly.
I must maintain the Castle's
defense.

And she again puts her hands to her temples as there is yet another CAMERA SHAKE and OS KAWHOOM!

12
ANGLE ON GLIMMER

She brings her hands up over her head, SHIMMER, SHIMMER, and teleports out, POOF!

CUT TO:

13
ANGLE ON RAZZ, ADORA, BROOM

At top speed, heading for the Castle. Arcing balls of dark force pass by them or over them. OS we can HEAR EXPLOSIONS.

ADORA

Madame, the gate's not open.

RAZZ

It will be...I hope.

14
CLOSE ON BROOM

A BIG TAKE.

BROOM

(gulp!)

CUT TO:

15
INT ENTRYWAY OF CASTLE BRIGHT MOON

Two GUARDS (one male, one female) stand at either end of what looks to be a blank wall. To the side of one of the guards is a post about four feet high atop which is a glowing moonstone. As we WATCH, POOF, Glimmer appears in a SHIMMER OF EFX.

GLIMMER

Open the gate! Hurry!

One of the guards turns to the moonstone post, passes a hand over it. Immediately a large, round, moon-like gate appears in the blank wall and slides right.

16

CLOSE ON GLIMMER

Looking OS, her eyes widen.

GLIMMER

Look out!

17

WIDE ANGLE - ENTRYWAY

Glimmer and the guards hit the deck as Broom zooms through the gate with his passengers, barely missing them. Broom is almost nothing but a BLUR and we HEAR Madame yelling:

MADAME

Stoppppppp!!!

Broom continues THROUGH FRAME and OUT. From OS we HEAR horrendous CRASHING NOISES. Debris flies INTO FRAME.

18

CLOSE ON GLIMMER

She looks OS, winces at what she sees.

19

POV GLIMMER - RAZZ, ADORA, BROOM

Adora, hanging from a chandelier, drops gracefully to the ground. Madame and Broom are lying amidst a pile of trashed suits of armor. Madame has a helmet on her head, backwards, covering her head. Broom has three shields impaled on his broomstick, at varying heights, and is staggering around.

BROOM

You were right, Madame. They opened the gate. Not that it did us much good.

MADAME

(voice muffled by helmet)
Dearie my, is it always so dark in here?

20

ANGLE ON GLIMMER, GUARDS

They are up. They look at each other. Glimmer giggles, the guards smile.

GLIMMER

(giggles)

WIPE TO:

21
EXT CASTLE BRIGHT MOON

The balls of dark force are no longer seen. The attack is over for the moment.

ADORA (VO)
The attack has stopped!

CUT TO:

22
INT ANGELLA'S THRONE ROOM

Angella sits in her throne. Glimmer stands beside her. Madame, Broom, and Adora are at a window looking out.

ANGELLA
For the moment...but this is only the beginning.

23
~~ANGLE ON RAZZ~~

MADAME
Dearie my, this sound serious.

24
CLOSE ON ANGELLA

ANGELLA
More serious than you know, Madame. Shadow Weaver is behind this. And she means to continue these attacks.

25
ON ADORA

ADORA
But why? Your magic is obviously strong enough to ward them off.

26
ON QUEEN ANGELLA, GLIMMER

ANGELLA
It is now. But my magic is tied to the power of this Castle, a power which comes from the light of our Etherian moons.

GLIMMER
And in a few days there'll be an eclipse. The moons will be dark.

27
ON ADORA, RAZZ, BROOM

ADORA
Then these attacks are only meant to weaken your power.

28 CLOSE ON ANGELLA

ANGELLA

Yes. And when the moons are completely dark, Shadow Weaver will strike in earnest. And without the Castle's full power, I won't be able to stop her.

29 ON GLIMMER, ANGELLA

GLIMMER

Bright Moon's magic will be gone.

ANGELLA

And the magic of the Whispering Woods will soon follow.

30 ON ADORA, MADAME RAZZ

ADORA

What can we do, Angella?

31 ON ANGELLA, GLIMMER

ANGELLA

There is one hope, though a slim one, I'm afraid. We must find the Crystal Castle. **

32 ON ADORA

ADORA

What's the Crystal Castle? **

33 CLOSE ON ANGELLA, GLIMMER

ANGELLA

According to the old tales, it's the most magical place on Etheria. It holds all the secrets from the days of the First Ones, the founders of our world.

GLIMMER

But Mother, that's only a story. It's not true.

ANGELLA

Some think so. But I believe it exists, though I know of no one who's ever seen it.

**



34 ANGLE ON MADAME, BROOM, ADORA

BROOM

I do. Ahgo has seen it. At least that's what I heard.

MADAME

Ahgo? Dearie my!

ADORA

Who's Ahgo?

35 ON QUEEN ANGELLA, GLIMMER

ANGELLA

He is King of the Trolls of Spikeheart.

GLIMMER

Trolls! But they hate everyone, especially humans. They'd never help us.

36 ON ADORA, RAZZ, BROOM

ADORA

We don't really know that until we speak to them. And if Ahgo is the only one who's seen the Castle, I'll have to find him.

**

MADAME RAZZ

Dearie my, you can't do that. It's much too dangerous.

ADORA

We haven't too much choice, Madame.

37 CLOSE ON ANGELLA

ANGELLA

Adora's right.

38 ANGLE ON ADORA, MADAME RAZZ

MADAME RAZZ

But...

ADORA

Don't worry, Madame. Shera will take me to the Trolls. I should be safe enough with her, don't you think?

And Adora throws a wink at Madame.

**

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MADAME RAZZ

Oh, uh, dearie my, if you put
it that way...well, I guess it's
alright.

And then suddenly KABOOM from OS and the Castle shakes
again.

39

ON ANGELLA, GLIMMER

Alarmed.

ANGELLA

The attack has begun again.
Come, Glimmer, we must defend
the castle. Good luck, Adora.

40

ON ADORA

ADORA

I think we may need it!

41

WIDE ANGLE - ALL

Adora and Razz rush off in one direction with Broom
following. Angella and Glimmer go in another.

WIPE TO:

42

ANGLE ON ADORA, SPIRIT

Adora is off her horse, drawing her sword.

SPIRIT

Are you sure about this, Adora?
They say that Trolls eat horses!

ADORA

Don't be so quick to believe what
you hear, Spirit. People are always
telling tales about those who are
different from them.

She holds her sword aloft.

ADORA

For the honor of Grayskull!

43

TRANSFORMATION SEQUENCE

Adora becomes SHERA.

SHERA

I am Shera!

She holds the sword up toward Spirit. EFX shoot OS.

44
TRANSFORMATION SEQUENCE

Spirit becomes SWIFT WIND.

SWIFT WIND
(whinny)45
ANOTHER ANGLE ON SWIFT WIND

Shera rushes INTO FRAME, jumps into the saddle.

SHERA
Up, Swift Wind! We're off to
Spikeheart!

And the unicorn soars off into the sky as we

WIPE TO:

46
ESTABLISHING SHOT - HORROR HALLA brief look at Shadow Weaver's sanctuary, just to show
where we are.

CUT TO:

47
INSERT - BUBBLING BLACK POOLWe are looking down at a small, bilious pool of black
sludge, but in the center of it is an image, seen as if on a
viewscreen. The image is of Castle Bright Moon being pelted
by huge balls of dark force. HOLD on it for a moment, then
PULL BACK to SHOW SHADOW WEAVER seated in a chair that looks
like a giant bat. She is watching the pool, cackling at the
image.SHADOW WEAVER
Good. Very good. Bright Moon's
magic weakens by the hour.SLAVE (VO)
(very deferential)
Excuse me, mistress...48
CLOSE ON SHADOW WEAVER

Her head jerks to look in the direction of the voice.

SHADOW WEAVER
What is it, slave?49
ANGLE ON SLAVEThe SLAVE (see Cast List) holds up an object covered by a
cloth. The object is square, about as big as a breadbox.

SLAVE

I have the image you asked for.

50

ANGLE ON SHADOW WEAVER

SHADOW WEAVER

Bring it here.

The Slave ENTERS FRAME, holds out the covered object to her.

51

INSERT - MODEL, SHADOW WEAVER'S HAND, SLAVE'S HAND

Shadow Weaver takes the cover off. We SEE that what the slave has is a scale model of Castle Bright Moon.

SHADOW WEAVER (VO)

Perfect!

52

ANGLE ON SHADOW WEAVER, SLAVE

SHADOW WEAVER

With this pretty little toy, I shall seal the doom of Castle Bright Moon and the Rebellion. And no power on Etheria will be able to stop me!
(cackling laugh)

HOLD A BEAT, then

WIPE TO:

53

ESTABLISHING SHOT - KINGDOM OF SPIKEHEART - OVERHEAD VIEW

We are looking down a vast valley, cradled in the bowl of huge mountains. The floor of this valley is like a moonscape with deep craters and jagged, spiky rock formations all over. Every now and again a geyser of black flame shoots up. There are no trees, no vegetation of any kind. The perfect home for Trolls.

SHERA (VO)

Quite a place, eh, Swifty?

54

ANGLE ON SHERA, SWIFT WIND

Flying through the skies.

SWIFT WIND

I wouldn't call it a garden spot. What do we do now?

SHERA

Let's land and take a look around.

SWIFT WIND

If you say so.

55 And Swift Wind arcs downward.

ANGLE ON TROLLS - OVER THE SHOULDER

We are behind two Trolls hidden in a rock formation. They are looking up, one pointing.

TROLL #1

Toggo! Garak na har! Kura!

One of the Trolls rushes off as the other keeps watch.

WIPE TO:

56 ANGLE ON SHERA, SWIFT WIND

They are on the ground now. Shera has dismounted and is scanning the area.

SWIFT WIND

Which way?

SHERA

I suppose one way is as good as...

Suddenly a gruff OS voice, a tone of command.

TROLL #1 (VO)

Ma-gar!!

57 ANGLE ON TROLLS - LOOKING UP

Two Trolls, standing atop a high rock formation, cast a large bone cage down (the cage should look like it was formed from the skeleton of a mastadon or some similar animal).

58 ANGLE ON SWIFT WIND

KACHAM, the cage falls over Swift Wind, trapping her (by no means does it in any way directly smite the mare). She whinnies.

SWIFT WIND

(whinny)

59 CLOSE ON SHERA

SHERA

Swift Wind!

60 ANGLE ON TROLLS

Two Trolls whirl restraint weapons that consist of metal circles on chains. They cast these OS.

61 ANGLE ON TWO MORE TROLLS

They also have the restraint weapons, whirl and cast them OUT OF FRAME. (The ANGLE should show that they are on the opposite side of Shera from the first two Trolls.)

62 ON SHERA

ZIP, ZIP, ZIP, ZIP, the metal circles fall over her, the chains are pulled taut, restraining her. The circles tighten up. NOTE: It shouldn't look as if they are causing her pain.

SHERA

I've always like rings, but this is a bit much.

63 WIDE ANGLE - SHERA, TROLLS

The four Trolls are keeping the chains steady. Shera is wrapped up and not really exercising her strength yet. Troll #1, carrying a staff with a mace ball at one end, steps INTO FRAME, points toward Shera.

TROLL #1

Why have you come to Spikeheart, woman?

64 CLOSE ON SHERA

SHERA

I want to talk to your King. Please take me to him. I don't mean you any harm.

65 TIGHT ON SHERA, TROLL #1

The Troll is nose to nose with our heroine.

TROLL #1

You lie! Humans hate Trolls.

SHERA

I have no reason to hate you. Or to lie to you.

TROLL #1

Ha! You would say anything to trick us into freeing you.

SHERA

That's not true. I could easily
free myself. And I'll prove it.

66
ANGLE ON SHERA, TROLLS

Now Shera flexes her mighty muscles. The Trolls see her start to move and pull the chains tauter. Troll #1 steps back in wonder. Shera, with one burst of strength, lifts her bound arms. SNAP, SNAP, SNAP, SNAP, the metal circles fly OS and the Trolls holding the chains fly backward and OUT OF FRAME with cries of wonder.

TROLLS (not TROLL #1)

Agggghhhh...

67
ANGLE ON TWO TROLLS

On the ground, stupefied, looking at the ends of their chains in amazement.

3
ANGLE ON TWO MORE TROLLS

These two have wound up against the cage holding Swift Wind. The unicorn whinnies and kicks out several bone slats of the cage, freeing herself.

SWIFT WIND

(whinnies)

The Trolls look over in amazement and beat feet OUT OF FRAME as Swift Wind emerges from the cage.

69
ANGLE ON SHERA

The Princess of Power dusts herself off, looks OS.

SHERA

There. I'm free. Now can we talk
this over reasonably?

70
WIDE ANGLE - SHERA, TROLLS

We SEE all the Trolls up now, including the two on the high rock projection in the background. All are tensed. Shera stands her ground. (NOTE: Do not put her sword in her hand.) Troll #1 shakes his staff in anger, issues another command.

TROLL #1

Atuma! Ma-Gar!

The Trolls rush forward, arms outstretched. The ones on the rock formation jump at her.

71 CLOSE ON SHERA

She shakes her head.

SHERA
Sorry about this...

72 ANGLE ON SHERA

She coils her legs for a leap, leaps high and OUT OF FRAME.
A HALF-BEAT and all the Trolls arrive at her previous
position at once. BABABADOOOOOMMMMM!!

73 ANOTHER ANGLE ON SHERA

She's in midair, does a spiffy somersault.

74 ANGLE ON SWIFT WIND

The unicorn stands, wings unfolded, held at sides. Shera
drops INTO FRAME from above in a straddle position, lands in
the saddle. The unicorn rears with a mighty whinny.

75 ANGLE ON TROLLS (ALL BUT #1)

The Trolls are in a comical, tangled pile. You can't see
where one Troll ends and another begins.

76 ON TROLL #1

He looks at the pile, then looks over at Shera. He is
thoroughly flabbergasted.

77 ANGLE ON SHERA, SWIFT WIND

The unicorn still in a rearing position, now drops back to a
normal stance. Shera looks OS, speaks.

SHERA
Will you please tell me where
your King is now?

78 CLOSE ON TROLL #1

He makes a break for it, running OUT OF FRAME.

79 ON SHERA, SWIFT WIND

Looking OS toward the running Troll.

SWIFT WIND
Shall we catch him, Shera?

SHERA
I've got a better idea. Up,
Swift Wind!

SWIFT WIND

Up it is!

And Swift Wind takes to the air.

80 ANOTHER ANGLE ON SHERA, SWIFT WIND

Soaring through the skies, Shera looking down.

SHERA

I see him. Take it slow now,
Swiftly.

SWIFT WIND

We're going to follow him?

SHERA

Right. And unless I miss my guess,
he'll take us right to the Troll
King.

WIPE TO:

81 EXT TROLL KING'S PALACE

Carved out of the body of a large mountain is a jagged, spiky edifice, weirdly asymmetrical. The entrance to this building is a cave mouth. A set of stone stairs winds up to this cave. Troll #1 is ascending those steps. He goes into the cave and KABAM, large stone doors slide out of either side of the cave mouth and close it off.

82 CLOSE ANGLE ON ENTRANCE TO PALACE

As we WATCH, Shera and Swift Wind ENTER FRAME. The unicorn lands several yards away from the doors.

SWIFT WIND

Looks like your plan worked.

SHERA

Now to get inside.

She dismounts, walks forward, rubbing her hands.

SHERA

I think one good shove should--

And suddenly WHOOP, a trap door pit opens up beneath her feet and she disappears down it. It immediately closes again.

83 CLOSE ON SWIFT WIND

Alarmed.

SWIFT WIND

Shera!

INT PASSAGEWAY IN THE TROLL KING'S PALACE

We are looking at a rocky passageway, very natural, lots of stalagmites and stalactites, dripping water here and there, little rock vermin scurrying around. As we WATCH, Shera emerges from high up on one wall, through a hidden panel. The panel immediately swings shut behind her. Shera is on the fly and lands hard, bruising her dignity.

SHERA

Ooof!

Painfully, the Princess of Power rises, rubbing her dignity.

SHERA

(to herself)

These Trolls are sure tricky.

She looks around.

POV SHERA - ON A WALL

One end of the passageway is closed off by a solid wall.

SHERA (VO)

(to herself)

A solid wall! I can't go that way.

ANGLE ON SHERA

And she goes the other way, heading off cautiously.

CUT TO:

ANOTHER ANGLE ON SHERA

She is entering a stretch of passageway which is rife with stalagmites and stalactites. She stops.

SHERA

(to herself)

Hmmm. Looks like a tight squeeze.

And as she says it, a stalagmite behind her comes to life. Its rocky surface extends out like a tentacle and wraps around her ankle. Shera reacts.

SHERA

Wha...?

Suddenly all the stalactites and stalagmites are waving and extending, the whole passageway writhing with unnatural life.

88 CLOSE ON SHERA

She draws her sword.

SHERA

Got to get loose before these
silly rocks close in.

And she swipes at the one on her ankle.

89 INSERT - SHERA'S LEG, STALAGMITE TENTACLE

KASMASH, her sword renders the unliving tentacles into rock
shards.

90 WIDE ANGLE - SHERA, STALACTITES, STALAGMITES

Tentacles of rock writhe around our heroine, who fends them
off with sword swipes, moves back out of reach.

91 CLOSE ON SHERA

Looking OS, sheathing her sword.

SHERA

Better do this fast.

92 WIDE ANGLE - SHERA, STALACTITES, STALAGMITES

Shera coils her legs and leaps into the writhing mass like
Mary Lou Retton, her body flipping, turning, moving forward
until she's safely cleared the section of passage. (Refer
to Teela acrobatic stock for guidelines.)

93 ANOTHER ANGLE ON SHERA - STALACTITES, STALAGMITES VISIBLE

Shera looks back down the corridor, at the still waving
stone tentacles. She smiles.

SHERA

I never knew rocks could be so
unfriendly.

She turns and walks off.

WIPE TO:

94 EXT CASTLE BRIGHT MOON

Once again, dark balls of force are arcing toward the Castle
and smashing against its walls. Now, however, they come
faster and are bigger. The Castle shudders.

95 ANGLE ON GLIMMER, GUARD

Glimmer is looking out the window of the Castle. We can HEAR the bursting of the magic balls outside and SEE intermittent CAMERA SHAKES. One of the guards we saw before is with her.

GLIMMER

This is the worst attack yet.
And the Castle's power is
already weakening. I hope
Mother can hold out until Adora
can find the Crystal Castle.

96 ANGLE ON QUEEN ANGELLA

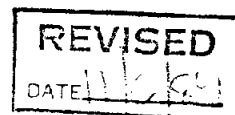
She is in the center of the throne room, fierce concentration on her face, her arms outstretched. Magical EFX glow all around her, as the noise of the attack and the CAMERA SHAKES continue.

FADE OUT

END ACT ONE

PP #67022

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SHERA, PRINCESS OF POWERTHE CRYSTAL CASTLE

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PP #67022ACT TWO

FADE IN:

97 ANGLE ON SHERA

Our heroine proceeds down yet another rocky passageway. Suddenly a column of flame shoots out of the floor in front of her and takes shape, becoming a large FIRE ELEMENTAL. It roars at her.

FIRE ELEMENTAL

Stop! You may not pass!

And he breathes a warning jet of fire in front of her, WHOOSH.

98 CLOSE ON SHERA

SHERA

Hmmm. I need something to cool this hot-head down.

She looks around, reacts to something OS.

99 POV - SHERA

A trickle of water is coming out of a side wall of the passage.

100 ANGLE ON SHERA, FIRE ELEMENTAL

A few yards apart, Shera draws her sword.

SHERA

I have to see the King of the Trolls. And I have no wish to fight with you.

FIRE ELEMENTAL

Ha! Puny mortal woman. What can you do against one such as me?

SHERA

Let's try this!

**

| |
|--------------|
| REVISED |
| DATE: 1/1/11 |

And she suddenly leaps to one side of the passageway and takes a mighty hack at the wall. KAWHOOOSH, the trickle of water becomes a torrent that smashes over the elemental. HISSSSS! The Fire Elemental simply melts away beneath it.

FIRE ELEMENTAL
(rapidly fading)
Noooooooooooo....

101
CLOSE ON SHERA

Another waggish smile.

SHERA
So much for playing with fire.
Now to find Ahgo.

CUT TO:

102
ANGLE ON A HUGE SET OF STONE DOUBLE DOOR

HOLD A BEAT on these doors, which are the doors to AHGO'S throne room. (NOTE: These doors should be different from EXT PALACE DOORS.) Then they fly open to REVEAL Shera, who's just kicked them open. (NOTE: She should not tear them off, just get them open.) She ENTERS, looks around, calls out.

SHERA
(calling)
Ahgo!

No answer, and her voice echoes as we PULL BACK to show the Troll King's Throne Room. It is not a terribly fancy place, mainly just a large cavern with numerous sets of stairs leading into dark holes at various levels. At one end is a large lumpy stone throne, now empty. Shera moves into the center of the room.

103
CLOSE ON SHERA

SHERA
(calling again)
Ahgo, King of Trolls, where are you?

Suddenly from OS comes a familiar Trollish voice.

TROLL #1 (VO)
Ma-Gar!!

There are lots of GROWLS as Shera wheels, goes into battle ready stance. (NOTE: She still does not draw her sword.) She looks all around her, and up.

104 ANGLE ON CAVE HOLE

Out of one of the holes in the cave step two Trolls, each holding a weapon. They're mean.

105 ANGLE ON ANOTHER CAVE HOLE

Two more Trolls step out, also armed to the teeth.

106 CLOSE ON SHERA

Her gaze goes in another direction.

107 ANGLE ON THE THRONE

More Trolls step out from behind the throne, also armed.

108 ON SHERA

She keeps close watch on the Trolls, her eyes darting back and forth, as she stands in place, ready.

SHERA

Alright, everybody. I'm only here for a little talk. Let's not get nasty.

109 ON TROLL #1

That wily devil is leading the pack again.

TROLL #1

Your tricks will not help you this time, warrior woman.
(then a command)
Ma-Gar! Tura!

110 ANGLE ON SHERA

She waits, still not drawing her sword, as Trolls ENTER FRAME. Slowly they close in.

SHERA

I came here in peace. Why can't you believe me?

Then suddenly another voice, this time with a thunderous tone of command.

AHGO (VO)

Ha-Tock!!

The Trolls stop, look up. Shera follows their gaze.

111 ANGLE ON AHGO

At the top of one of the sets of stairs stands Ahgo, King of Trolls (see Cast List). Imperiously he starts down.

CUT TO:

112 ANGLE ON SHERA

Her eyes follow the King of Trolls. She calls out.

SHERA

You are Ahgo, King of Trolls?

113 ON AHGO

He is now at his throne and seats himself. The throne shudders beneath his mass. He cocks a Trollish eye at her.

AHGO

I am. Who are you and why do you come to Spikeheart?

114 CLOSE ON SHERA

SHERA

My name is Shera. And I need your help. I must find the Crystal Castle, and I'm told you've seen it. **

115 ANGLE ON AHGO, SHERA

Shera is before the throne.

AHGO

I have. But why should I help you?

SHERA

I'm part of the Great Rebellion. We're trying to free Etheria from the Horde. And if I don't find the Castle, our cause may be in great danger. **

116 CLOSE ON AHGO

The Troll King's features harden as he looks OS.

AHGO

When the Horde first came here, we Trolls offered to help fight them. But you humans would not accept our help. You hated us, feared us, mistrusted us. So we came here to Spikeheart. Away from the Horde. Away from your hate.

**



117 ON SHERA

SHERA

I don't hate you. And if I mistrusted you, would I be here, alone, asking for your help?

118 ANGLE ON AHGO, SHERA, TROLL #1

Troll #1 is standing beside his King's throne.

AHGO

It is true you are not like most other humans. You have courage.

SHERA

Then help me, please.

TROLL #1

Do not believe her, Ahgo!

AHGO

Did she not face both the grasping rocks and the beast of fire to make this request?

TROLL #1

But she attacked us!

119 CLOSE ON AHGO

He holds up a finger.

AHGO

Yet, she did you no harm.

120 ON AHGO, SHERA, TROLL #1

Ahgo looks at Shera, considering, as Troll #1 scowls. A few BEATS, then: (NOTE: LOO-KEE is in this scene.)

AHGO

Very well, Shera. I shall tell you what I can.

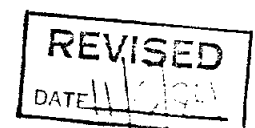
121 CLOSE ON AHGO

AHGO

Long ago, before the Horde came, I searched for the Castle. With my magic I came to its gates and looked upon its magnificent beauty.

**

**



122 CLOSE ON SHERA

SHERA

(eager)

And where was it?

123 ON AHGO

He shakes his head.

AHGO

That I cannot tell you. The Castle has a keeper, and I promised him I would never reveal the Castle's exact location.

**

**

124 ANGLE ON AHGO, SHERA

Shera frowns.

SHERA

Then how can I ever hope to find it?

AHGO

I can tell you this...

125 CLOSE ON AHGO

AHGO (con't)

The Castle is always where its seeker most wants it to be. In plain sight, yet never seen. This is its nature. Do you understand?

**

126 ON SHERA

SHERA

Yes. Thank you, Ahgo. And now I must go. Time is short.

127 ANGLE ON SHERA, AHGO

The Troll King lifts his hand.

AHGO

My magic shall return you to your steed.

SHERA

I will tell the people of Etheria of your aid and your wisdom. Perhaps Troll and human can be friends.

**



AHGO

The misunderstandings between your folk and mine have existed for too long a time to be undone. But if you will talk to your people on our behalf, I will talk to mine. Farewell.

MAGICAL EFX sparkle around the Troll's gnarly fingers. A shimmer surrounds Shera, and she disappears.

CUT TO:

128 ANGLE ON SWIFT WIND

The unicorn is still at the entrance to the Troll King's cave Palace. She's pounding at the doors with her hooves, to no avail. There is a shimmer of MAGICAL EFX behind her. Shera appears. Swift Wind doesn't see her. She calls out.

SHERA

Looking for someone?

The unicorn turns, rushes to her mistress, overjoyed.

SWIFT WIND

Shera!

129 TIGHT ANGLE - SHERA, SWIFT WIND

The unicorn nuzzles her, licks her. Shera laughs, pats her head.

SWIFT WIND

Where were you? What happened?
I was worried.

SHERA

No time to tell you now. We've got to get back to Bright Moon, fast. The moons will be dark tonight and Shadow Weaver will strike.

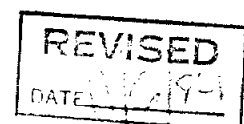
SWIFT WIND

What about the Crystal Castle? **

SHERA

According to Ahgo, it's where its seeker most wants it to be. And that has to mean Bright Moon.

**



130

ANOTHER ANGLE ON SHERA, SWIFT WIND

Shera swings into the saddle. Swift Wind whinnies, rears, soars upward and away.

SWIFT WIND
(whinnies)

WIPE TO:

131

ANGLE ON THE ETHERIAN MOONS - NIGHT

A shadow falls over them, darkening them. Ominous clouds float around them.

CUT TO:

132

INT SHADOW WEAVER'S ROOM

Shadow Weaver stands before a magical circle adorned with all sorts of eldritch runes.

SHADOW WEAVER

The time has come. Castle Bright Moon's power is at its weakest, and it cannot get more power as long as the Etherian moons are dark. Now let the Great Spell of Shriving (shry-ving) begin.

She thrusts forth her hands and lightning-like energies spring from them and zap downward toward the model castle, creating a "web" of energy around the model. We TRUCK INTO the model, HOLD A BEAT, then

DISSOLVE TO:

133

EXT CASTLE BRIGHT MOON - NIGHT

What occurs around the model is now seen occurring around the Castle itself, but on a much bigger scale. There are rumbles and crackles as the web of energy tightens around the Castle. The Castle shakes violently.

CUT TO:

134

ANGLE ON BOW, KOWL

CAMERA SHAKE, bits of rubble fall from the ceiling. The SOUND of the CRACKLING MAGIC is HEARD. Bow and the others are looking out one of the windows, outside of which the energy can be seen. They are also holding onto things to stay on their feet. Kowl is on Bow's shoulder.

BOW

By my grandfather's beard, this magic is the most powerful I've ever seen.

135 KOWL

KOWL

If Shadow Wever's trying to shake us up, she's succeeding admirably!

CUT TO:

136 ANGLE ON ANGELLA, RAZZ, GLIMMER, BROOM

They are standing around their own mystic circle.

QUEEN ANGELLA

Join your hands to mine. The Castle's power is all but gone. I'll need yours to try and stop this spell.

137 CLOSE ON RAZZ, BROOM

Another SHAKE. Broom speaks to Razz, fearfully.

BROOM

If only Shera had found the Crystal Castle.

**

RAZZ

It's too late now, Broomy. We must do what we can.

138 ANGLE ON ANGELLA, RAZZ, GLIMMER

They join hands.

ANGELLA

Let our magic go forth to battle the darkness.

They shut their eyes, concentrating. An intense glow comes from them, and swiftly grows, heading outward, lighting the whole interior of the castle. (NOTE: This light should be distinctly different in color from the energy of Shadow Weaver's spell).

139 EXT CASTLE BRIGHT MOON

The glow of Angella's magic appears on the Castle walls (again, the two energies should be very different in color, so they appear to be battling). Shadow Weaver's web stops tightening. There are discharges, KRACK, KAZAK, KAZAM, as the two energies duke it out.

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140

ANGLE ON BOW, KOWL

The shaking has stopped. Bow and Kowl are looking out the window where the energies battle (seen only slightly).

BOW

It's working. But for how long?

KOWL

We've got more trouble. Look!

He points.

141

POV - BOW AND KOWL - LONG SHOT

Horde Destructo tanks and Troopers rumble and march into position around the castle.

BOW (VO)

Destructo tanks and Troopers.
They'll move in as soon as the
Castle's magic is gone.

142

CLOSE ON BOW

We've never quite seen our hero so serious.

BOW

Alert the other rebels, Kowl!
We won our first battle against
the Horde here, and now it looks
as if we're about to fight our
last.

143

CLOSE ON KOWL

KOWL

I'll go at once.

CUT TO:

144

EXT CASTLE BRIGHT MOON - LONG SHOT

The battle of magics continues, but is seen from a distance now.

SWIFT WIND (VO)

Oh, Shera! It's terrible. We
must help.

145

ANGLE ON SHERA, SWIFT WIND

Hovering in the night sky.

SHERA
The Crystal Castle is our only
hope now.

**

146 CLOSE ON SHERA

She scans the area very deliberately.

147 POV SHERA - LONG SHOT

The CAMERA PANS the terrain of Bright Moon (remember, it's night), slowly, slowly, slowly, then stops, coming to rest of Sky Dancer, a massive mountain whose peak is totally obscured by thick mist and clouds. HOLD A BEAT, then Ahgo's face appears SUPERIMPOSED, and he speaks in heavy reverb.

AHGO

(heavy reverb)

It will be where you most want
it to be. In plain sight, yet
never seen.

148 ON SHERA, SWIFT WIND

SHERA

That's it! It's got to be!

SWIFT WIND

Where?

Shera points.

SHERA

That mountain! Sky Dancer. Its
peak is always covered by clouds,
always unseen. Head for it, Swift
Wind, quickly!

The unicorn soars upward.

CUT TO:

149 EST PEAK OF SKY DANCER

We can barely see the mountain top through thick mist and clouds.

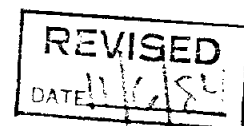
150 ANGLE ON SHERA, SWIFT WIND

In the air, surrounded by mist, looking OS. Suddenly a reaction.

SHERA

Swift Wind, look!

**



151

ANGLE ON CRYSTAL CASTLE

**

Glistening, gleaming, awesomely beautiful amidst the clouds. Here there is no night, thanks to the eldritch glow of the Castle itself. As we WATCH:

**

SWIFT WIND (VO)
But how do we get in?

152

ANGLE ON SHERA, SWIFT WIND

Hovering as they look OS.

SHERA
Ahgo said the Castle had a keeper, remember?
(then she shouts)
Castle! I wish to enter!

**

**

Suddenly a voice comes out of thin air.

LIGHT HOPE (VO)
Welcome, Shera. Long have I awaited your coming. Draw your sword and the Crystal Castle shall open to you.

**

153

ANOTHER ANGLE ON SHERA

She draws her sword, holds it aloft. Suddenly, KAZAK, a beam stabs downward from it.

154

ANGLE ON GEM DOOR OF CASTLE

**

KAWHACKHO, KAWOW, the beam hits the gem and it transforms into a glitzy EFX-filled gateway.

155

CLOSE ON GATE

As it opens fully, Shera flies INTO FRAME on Swift Wind and into a glitzy EFFECT that fills the gate. She disappears through this effect.

CUT TO:

156

INT CRYSTAL CASTLE - CHAMBER OF LIGHT HOPE

**

A crystalline cavern, very beautiful, all shiny and glistening. In the center is a mystic pool of shining water. Shera and Swift Wind stand before the pool.

SHERA
Oh, Swift Wind, it's so beautiful.
And so strange.

**

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And it gets stranger, as there is a rumble and the waters start to seethe. Then suddenly, from out of the pool, rises LIGHT HOPE (see Cast List).

157 ANGLE ON LIGHT HOPE

We HEAR again the booming voice.

LIGHT HOPE

I am Light Hope, spirit of this Castle. I greet you in the name of all Etheria, Princess of Power.

**

158 ANGLE ON SHERA

She speaks up to Light Hope.

SHERA

Light Hope, do you know why I've come?

159 ON SHERA, LIGHT HOPE, SWIFT WIND

LIGHT HOPE

I do.

SHERA

Can you help me save Castle Bright Moon?

LIGHT HOPE

There is only one way. And it is perilous.

SHERA

I'll do anything.

160 CLOSE ON LIGHT HOPE

LIGHT HOPE

Then listen well. At the heart of this planet lies the Great Clock which measures out all time on Etheria.

161 CLOSE ON SHERA

Listening.

LIGHT HOPE (VO)

You must go to the clock and cause it to move faster, thus speeding up time itself. In this way the moons will again shine brightly and Angella will have the power she needs.

**



SHERA
How do I reach this clock?

162 ON LIGHT HOPE, SHERA, SWIFT WIND

LIGHT HOPE
I shall send you there. But
beware, the clock is guarded.

SHERA
I'll be careful. Now, please hurry.

LIGHT HOPE
No sooner said...

And twin beams of light stab out from the eyes of Light Hope. SHKROOOM, they strike Shera and Swift Wind. The SCREEN IS BLOTTED OUT by their brilliance and immediately we

CUT TO:

163 INT CENTER OF THE PLANET OF ETHERIA

The most cavernous, cyclopean chamber yet. And very, very weird. All sorts of strange growths line the wall, bubbles float through the air. It is a 1000-mike acid trip of a place. Floating in midair above an endless abyss is a gigantic clock, very magical and strange looking. A huge pendulum descends from this clock, swings back and forth in a slow, wide arc just above the abyss. In this overview we can just barely make out Shera mounted on Swift Wind, high above the clock. We do HEAR the end of Light Hope's statement.

LIGHT HOPE (VO, con't)
...than donnnne...

164 CLOSE ON SHERA

Looking down, OS.

SHERA
There it is. Down, Swift Wind.

165 WIDER ANGLE - SHERA, SWIFT WIND

Swift Wind dives down toward the clock.

166 ANGLE ON CLOCK FACE

We're closer now. We SEE it has runes instead of numbers. Shera and Swift Wind fly INTO FRAME, hover before it.

SHERA

Now how do I speed it up?

Suddenly there is an OS SCREECH. Shera looks up, reacts.

167
ANGLE ON CLOCK SPIRITS

Toward the top of the clock are three statues of bat-winged, gargoyle-like things. They are now coming to life with wild screeches. They dive to the attack, talons outstretched.

168
ANGLE ON SHERA, SWIFT WIND

Shera draws her sword, Swift Wind rears in the air and whinnies. The first of the Clock Spirits attacks, grabbing the blade. SCREECH! The Spirit presses down on Shera. There is a struggle, then Shera pushes hard and the Spirit flies back OUT OF FRAME.

169
ANGLE ON WALL OF CAVERN

The Spirit flies INTO SHOT and SMASH, KERACK, it breaks into tiny shards that fall downward.

170
ANGLE ON SHERA, SWIFT WIND, CLOCK SPIRIT

Another Clock Spirit comes up behind them, but Swift Wind kicks with her back legs and BADOOM, another Spirit goes flying OUT OF FRAME.

SHERA

Nice work, Swifty.

SWIFT WIND

Look out!

Another Clock Spirit plows INTO FRAME and buffets Shera with a wing, knocking her out of the saddle. She falls as the Clock Spirit continues THROUGH FRAME AND OUT.

171
CLOSE ON SWIFT WIND

SWIFT WIND

Shera!

172
ANGLE ON SHERA

Falling through the air, she grips the sword in both hands.

SHERA

One chance! Got to move just right.

173
WIDE ANGLE - CLOCK, SHERA

The pendulum of the clock is swinging across the abyss. Shera falls toward it. The tip of the pendulum is a crescent.

174
CLOSE ON CRESCENT PENDULUM TIP - SIDE ANGLE

As it swings, Shera drops INTO FRAME and catches its tip on her sword, doing a small slide to the center of the pendulum, hanging on by the sword and sending the pendulum into a fast swing. SWOOOSHH!

175
ANGLE ON CLOCK SPIRIT

It sees Shera has saved herself. It screeches, dives.

176
ON SWIFT WIND

The unicorn flares its nostrils.

SWIFT WIND

Oh, no, you don't.

She dives, too.

177
ANGLE ON CLOCK SPIRIT

Divebombing toward Shera when Swift Wind plows INTO FRAME and sends it flying OUT.

178
ANGLE ON WALL OF CAVERN

Once again, KERSMASH, the Clock Spirit is out of the fight. Its stony limbs fall toward the abyss.

179
ANGLE ON SHERA

Still hanging from the pendulum and swinging through the air.

SHERA

Hmmm. I have an idea. I've got to get this pendulum swinging faster.

She lifts her legs like a gymnast, brings them in front of her.

180
ANGLE - LOOKING TOWARD SHERA'S BACK

On the pendulum, she is headed for a wall of the cavern. She gets there, kicks off it and WHOOSHES back TOWARD CAMERA.

181
WIDE ANGLE - CLOCK, SHERA

The pendulum makes a terrifically fast swing across the abyss and to the other wall.

182
CLOSE ANGLE ON SHERA

She twists her body and again kicks off as the pendulum's arc brings it near the opposite wall.

183
ANGLE ON CLOCK FACE

The hands are spinning quickly now, around and around the dial.

CUT TO:

184
ANGLE ON CASTLE BRIGHT MOON

The struggle goes on, but the good guys are losing. The energy web draws tighter around the castle as its glow fades.

CUT TO:

185
ANGLE ON ANGELLA, GLIMMER, RAZZ

Still concentrating fiercely, the glow coming off them, but Glimmer is shaking, her knees wobbly.

GLIMMER

Mother...power going...can't hold...

FAINT. Glimmer falls to the floor.

RAZZ

I'm afraid I'm going, too.

And she does faint, THUD.

186
CLOSE ON ANGELLA

ANGELLA

Must keep fighting.

But sweat is pouring off the good Queen's forehead. Her teeth are clenched. Even she is hard pressed.

CUT TO:

187
CLOSE ON SHADOW WEAVER

The evil wretch is still pouring on the power.

SHADOW WEAVER

Their power fades. Another moment
and I shall triumph.
(cackling laugh)

CUT TO:

188
INT CENTER OF THE PLANET OF ETHERIA

In an overview of the place, we SEE that the pendulum is nothing but a BLUR now and the clock hands too cannot be seen in their frantic motion.

CUT TO:

189
ANGLE ON ETHERIAN MOONS

No longer dark, they are in their three-quarter stage and as we WATCH, they go into FULL MOON. The CAMERA PULLS BACK, BACK, BACK, showing us Castle Bright Moon below the full moons. And then we VISIBLY SEE beams of moonlight striking the Castle. (NOTE: These beams should be centered on some moon-like symbol on the Castle.)

190
ANGLE ON ANGELLA

The Queen is staggering now, barely able to keep upright, yet still struggling. And suddenly from above she is bathed in moonlight.

ANGELLA

The moons! Their power fills me once again.

And she stands straight and tall, an intense brilliance again emanating from her. Her wings unfurl, she stretches out her arms, her hands cupped. Power crackles within her palms.

CUT TO:

191
ANGLE ON SHADOW WEAVER

Shadow Weaver suddenly staggers, the flow of power from her hands stops momentarily.

SHADOW WEAVER

What? I sense resistance once more!

CUT BACK TO:

192
ANGLE ON ANGELLA

Impossible, her glow has increased again in brilliance. She bristles with power.

ANGELLA

Now by the magic of this Castle,
I command, spell of evil begone!

And ZAAPPP, the power explodes out of her in all directions.

193 EXT CASTLE BRIGHT MOON

The Castle's glow returns, spreads. There is a KABOOOM as the energy web disappears. Only the moon-like glow remains.

QUICK CUT TO:

194 INT SHADOW WEAVER'S ROOM

Shadow Weaver has stopped the flow of power and is shrinking back as the model of Castle Bright Moon glows brilliantly. She puts up her hands to shield herself from the light. Then, KAWHOOM, the model also explodes and she is thrown OS.

195 ANGLE ON SHADOW WEAVER

Crumpled up in one corner, hand to her forehead as she feels the effects of the backlash.

SHADOW WEAVER

I have failed! But how...how?

QUICK CUT TO:

196 ANGLE ON HORDE TROOPERS, DESTRUCTO TANKS

A few Horde Troopers beside a tank are also shielding their eyes from the glow of the Castle.

197 ANGLE ON ANGELLA

Outside the castle now, her wings spread, her body still glowing. She is looking down OS.

ANGELLA

Back to your holes, Hordesmen. You will not have Castle Bright Moon this night.

And she extends her arms. A huge beam of magical light arcs out of her fingers.

198 ANGLE ON HORDE TROOPERS, TANKS - WIDE

Troopers and tanks are bathed in the light and in a wink of an eye disappear.

CUT TO:

199 ANGLE ON BOW, KOWL, GLIMMER, RAZZ, BROOM

They are all standing together looking OS. They are on the ramparts of Castle Bright Moon. They all cheer wildly. There should be OS cheers as well.

ALL
(ad lib cheers)
Yay! Hooray! We've done it!

WIPE TO:

200 ANGLE ON LIGHT HOPE, SHERA, SWIFT WIND

Shera and Swift Wind are back in Light Hope's chambers, speaking to the mysterious spirit.

LIGHT HOPE
Castle Bright Moon is saved. And Angella will see that its better protected in the future.

SHERA
We owe you a great debt, Light Hope.

LIGHT HOPE
It was your bravery and hope that won the day. But there is something you may do for me.

201 ANGLE ON SHERA

SHERA
Name it.

202 CLOSE ON LIGHT HOPE

LIGHT HOPE
I wish you to treat this Castle as your personal haven. Visit it often and speak with me. **

203 CLOSE ON SHERA

SHERA
It will be my pleasure.

204 ANGLE ON LIGHT HOPE, SHERA

LIGHT HOPE
Also you must keep the location of the Castle a secret from all others. Will you do this? **

SHERA
If you wish, but--

LIGHT HOPE
There are many mysteries here which must remain hidden until the day Etheria is again free.

**

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205 ON SHERA, SWIFT WIND

SHERA

We'll keep your secret, Light Hope.

206 ON LIGHT HOPE

LIGHT HOPE

And now, join your friends in
celebration. We shall see each
other again soon. Farewell,
Princess of Power.

207 ANGLE ON SHERA, SWIFT WIND, LIGHT HOPE

SHERA

Farewell, Light Hope.

Beams shoot out of his eyes, bathe them . They disappear.

RIPPLE DISSOLVE TO:

208 ANGLE ON MADAME RAZZ, CHILDREN

Madame is wrapping up.

MADAME RAZZ

...and that's how Shera found the
Crystal Castle and made Bright
Moon forever safe from the Horde.

**

GIRL

Do you know where the Crystal
Castle is, Madame Razz?

**

MADAME RAZZ

Dearie my, no. That's Shera's
secret. She promised Light Hope
she would never tell and she
never has.

GIRL

I sure wish I could see it.

MADAME RAZZ

Someday you will. When Etheria is free.

GIRL

I hope that day comes soon.

MADAME RAZZ

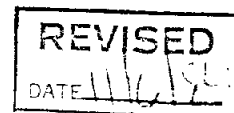
We all do, dearie...we all do.

And Madame Razz hugs the kids. They hug back and we

FADE OUT

THE END
PP #67022

**



SHERA, PRINCESS OF POWER

THE CRYSTAL CASTLE

**

PP #67022

THIRTY SECOND TAG

FADE IN:

OUT

ON LOO KEE

LOO KEE

Hi! It's me again, Loo Kee! Did you find where I was hiding today? If not, take another look.

SCENE FROM SHOW - HOLD FOR VIEWERS TO LOOK

LOO KEE (VO)

See me now?

ANOTHER ANGLE

HOLD THREE BEATS, then Loo Kee is revealed and waves.

LOO KEE #2

Here I am! You know, sometimes just because a person looks or talks different...

SCENE FROM SHOW - SHERA, AHGO, TROLL #1

LOO KEE (VO, con't)

...some people say bad things about them.

ANGLE ON LOO KEE

LOO KEE #2

That's really silly! Wouldn't it be a pretty dull world if we were all alike? Bye now! See you next time!

FADE OUT

209-215
216

17

318

219

220

REVISÉ
DATE 10/18/84

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REVISÉ
DATE 11/16/84

REVISÉ
DATE 2/2/85

REVISÉ
DATE 2/2/85