

SHE-RA™

Princess of Power™

"INTO THE DARK DIMENSION"

PP #67039

NOVEMBER 2, 1984

REVISED: February 20, 1985
PAGE: 40

REVISED: March 6, 1985
PAGE: 40

REVISED: July 8, 1985
PAGE: 40

PP #67039
Specific Revisions
July 8, 1985

Pg 40, SC 196 - DELETE first paragraph of Loo Kee dia
"I've come out...in your world - drugs!"

ADD NEW first paragraph - "Instead of playing...
a very big problem - drugs!"

PP #67039
Specific Revisions
March 6, 1985

ALL NEW TAG

SHERA, PRINCESS OF POWERINTO THE DARK DIMENSIONPP #67039CAST LIST

ADORA

SHERA

BOW

FROSTA (no lines)

MADAME RAZZ

BROOM

GLIMMER

KOWL

HORDAK

CATRA

SCORPIA

SHADOW WEAVER

HORDE TROOPER

THE DARK ONE - inhabitant of a shadow-dimension. Huge, winged, with tremendous powers. (Its looks are reminiscent of the winged being in Night On Bald Mountain in FANTASIA.) A highly unstable being who clings to the shadows.

MAOWSER - a cute, furry, bearish creature with a propensity for disappearing (literally) when threatened.

QUEEPER - another cute animal. No lines, only mewing noises.

CENTAPOD - a centipede-like creature. No lines, just roars.

SHERA, PRINCESS OF POWER
INTO THE DARK DIMENSION

PP #67039

ACT ONE

FADE IN:

1
EXT FRIGHT ZONE - ESTABLISHING

We TRUCK IN on the dark headquarters of the Horde -- and all is not right. Bright FLASHES and SFX BLASTS rock the place. The CAMERA SHAKES with the sounds of confrontation and explosions. All under:

HORDAK (VO)

Get them! Now is our chance!
Press the attack!

DISSOLVE THROUGH TO:

2
EXT FRIGHT ZONE - STAND OF TREES

At the very border of the Zone. We can SEE some of the huge supports nearby that hold up the gigantic complex. And there, among the trees, we SEE ADORA and BOW and, fluttering nearby, KOWL. They duck as a couple of BLASTS INCOMING FROM OS hit the ground near them. WHAM! WHAM!

ADORA

Those shots are getting too close!

KOWL

If we were on the next planet
they'd be too close for me!

3
ON BOW

Peeking out from around a tree, BLASTS shooting past his head.

BOW

They've got us pinned down!

4
HIS POV

Where we SEE FROSTA putting the last touches on an ice-wall, from behind which GLIMMER is throwing light blasts OS. Incoming bolts STRIKE the ice wall. CAMERA SHAKES.

11014/135JMS

BOW (VO, con't)
Glimmer, Frosta --

5 ANGLE ON MADAME RAZZ

Crouched down behind a tree, BOLTS striking the ground all around her and Broom. She seems oblivious to them. Broom looks especially anxious, watching as Razz works out a spell.

BOW (VO, con't)
-- even Madame Razz!

RAZZ
No, I think it was Razzle Dazzle,
Make 'em Frazzle -- no, wait a
minute -- ah -- Rickum Ruckum --
oh, dearie my!

6 REVERSE ANGLE

Where a line of six Horde Troopers, batons in hand, fire away. Scorpia stands beside them.

SCORPIA
That's it! Keep firing! We've got
them pinned down!

7 MEDIUM ON BOW

His bow in hand, eyes narrowed. A BOLT zips past him.

BOW
Well, I've had just about as much
of this as I can take! So what
if we're outnumbered?

8 INSERT - ON HIS BOW

As it turns into a stringed instrument, the combow.
(Harp-like.)

BOW (OS)
My little combow makes me the
equal of six of them!

9 And his hand ENTERS FRAME, stringing six arrows.

ON BOW

As he raises the combow and fires all six arrows at once,
with a musical TWANG!

BOW
Chew on these, tin-heads!

10 WIDE ON LINE OF TROOPERS - INCLUDE SCORPIA

As ZOOP! the six arrows shoot directly into the muzzles of the Troopers' blast batons. Scorpia looks aghast.

SCORPIA

Uh, oh! Run!

And the Troopers drop their batons and run OUT OF FRAME as, an instant later, the batons EXPLODE. When the smoke clears, there's a deep trench where the batons used to be.

11 ANGLE ON BOW, KOWL, ADORA

As Bow relaxes, cockily, against the tree. Adora shakes her head.

BOW

Ah, the sound of retreating Hordesmen. It's music to my ears.

ADORA

If I were you, Bow, I wouldn't relax yet. Look!

She points OS. He looks in the direction she indicates.

12 HIS POV - THE TRENCH

Where are now a dozen Troopers. They fire a barrage of baton blasts OS.

13 ANGLE ON BOW

As he ducks back out of the way of several incoming blasts.

BOW

Terrific. Just whose bright idea was it to lead a direct attack on the Fright Zone anyway?

And Kowl flutters INTO FRAME, landing on his shoulder.

KOWL

Yours. It's the last thing they'd expect, you said. You'd have to be crazy to try something like this, you said.

BOW

(considers it)
Well, I was right, wasn't I?

14 ANGLE ON HORDAK, CATRA

Who are standing beside a rather nasty-looking piece of machinery. It resembles a beam-projector. Because that's what it is. They look OS to where Shadow Weaver ENTERS FRAME.

SHADOW WEAVER

All is ready, Master Hordak. The rebels are pinned down. Shera will have to show up soon.

HORDAK

Excellent. And then we can pull our little surprise on her. Be ready when I give the signal!

And he EXITS FRAME.

15 TWO SHOT - CATRA AND SHADOW WEAVER

As they turn to each other after watching Hordak leave.

SHADOW WEAVER

Good. I've been looking forward to trying out my new spell all month!

CATRA

Your spell?! Hordak was talking about my new Dark Blaster. That's the surprise!

SHADOW WEAVER

My spell.

CATRA

My Dark Blaster!

16 MEDIUM - ADORA, KOWL

As they look to one another.

KOWL

Well, I'm without a solution. Any ideas, Adora, how we'll -- YEOWWWW!

And he and Adora dive out of the way of two incoming blasts.

17 ON BOW

Standing up from behind his cover, looking mad.

BOW

All right, that does it! They can shoot at me all they want, but nobody shoots at my bird!

18

WIDEN TO INCLUDE KOWL AND ADORA

As Bow strings his combow with a fistful of arrows.

BOW

So, take --

And an incoming baton blast hits him, throwing him OUT OF FRAME to an OS CRASH.

ADORA

Bow!

BOW (OS, con't)

(zapped)

-- that!

And they run OS in his direction.

19

ANGLE ON TREES

As Adora drags Bow behind a large tree, sheltered from the INCOMING BLASTS that continue to ZING! all around them. We SEE that Bow is groggy, but basically all right.

KOWL

Adora! How is he?

BOW

(fazed/groggy)

My father always said, "Stick with music, m'boy, and you'll always be popular."

And he passes out.

20

ON ADORA

Standing, as Kowl FLUTTERS INTO FRAME.

ADORA

He'll be all right as soon as the effects of the stun beam wear off. Meanwhile, this gives me the chance I've been looking for -- to do this!

And she reaches for her sword.

ADORA

For the honor of Grayskull!

21

TRANSFORMATION SEQUENCE

Adora is transformed into Shera.

SHERA

I am Shera!

22 ANOTHER ANGLE

As Shera leaps toward a tree branch, swings around and around at an incredible rate, then shoots OUT OF FRAME.

23 WIDE ON HORDAK - EMPTY AREA

As Shera lands right in front of him, pointing at him.

SHERA

All right, Hordak. The fun's over.

HORDAK

Shera -- what a pleasant surprise.

24 ON CATRA, SHADOW WEAVER

As Catra leaps into the control chair of the Dark Blaster.

CATRA

That's it -- "surprise." That's my cue.

SHADOW WEAVER

You mean, my cue to cast my spell!

And she begins to make conjuring motions.

25 TWO SHOT - HORDAK AND SHERA

Facing off.

SHERA

You heard me, Hordak! Call off your Troopers -- or I'll bring this whole place down around those metal ears of yours.

HORDAK

Go ahead and try. Right now, it's just you, and me...and my -- surprise!

26 ON CATRA, SHADOW WEAVER

Positioned as before.

CATRA

Now! Time for my machine!

And the Dark Blaster fires a continuous BOLT OS.

SHADOW WEAVER

No! My magic!

Shadow Weaver casts a long, lightning-like bolt OS -- the two of them crackling THROUGH SCREEN.

27 WIDE ON HORDAK, SHERA

As they're suddenly surrounded by the crackling energy of the two bolts. They're engulfed as by a whirlwind of power.

HORDAK

No! Not both of you! Stop!
Stoooooooooppppp!

And there's a fierce EXPLOSION as the whirlpool of power swallows them, and they disappear with a BANG!

28 ANGLE ON CATRA, SHADOW WEAVER

As the bolts from (respectively) the machine and her hands stop. They look to one another, wide-eyed.

CATRA/SHADOW WEAVER

(together)

Oops!

29 ON EMPTY PATCH OF GROUND

Where Hordak and Shera stood a moment earlier, and where now only a wisp of smoke rises, as a Horde Trooper ENTERS FRAME from one side, and Glimmer ENTERS FRAME from the other, looking down at the ground. Glimmer looks stunned.

HORDE TROOPER

But -- where did they go?

RIPPLE DISSOLVE TO:

30 INT DIMENSIONAL TRANSIT ZONE

(SEE MU #66130 AND PP #67015 FOR STOCK.) Hordak and Shera tumble through the shimmering void, falling, falling.

SHERA

Great going, Hordak.

31 CLOSE ON SHERA

Not very happy.

SHERA (con't)

Looks like that little surprise of yours tore a hole open in space and time, and pulled us into a dimensional void.

HORDAK (OS)

And what does that mean?

32 WIDEN TO INCLUDE HORDAK

Both still tumbling downward, ever downward.

SHERA

It means that I don't know where we are, I don't know where we're going, and we won't know where we are when we get there.

HORDAK

Hmmm...Just like being in the Horde army.

He looks down.

33 HIS POV - INCLUDE HORDAK'S FEET

As the ground rushes up to meet them.

HORDAK

Well, how friendly. The ground is coming up to meet us!

34 TWO SHOT - SHERA AND HORDAK

SHERA

Typical. You always were a -- crashing bore, Hordak.

HORDAK

Laugh all you want, Shera! I have no intention of crashing!

35 ANGLE ON HORDAK

As the lower half of his body turns into a drill, the bit-end pointed downward, and begins spinning.

HORDAK

I'll just drill my way down!
That should take care of the impact.

36 ON SHERA

Who holds out her sword.

SHERA

What a good idea!

HORDAK (OS)

(false sympathy)
Thank you. Too bad you can't do the same!

SHERA

Don't bet on it, Hordak!

And she does a flip so that she's now pointing downward, the tip of the sword aimed at the ground. She begins spinning so fast that she's nearly a blur.

37 ANGLE ON GROUND

As Shera and Hordak drill through the ground as if it were tissue paper, swiftly vanishing from sight.

CUT TO:

38 INT UNDERGROUND CAVERN - ROOF

Where there's a RUMBLE, then the CAMERA SHAKES as both Shera and Hordak burst through, dropping DOWN OS.

39 WIDE ON SHERA

Leaping from stalactite, to boulder, to ground, safe.

SHERA

Made it!

40 ON HORDAK

Whose lower half returns to normal, and helicopter blades sprout from his back, lowering him gently to the ground.

HORDAK

There! Now to pick up where we left off!

41 ANOTHER ANGLE - INCLUDE SHERA

Who looks to him with surprise.

SHERA

You've got to be joking! Before we spend time fighting each other, don't you think we ought to find out where we are, and how we're going to get home?

HORDAK

Hah! I am a Horde soldier! I can fight anywhere! What difference does it make where we are?

42 MEDIUM ON HORDAK

As Hordak speaks, three thin, delicate tendrils, each supporting an eye, appear from behind a rock, just behind him.

HORDAK

If you've seen one planet, you've seen them all! There's nothing different about this one.

And he turns around, sees the eyestalks. They gave eye to eye to eye for a second. The stalks blink. Hordak points at them.

HORDAK

Except that, of course. Boo!

And ZOOP! they retreat back into their rock. Hordak turns back to look to Shera -- and as he does, the three eyestalks rise again, only we SEE that they belong to an incredibly long, huge centipede-like CENTAPOD that is rising out of the ground. Hordak's unaware of this.

HORDAK

There, you see?

43 CLOSE ON SHERA

Eyes wide, watching as the Centapod rises toward the cavern roof.

HORDAK (OS, con't)

Nothing to worry about.

SHERA

Wrong again, Hordak -- as usual.

44 UPSHOT ON HORDAK

PANNING UP to where we SEE the Centapod towering above him, its tentacles waving. (NOTE: We should SEE some long stalactites hanging from the ceiling in this SHOT.) Hordak shakes his head.

HORDAK

(sighs)

Why me?

45 And WHAP! one of the tentacles grabs him and lifts him UP OS.

ON CENTAPOD'S FACE

(What thee is of it.) As Hordak is pulled up, and again finds himself eye to eye with the creature. It ROARS.

CENTAPOD

(roars)

46 ANGLE ON HORDAK

Snarling.

HORDAK

Bah! You'll find it's easier to catch Hordak --

And CLICK! SNAP! he transforms into his jet mode.

HORDAK (con't)

-- than it is to hold him!

And with a BLAST he shoots out of the thing's grasp, rocketing OUT OF FRAME.

47

WIDE ON SHERA

As Hordak rockets THROUGH FRAME, saying:

HORDAK

Now it's your turn!
(laughs)

And he EXITS FRAME to an OS CRASH.

48

ANGLE ON CAVERN WALL

Where Hordak is visible, half-embedded in the wall. He struggles to free himself, and does, landing with a WHAM!

49

WIDE ON SHERA, CENTAPOD

As it towers above her.

CENTAPOD

(roars)

SHERA

All right, big fellow -- what do you say we try to solve this reasonably?

50

MEDIUM ON CENTAPOD

As it rears back, tentacles whipping around it, roaring.

CENTAPOD

(roars)

SHERA

I was afraid you were going to say that!

And the creature bends down for her.

51

MEDIUM ON SHERA

As she leaps away from an INCOMING TENTACLE, somersaulting OUT OF FRAME.

52

ANGLE ON GROUND

Where Shera lands on her feet, sword in hand.

SHERA

Looks like we're going to have to find some way to keep you out of trouble.

And she looks up OS.

53 HER POV - CAVERN CEILING

Where a circular row of stalactites hang from the stony roof.

SHERA (con't)

And those stalactites might be just the key to putting you behind bars for a while.

54 ON SHERA

SHERA

Here goes!

55 And she throws the sword OS.

WIDE ON STALACTITES

As the sword hits the base of the long, pointed spikes, knocking them loose. They tumble DOWN OS.

56 MEDIUM ON CENTAPOD

ROARING as the stalactites drop into the ground in a circle around it, BAM! WHAM!, forming a makeshift pen.

CENTAPOD

(roars)

SHERA (OS)

There, now!

57 ANGLE ON SHERA

Standing near the base of the stone pen. She catches her sword.

SHERA (con't)

That ought to hold you for a while.

HORDAK (OS)

At least, long enough for us to finish what we started!

And suddenly they both look up and around at the sound of an OS VOICE that booms all around them, laughing.

DARK ONE (OS)

(reverb - laughs & laughs)

58 CLOSE ON HORDAK

Eyes narrowed, looking steamed. (LAUGHTER CONTINUES.)

HORDAK

(disbelief)

Wha-- who dares laugh at Hordak?! Show yourself!

DARK ONE (OS)

(reverb - laughs harder)

59 CLOSE ON SHERA

Looking around for the source of the laughter.

SHERA

Whoever he is -- whatever he is -- at least he's got a sense of humor.

60 ANGLE ON CAVERN WALLS

As we PAN ACROSS the walls, searching for the source of the laughter. We END PAN on the imprisoned centapod, all UNDER the laughter. And suddenly -- the centapod DISAPPEARS WITH A FLASH.

SHERA (VO)

The creature -- it disappeared!

41 WIDE ON SHERA, HORDAK

Standing not far apart as they HEAR:

DARK ONE (OS)

(reverb)

The creature served its purpose, but now it no longer amuses me. So I sent it back to the pit it came from.

SHERA

And just who are you?

42 WIDE ON CAVERN WALL

As the huge wall that dwarfs our unlikely pair slides away with a RUMBLE and CAMERA SHAKE to REVEAL THE DARK ONE. And it's got to be BIG! It's dark, shadowed, malevolent -- perhaps obscured a bit by mist. Think of the bat-thing unfurling its wings in Night On Bald Mountain in FANTASIA. It opens its wings, blinks its yellow, baleful eyes, parts its wide mouth.

DARK ONE

I -- am the Dark One! And this -- is my home. A world between worlds.

43 CLOSE ON SHERA, HORDAK

Listening.

DARK ONE (OS, con't)

A place neither here, nor there.
A time between yesterday, today,
and tomorrow.

44 WIDE ON THE DARK ONE

Visible beyond the opened wall.

DARK (con't)

I walk the shadowed places between night and day, I stalk the corridors of empty cities, I feed on fear -- and I play my games.

45 TWO SHOT - SHERA, HORDAK

SHERA

And what do you want with us?

HORDAK

Release us now -- or face my anger!

CC ON DARK ONE

DARK ONE
(disbelief)
You? Threaten me?
(laughs)

And a huge lightning bolt shoots OUT from the Dark One.

47 WIDE ON SHERA, HORDAK

As they dive in different directions to escape the lightning. It STRIKES from OS. SFX: THUNDER.

C8 WIDE ON DARK ONE

A clawed hand appearing amid the shadows.

DARK ONE
Know this, and know it well:
With but a thought, I can destroy
your worlds. Horde World will
live in Darkness forever, and
Etheria -- ah, but you don't want to
hear about that.

49 ON SHERA

Drawing her sword.

SHERA
You still haven't told us what you
want with us.

DARK ONE (OS)
You have trespassed into my world --
and you must pay the penalty.

70 ON HORDAK

HORDAK
It was an accident, you oversized
raincloud!

71 WIDE ON DARK ONE

TRUCKING IN under:

DARK ONE
Your excuses mean nothing to me.
If you ever want to get out of here,
you must listen closely -- and you
must play my little game.

72 ANGLE ON ANOTHER WALL

Where an entrance slides open, leading to a corridor beyond.

DARK ONE (VO)

Somewhere out there, I have created a door that will take you back to your own world. You have only to find it -- and the key that opens it.

73 WIDEN TO INCLUDE ALL

Shera puts her hands on her hips, considering this.

SHERA

But there will be problems along the way, right?

DARK ONE

Of course. That's where the fun starts. The rules are simple: If you find the way out, you can leave. If not, then you will remain here forever -- as my slaves.

74 CLOSE ON HORDAK

Registering shock and anger.

HORDAK

Slaves? Who do you think you're talking to? No one makes me their slave! I'll fight you every step of the way!

75 WIDEN TO INCLUDE SHERA

Who steps INTO FRAME.

SHERA

That's funny, Hordak -- we feel the same way about you.

HORDAK

(off-guard)
Well that's -- that's different.

SHERA

Is it?

DARK ONE (OS)

Silence!

76 ANOTHER ANGLE - INCLUDE DARK ONE

DARK ONE

Enough talk! The game for your freedom begins -- NOW!

HORDAK

And if we refuse to play this game
of yours? If we stay right here?

77 ON DARK ONE

As it points a claw toward the ceiling.

DARK ONE

Oh, I don't think you'd want
to do that.

And it shoots another massive lightning bolt UP and OUT OF
FRAME.

78 ANGLE ON CAVERN ROOF

Where the bolt hits with a tremendous EXPLOSION. CAMERA
SHAKES. Bits of material start to come down.

DARK ONE (VO)

You see, this cavern is very
dangerous.

79 MEDIUM ON DARK ONE

Its claw retracting, and it turns to them, smiling evilly.

DARK ONE (con't)

But then -- so am I!
(laughs uproariously)

And the huge wall slide across, concealing him from view
again, as debris FALLS INTO FRAME in greater and greater
amounts. Great RUMBLES and CAMERA SHAKES.

80 WIDE ON SHERA, HORDAK

As debris, rocks, stalactites, all kinds of stuff come
crashing down INTO FRAME all around them.

SHERA

The whole cavern is coming down!

81 ANGLE ON SHERA

As she holds up her sword.

SHERA

Sword to shield!

And the sword transforms into a shield -- just in time to
deflect a falling boulder.

82 TWO SHOT - SHERA, HORDAK

As she lowers the shield a bit and looks to Hordak, who is
standing with his arms folded, not moving.

SHERA

We have to get out of here!

HORDAK

No! Hordak does not have to do anything! I'll leave when I decide to leave!

83

WIDEN

As a huge section of roof crashes down beside him, missing by inches. Hordak nods.

HORDAK

And I just decided.

And he heads OS.

84

ANGLE ON DOORWAY

As the two head for it -- when suddenly two huge boulders drop INTO FRAME, blocking the way out. They skid to a stop in front of it.

HORDAK

We're trapped!

SHERA

Not yet, we're not!

85

ON SHERA

As she goes to the boulder, slips her fingers beneath, and starts to raise it.

SHERA

(with effort)

And -- lift!

And the boulder comes up.

86

ON HORDAK

Stopping in front of the other boulder.

HORDAK

I prefer my way!

And CLICK! SNAP! he turns into a jackhammer and begins POUNDING away at the boulder. Cracks appear in it.

87

WIDEN TO INCLUDE BOTH

As Shera tosses the one boulder OUT OF FRAME as Hordak delivers the final hammering that turns the other boulder to dust.

SHERA

Now let's go!

And they head through the doorway.

88 REVERSE ANGLE - OTHER SIDE OF DOORWAY

As they come through from the cavern just in time, as another huge boulder falls behind them, sealing off the cavern. SFX: RUMBLES stop. Shera and Hordak look around.

89 THEIR POV

Tunnels lead off in all directions, mist floats down from holes in the roof, eyes BLINK from deep in the darkness, everything all strange looking.

HORDAK (VO)

It's like a maze! Which way do we go?

SHERA (VO)

I don't know.

90 CLOSE ON SHERA

TRUCKING IN on her concerned face.

SHERA (con't)

All I do know is that whichever path we take...they all lead to trouble.

FADE OUT

END OF ACT ONEPP #67039

SHERA, PRINCESS OF POWERINTO THE DARK DIMENSIONPP #67039ACT TWO

FADE IN:

91 INT LONG UNDERGROUND TUNNEL

We PAN ALONG the tunnel, under:

HORDAK (VO)

We're trapped here! And it's all
your fault!

SHERA (VO)

(shocked disbelief)

My fault?!

92 WIDE ON SHERA, HORDAK

As Hordak fires a blast at her, which she deflects with her sword.

HORDAK

That's right! If it weren't for
you Rebels --

93 ANGLE ON HORDAK

Raising his arms in frustration and anger.

HORDAK (con't)

-- we wouldn't be here right
now! So IT'S ALL YOUR FAULT!

And CLICK! SNAP! his arm changes into a rocket launcher, and he shoots a small rocket OUT OF FRAME.

94 MEDIUM ON SHERA

Who catches the rocket as it ENTERS FRAME.

SHERA

Of course, we also wouldn't
be here if you hadn't invaded
Etheria in the first place!

And she tosses the rocket over her shoulder. It lands with an OS EXPLOSION. She doesn't seem to notice.

95 ANGLE ON HORDAK

As his arm turns back to normal. He shrugs.

HORDAK

Details. Don't bother me with details.

96 ON SHERA

As she lowers her sword.

SHERA

Then let's deal with the situation at hand, shall we?

97 WIDE - INCLUDES BOTH

SHERA

Fact: we're stuck here. Fact: you don't like me, and I'm not real big on you, either. But if we're ever going to get out of here, we've got to work together.

HORDAK

So you're suggesting a truce?

98 ANGLE ON CORRIDOR ROOF

Where a dark cloud forms, and we SEE within it the eyes of the Dark One.

SHERA (VO)

Yes, just until we get out of here.

DARK ONE (VO)

(to himself)

Oh, this is turning out to be a most interesting little game!

And the cloud PHASES OUT again.

99 ON HORDAK

Rubbing his chin thoughtfully, considering it.

HORDAK

Hmmm...A truce. All right, Shera -- you've got a deal.

100 WIDEN TO INCLUDE SHERA

As she heads OS.

SHERA

Then let's get going. The sooner we're out of here, the better I'll like it.

101 CLOSE ON HORDAK

HORDAK

(to himself)

Yes, but when the time comes, I'll make sure that only one of us gets back to Etheria...me!

And with that, he too heads OS.

WIPE TO:

102 INT ANOTHER HUGE CAVERN

We PAN the circular walls, encountering first a small (man-sized) opening at one end, and at the other, Hordak and Shera, and near them, a tremendously large drawbridge, currently drawn up to seal off the next chamber or cavern or whatever's behind it. There is a circle of running water (a moat) in front of the drawbridge, and a huge headpiece/bust at the very top, above the drawbridge. (NOTE: There is a star-shaped hole, man-sized, just to one side of the drawbridge.) We PAN this under:

SHERA

Looks like there's just two ways to go from here -- through that opening over there, or through the drawbridge.

103 TWO SHOT - HORDAK, SHERA

HORDAK

Then we'll use the opening. It's easier.

And he heads OS. Shera shakes her head.

SHERA

Which is precisely why I don't trust it. It's too easy.

104 ANGLE ON HORDAK

Who looks back over his shoulder at her.

HORDAK

So?

105 CLOSE ON SHERA

SHERA

So this Dark One who sent us here may be strange, but I'm betting that he knows one of the most important rules in life.

106 WIDEN TO INCLUDE HORDAK

Now facing her.

SHERA (con't)

That freedom never comes easy.
Now come on.

With that, Shera heads toward the drawbridge. Hordak shakes his head, and reluctantly follows her.

HORDAK

All right -- we'll play it
your way...for now.

107 OTS - THE DRAWBRIDGE

As Hordak comes INTO SHOT.

HORDAK

I don't see any way to open it --
so there's only one thing to do!

CLICK! SNAP! Helicopter blades sprout from his back, and his head takes on a bullet-shape -- he looks, to all intents and purposes, like a (sorta) human battering-ram. He lifts off, hovers.

HORDAK (con't)

Break it down!

And he shoots OUT OF FRAME.

108 ON SHERA

As Hordak shoots THROUGH FRAME.

SHERA

No! Hordak, wait! Look,
the draw --

109 ON HORDAK

Rocketing forward.

HORDAK
 (interrupting)
 Ha! Hordak waits for nothing!

110 ANGLE ON HEADPIECE/BUST ABOVE DRAWBRIDGE

As suddenly its eyes light up, and two BEAMS shoot OS.

111 WIDE ON HORDAK

As the beams hit, and he's frozen -- then turned around by the beams and shoots OS in the opposite direction.

HORDAK
 No! Those beams -- turning me
 around! Nooooo!

And WHAM! there's an OS CRASH.

112 ANGLE ON WALL

As Hordak (same as before) is halfway embedded in the wall, then pulls himself out, landing with a WHAM! on the ground. He shakes his head.

HORDAK
 That's the last time anyone does
 that to me!

113 ON SHERA

Arms crossed beside the star-shaped boulder on the ground.

SHERA
 It wouldn't have happened at
all if you had listened.

She taps the boulder with the tip of her sword.

SHERA
 This boulder is the size and shape
 of that opening by the drawbridge.
 Just like a key...

114 ANGLE ON HOLE BY DRAWBRIDGE

And son of a gun, it is the same configuration.

SHERA (VO, con't)
 Which means that it just might
 unlock it!

115 ON SHERA

As she picks up the huge rock.

SHERA
 (with effort)
 Only one way to find out!

116 ON HORDAK

Shaking his head.

HORDAK
 You'll never do it! No one can
 hit a target that far away, with a
 -- rock!

117 MEDIUM ON SHERA

Holding the huge boulder, end pointing toward the
 drawbridge, over her head.

SHERA
 (with effort)
 Then keep your eyes open, Hordak --
 maybe you'll learn something!

And she throws the boulder OUT OF FRAME.

118 ANGLE ON HOLE IN WALL

As the boulder sails right into the "keyhole." WHAM!

119 WIDE - SHERA, HORDAK, DRAWBRIDGE

And the drawbridge lowers, REVEALING a long passage on the
 other side. It hits the other side with a BAM!

120 WIDE ON DRAWBRIDGE

As Shera, followed by Hordak, cross the bridge the bridge
 THROUGH FRAME.

SHERA
 See? All you have to do is
think.

HORDAK
 I'm a Horde Commander! I'm
 not supposed to think!
 (realization)
 What am I saying?

SHERA
 (laughs)

CUT TO:

121 INT JWELED CAVERN

Where we SEE two (more or less) circular, but highly distorted staircases -- one leading up, one down, after many a twist and turn. (Very Salvador Dali-ish.) Between them is a furry, soft looking critter, the almost teddy-bearish MAOWSER. It looks up as it, and we, HEAR:

SHERA (VO)

Hmmm...Upstairs, downstairs --
which way now?

122 ANOTHER ANGLE - INCLUDES ALL

As Shera and Hordak ENTER FRAME, approaching the Maowser.

MAOWSER

(tentatively)

I -- I can tell you! But only if
you bring me some berries!

And it points UP OS. They look in the indicated direction.

123 THEIR POV - JEWEL CAVERN ROOF

Where a slender vine rich with fruitberries hangs far above.

SHERA (OS)

They're too far up for me to
use my sword without damaging
the berries.

124 TWO SHOT - SHERA AND HORDAK

As they look to one another.

SHERA (con't)

So I guess that leaves you, Hordak!

HORDAK

Me? Why should I? Why don't we
just make him tell us!

125 ON MAOWSER

As it looks frightened -- and starts to fade away.

SHERA (VO)

That's why! You scared him!

(calling)

Come back! He won't do that,
I promise.

And the Maowser returns, smiling.

MAOWSER
Now -- my berries? Please?

126 ANGLE ON HORDAK

Looking really steamed, arms crossed.

HORDAK
Oh...all right!

And CLICK! SNAP! he turns into his rocket form and shoots
OUT OF FRAME.

127 UPSHOT ON BERRIES

As Hordak ENTERS SHOT, hovers, grabs the vine, and shoots
DOWN OS.

128 WIDE ON SHERA, MAOWSER

As Hordak lands, TRANSFORMS BACK, and hands the vine to
Maowser.

HORDAK
Here! Just -- don't thank me.
I don't think I could stand it.

129 ON MAOWSER

As it plucks berries, pops them into its mouth, all under:

MAOWSER
(chewing)
If you want to go out, you go up!

SHERA (OS)
Thanks.

130 TWO SHOT - SHERA, HORDAK

As Hordak heads toward the down-staircase.

SHERA
Where are you going?

HORDAK
If he says take the up staircase,
I'm going down!

131 WIDE ON STAIRCASE (DOWN)

As Hordak approaches.

HORDAK (con't)

He got what he wanted, so he has no reason to tell us the truth. So he has to be lying. So -- we go down!

And at that moment, the staircase turns into a huge, coiling serpent. It HISSES at Hordak.

HORDAK

On second thought, up sounds good!

And he heads OS in time to avoid the serpent's SNAP!

132 MEDIUM ON SHERA

As Hordak ZIPS INTO FRAME.

SHERA

You know what your problem is? You lie all the time, so you naturally think everyone else does. But people can tell the truth -- even when they don't have anything to gain.

HORDAK

Why is it that with you, everything always come down to good and bad, right and wrong?

133 ANGLE ON MAOWSER

Contentedly munching away.

SHERA (OS)

Because when you get right down to it, every big decision involves knowing right from wrong.

134 CLOSE ON HORDAK

HORDAK

Ha! Then I'm in great shape! I don't know right from wrong!

135 TWO SHOT - SHERA, HORDAK

As Shera looks somber for a moment.

SHERA

Yes, and when I think of that, it's the only time I feel sorry for you. Now -- let's go.

And she heads OUT OF FRAME, leaving a flabbergasted Hordak.

HORDAK

What? Listen here, no one feels
sorry for Hordak! I won't have it!
I -- er -- or, drat!

And he, too, heads OS. In the emptiness left behind, we SEE
the cloud-face of the Dark One.

DARK ONE (VO)

An interesting pair, these two.
They make for quite a game!
(laughs)

RIPPLE DISSOLVE TO:

136 MONTAGE

RIPPLE DISSOLVE BETWEEN EACH CUT:

137 INT SWAMP - UNDERGROUND

As a huge BUGTOR, a bug monster, snaps alternately at Shera
and Hordak.

DARK ONE (VO)

Why don't they give up!

138 ANGLE ON SHEER WALL

As Shera climbs up, using her rope, and Hordak jets past
her.

DARK ONE (VO)

They'll never escape me!

139 INT LOW ROOM

Where Shera and an impatient-looking Hordak are speaking to
a group of MUSHROOM PEOPLE -- who all point in different
directions.

140 DX: DARK ONE'S FACE

TRUCKING IN under:

DARK ONE

You're mine, do you hear? Mine!
Forever!
(laughs)

WIPE TO:

141 INT SWAMPY AREA

Where Shera sits on a log of sorts, and Hordak is on a rock.
They look somber and tired.

SHERA

How long have we been down here,
I wonder. Day? Weeks? Months?

142 UPSHOT - ANGLE ON WALL, BRANCHES

Where a small animal, a QUEEPER, is caught way up in the high branches. It has a red jewel in its forehead. It makes MEWING NOISES.

HORDAK (OS)

No way of telling. Why?
Getting tired? Ready to give up?

QUEEPER

(mewing noises)

143 ON SHERA

As she stands, resolute.

SHERA

Never. Just -- curious.

QUEEPER (OS)

(mewing noises)

Shera looks UP OS at the sound of the Queeper.

SHERA

What is that?

144 HER POV - UPSHOT

Where, high above, the Queeper struggles among the branches.

SHERA (VO)

Oh...the poor dear's stuck!

145 ON HORDAK

Making a face.

HORDAK

(mimicking)

"Oh, the poor dear's stuck." Blecch!
Give a break! So are we! Leave it
be, for all I care. It's too risky.

146 WIDE ON SHERA

As she begins climbing the wall.

SHERA
 (with effort)
 Hordak -- you don't tell me how to
 do my job, and I won't tell you how
 to be a power-mad, narrow-minded
 fool, all right?

And she climbs OUT OF FRAME.

147 ON HORDAK

HORDAK
 (nodding)
 Fine.
 (double take)
 Waitaminnit -- what did you say?

SHERA (OS)
 Forget it.

148 DOWNSHOT ON SHERA

With the ground far below. She looks down, then continues.

149 WIDE ON QUEEPER

As Shera climbs INTO FRAME and eases the Queeper out of the
 tangle of branches.

QUEEPER
 (mewing noises)

SHERA
 There you go. Now you can --

And suddenly the Queeper disappears. Only the jewel from
 its forehead remains, floating away from her into the air.

SHERA (con't)
 Why, it disappeared!

DARK ONE (VO)
 That's right! And you've just
 ruined my game! How could you?

150 ANGLE ON WALL

The wall disappears, REVEALING the Dark One in all his
 majesty.

DARK ONE
 That was the test of mercy, the
 final one. In a thousand years,
 no one has ever put aside their
 own problems long enough to help
 someone else -- until now!

151 ANGLE ON SHERA, HORDAK

As the jewel splits into three parts. The two small parts float near them, and the third expands into a shimmering dimensional gate.

SHERA

You mean -- we're free to go?

DARK ONE

(impatiently)

Yes, yes -- you've won. Just my luck to run into someone who isn't selfish.

152 CLOSE ON TWO JEWELS

DARK ONE (OS)

Each of you take one of these jewels. They will allow you to return to your own world through the gate.

Suddenly, Hordak's elongated hand reaches INTO FRAME, and he snatches up both the small jewels.

HORDAK (OS)

Thanks for the information!
I'll take -- both of them!

153 WIDE - SHERA, HORDAK

As he clutches the jewels, standing far apart from her.

SHERA

Hordak! I thought we had an agreement!

HORDAK

We did! I just cancelled it! I'm taking these, and leaving you stranded here, forever! Now, out of my way!

CLICK! SNAP! he sprouts helicopter blades and ZOOMS OS.

154 ON SHERA

SHERA

Oh, no you don't! Sword to rope!

The sword transforms into a rope. She throws one end OS.

155 ANGLE ON HORDAK

As he flies THROUGH FRAME, and the rope ENTERS FRAME and wraps around his propellor. The blade stops, and he suddenly begins spinning, the jewels flying BACK and OS.

156 ANGLE ON SHERA'S FEET

Where one of the two jewels rolls to a safe stop -- but the other falls into a crack and disappears. There's a BEAT, and a distant small SPLASH from within the crack as Shera bends down INTO FRAME and picks up the single remaining jewel, saying:

SHERA (OS)

Well, Hordak, thanks to your selfishness there's only one jewel left.

157 WIDEN TO INCLUDE ALL

As Hordak stands, starts toward Shera.

HORDAK

That's mine!

DARK ONE

No! It has been decided.

And suddenly, Hordak is encased in a force field. He beats at it with his fist.

HORDAK

What -- a force field!

DARK ONE

You may go, Shera -- but the other must stay...as my slave.

158 ANGLE ON SHERA AND GATE

As she starts for the opening, then stops and turns, facing the Dark One.

SHERA

No. I can't do it. I won't allow anyone to become a slave -- not even Hordak.

159 ANOTHER ANGLE - FAVORS HORDAK IN FIELD

As Shera ENTERS FRAME beside him.

SHERA

Either both of us go -- or neither of us goes back.

HORDAK
(stunned)
You -- you would do this for me?

SHERA
Don't mention it -- or I may change
my mind.

100 CLOSE ON DARK ONE

Grinning evilly.

DARK ONE
Then you will both -- stay.

SHERA (OS)
Wrong. We're both leaving.

DARK ONE
Then you will have to get
past me!

And it creates a mass of ball lightning -- and it turns into
a lightning bolt that shoots OS, in a CONTINUOUS flow.

101 ON SHERA

Who blocks the beam with her sword, which absorb the energy.

SHERA
I accept the challenge.

DARK ONE (OS)
Good. Let's see how much of my
power you can stand --

102 CLOSE ON DARK ONE

As the flow of lightning-energy grows stronger.

DARK ONE (con't)
-- before you kneel before me in
surrender!

SHERA (OS)
Never!

103 WIDE - SHERA, HORDAK

Hordak still in the force field, Shera forcing her sword
against the powerful force pressing her back.

HORDAK
It's useless. How much power can
even you absorb?

SHERA
 (with effort)
 I don't know, but I'm about to
 find out!

And her sword begins to glow! The glow spreads back, into her arm -- until that, too, glows.

104 CLOSE ON SHERA

As the glow spreads up into her neck and face, which shows the terrible strain she's under.

SHERA
 (great effort)
 Have to -- hold on! Can't give up!

And she begins to glow like a miniature sun!

105 ON DARK ONE

Looking as surprised as the figure will permit.

DARK ONE
 Impossible! No one has ever
 withstood such an attack. What
 manner of woman is this?

And it stops the lightning barrage.

106 WIDE ON SHERA

Seething with power -- almost a negative image of herself against the glow that surrounds her.

SHERA
 (dazed)
 Must -- get rid -- of this power!

107 ON HORDAK

The force field barely holding him back.

HORDAK
 The Dark One! Use it against
 the Dark One! Get your revenge!

108 ON SHERA

SHERA
 No!

And she turns -- and a tremendous, continuous stream of energy shoots out of the powersword.

169

ANGLE ON WALL

As the beam of power hits -- and blows a hole in the wall the size of Newark.

170

ANGLE ON SHERA

Barely standing, definitely out of it.

DARK ONE (OS)

Such power! And yet you chose not to harm me! You chose to endanger yourself rather than abandon an enemy!

171

ON DARK ONE

Shaking its head.

DARK ONE

Your heart is as great as your courage!

172

TWO SHOT - HORDAK, SHERA

As the force field around Hordak vanishes and Shera stands, rising INTO FRAME.

DARK ONE (VO)

You have won not only your own freedom, but that of your companion. Go now, and return to your world.

And a jewel apiece appears in their hands.

SHERA

(wearily)

Thank you. Come on, Hordak -- let's go.

And she heads OUT OF FRAME. Hordak looks up at the Dark One.

HORDAK

Hmph!

173

ANGLE ON GATE

As they both enter the gate and disappear.

RIPPLE DISSOLVE TO:

174

EXT FRIGHT ZONE

Just enough to SEE where we are, under:

SCORPIA (VO)
Search everywhere! We must find
Hordak!

175 EXT OPEN FIELD

As we PAN from where, on one side, stand Scorpia, Catra, Shadow Weaver, and several assorted Horde Troopers, to where we find Bow, Glimmer, Frosta, Madame Razz, and Broom.

SCORPIA
This is your last chance, Rebels!
Tell me what you have done with
Hordak!

BOW
Us? What have you done with Shera?!

176 ANOTHER ANGLE

As with a FLASH! Hordak and Shera appear directly between the two opposing sides.

CATRA
There they are!

177 TWO SHOT

As Hordak and Shera look around, momentarily confused.

HORDAK
But -- what are all of you still
doing here?

178 WIDEN TO INCLUDE SCORPIA

Who ENTERS FRAME.

SCORPIA
Still? But, great Hordak -- you
were only missing for a few
minutes.

HORDAK
A few minutes?

SHERA
I guess time must work very
differently where the Dark One
lives.

179 CLOSE ON CATRA

As she looks to Shadow Weaver.

CATRA
 (quietly)
 He's back -- that's a relief!
 (calling)
 Now's our chance!

180 ON REBEL GROUP

Where Shera joins them -- and they bunch up, ready for the attack.

CATRA (OS)
 Take the rebels -- now!

181 ON HORDAK

Shaking his head.

HORDAK

No.

182 ON CATRA

Wide-eyed with shock.

CATRA

No?

183 ON SHERA

Ditto.

SHERA

No?

184 WIDEN

As Hordak ENTERS FRAME, stands near her.

HORDAK
No. You saved my life. But I will
 not be in your debt. I am, therefore,
 repaying you now. We will not fight
 this day. You may go in peace -- this
 time. But when next we meet, beware!

And he stalks OS.

HORDAK
 Fall back! The fight is over -- today!

185 ANOTHER ANGLE - FAVORING BOW

As Shera ENTERS FRAME.

SHERA

You heard him. That's enough for today.

BOW

Wait! Now's our chance! If we take advantage of it --

SHERA

No, Bow. Even Hordak, it would seem, has a sense of honor, however twisted. We must honor that.

She looks over her shoulder.

186 HER POV - THE HORDE

Retreating. We SEE Hordak walking alongside Shadow Weaver, shaking his head.

HORDAK

I still don't understand it. Why did she do it? She could have left me there -- and she didn't. Why? Why?

SHERA (VO)

Besides -- who knows? If he dwells on it long enough, maybe he'll figure it out.

187 ON SHERA

As she looks to him, smiling.

SHERA

Maybe he'll understand. And then, Bow, we'll have won the greatest battle of them all. Now come on -- let's go home!

They EXIT FRAME.

FADE OUT

THE END

PP #67039

SHERA, PRINCESS OF POWER

INTO THE DARK DIMENSION

PP #67039

THIRTY SECOND TAG

FADE IN:

(STORYBOARD NOTE: this one tag is an exception to the others. Loo Kee will be hidden in the body of the show as usual, but will not play the "look for me" in the tag as we usually do. Rather, Loo Kee will immediately come out of the hiding place.)

OUT

ON LOO KEE - SCENE IN WHICH HE HAS BEEN HDING

Loo Kee immediately comes out and begins to speak.

LOO KEE

Instead of playing our usual game, I'd like to talk to you about a very big problem...drugs!

You may have friends, maybe older children, or even adults, who are trying to may try to turn you on to drugs. Drugs are not a turn on. Drugs are a turn off. They could seriously harm you.

I beg you, don't try them! Say no to drugs. Say yes to a life free from drugs.

FADE OUT

NOTE ON AUTHORIZATION OF THE ABOVE STATEMENT -- The above statement was read to and cleared with Sgt. Whitman, THE DARE (Drug Abuse Resistance Educatino Program), Los Angeles Police Department, (213) 485-4856. Clearance made by Wendell Watts on March 6, 1985.

188-195
196

**

**

**

**

**

**

REVISIED
DATE 7/8/85

**

REVISIED
DATE 3/6/85

REVISIED
DATE 2/20/85