

# SHE-RA™ Princess of Power™

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"OUT OF THE COCOON"

PP #67068

July 23, 1985

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Pages: 28, 31, 32, 32.1, 33, 33.1, 33.2, 33.3

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Pages: 31

REVISED: September 26, 1985  
PAGE: 19

PP #67068  
Specific Revisions  
Sept 26, 1985

Pg 19, SC 108 - REVISED SHERA DIA "But first I'll..."

SHERA, PRINCESS OF POWER  
PP #67068 - OUT OF THE COCOON  
SEPTEMBER 18, 1985  
SPECIFIC CHANGES

Page 31:

Scene 184 OUT.

Shera dia. changed to Flutterina.

Scene 185 OUT.

Scene 185 A added.

Scene 186 OUT.

Scene 185 A added.

SHERA, PRINCESS OF POWER  
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SPECIFIC CHANGES  
SEPTEMBER 16, 1985

Changes not on Storyboard:

Page 27, Scene 162: Bow dia. revised.

Page 27, Scene 165: Direction revised.

Page 28, Scene 166: Shera dia. revised. Flutterina dia. added.

Page 28, Scene 166 A added.

Page 28, Scen 168, Shera changed to Flutterina, direction and dia.

Page 28.1Scene 169: Shera changed to Flutterina.

Page 29, Scene 169, Shera dia. changed to Flutterina.

Page 29, Scene 171, Shera changed to Flutterina.

Page 35, Scene 210, Light Hope and Shera dia. added.

Page 36, Scene 215, Glimmer dia revised and Flutterina dia added.

SHERA, PRINCESS OF POWER  
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AUGUST 27, 1985  
SPECIFIC CHANGES

Page 37, added TAG.

SHERA, PRINCESS OF POWEROUT OF THE COCOONPP #67068CAST LIST

GLIMMER

SNOUT SPOUT

ADORA/SHERA

SWIFT WIND

FLUTTERINA

LIGHT HOPE

MAN - ragged and emaciated. One line.

WOMAN - also ragged and thin. One line.

BARON CONDORE - a heavy-set man with a full black beard. Massive arms and powerful legs. Except for the absence of a turban, he is dressed similarly to the guards, with the addition of a large, ornately carved gold medallion hanging from a gold chain around his neck.

CLERK - a man dressed only in breech-cloth, sandals, and turban. One line.

MESSENGER - from Condore's kingdom. Three lines.

MAN #2 - Condore's man in disguise. Three lines.

WARRIOR #1 - Condore's warrior. One line.

WARRIOR #2 - Condore's warrior. One line.

SMALL ONE - a peasant girl at Condore's castle. She later becomes Flutterina.

GUARD - at Condore's prison. Four lines.

PRINCE NORB - Leader of Highpoint, dressed in a white tunic, leather helmet, and sandle boots.

HIGHPOINT MAN #2 - one of Norb's men. One line.

AIDE - Condore's aide. Two lines.

SKY SPEED DRIVER - a few shouts.

SHERA, PRINCESS OF POWER  
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SPECIFIC CHANGES  
JULY 24, 1985

Page 28, Scene 166, Shera dia. revised: C'mon, Swifty...

Page 31, Scene 183, Prince Bron dia. revised: ...are we going..  
Scene 185, Swift Wind dia: ...over there. Scene 187, Shera dia  
revised: pumping!

Page 32, Scene 191, Shera dia revised: 'cooling out. Swift Wind  
dia revised: Right, and... Shera dia revised: should take care...  
Scene 192 OUT. Scenes 192A and 192B added.

Page 32.1, Scenes 192C added. Scene 193, Shera dia. revised: All right...

Page 33, Scenes 194 and 195 OUT. Scenes 195A through 195 F added.

Page 33.1 Scenes 195 G through 195 P added.

Page 33.2, Scenes 195Q through 195V added.

Page 33.3, Scene 196, Prince Norb dia. revised: If there's...  
Condore dia. revised: Then from this...

SHERA, PRINCESS OF POWEROUT OF THE COCOON

PP #67068

ACT ONE

FADE IN:

EXT CASTLE BRIGHT MOON - EST

We SEE where we are, then:

CUT TO:

2 EXT CASTLE BRIGHT MOON - COURTYARD

Around the courtyard various structures can be SEEN in the BG. In the FG, a carefully cultivated flower garden is placed against one of the castle walls.

3 ANGLE - CLOSER ON GARDEN

Where we SEE GLIMMER kneeling down to inspect some of the plants. She is extremely angry.

GLIMMER

Oh...I'm so angry...Look at these worms. They're everywhere!

4 ANGLE - FAVOR GLIMMER

Glimmer stands and looks around.

GLIMMER (con't)

How can I get rid of them?

5 ANGLE - SNOOT SPOUT

Standing near a doorway. He turns to look toward Glimmer.

6 ANGLE - FAVOR SNOOT SPOUT

He walks INTO SHOT alongside Glimmer.

SNOOT SPOUT

What's up, Princess Glimmer?

7 WIDER - BOTH

Glimmer points to her plants.



GLIMMER

Look at my poor beauties!  
They're covered with worms.  
What am I going to do?

SNOUT SPOUT

(eager to please)  
I've got an idea!

GLIMMER

What?

8 FAVOR SNOUT SPOUT

SNOUT SPOUT

I could spray the plants...and  
wash away all the worms!

Glimmer looks up into Snout Spout's odd face.

GLIMMER

Oh, please! Spray them!

9 WIDER

SNOUT SPOUT

Okay! Here goes!

He stretches his spout out in front and unleashes a spray of  
water toward Glimmer's plants.

10 ANGLE - FAVOR PLANTS

As the stream of water gets so heavy that some of the plants  
are bending over, on the verge of breaking off.

11 ANGLE - FAVOR GLIMMER

Pulling on Snout Spout's arm.

GLIMMER

Wait! Stop! You're ruining them!

12 FAVOR SNOUT SPOUT

Snout Spout stops spraying and turns to Glimmer.

SNOUT SPOUT

I'm sorry, Princess. I thought you  
wanted me to --

13 WIDER - BOTH

Glimmer sits down cross-legged on the ground and places chin  
in hand.

GLIMMER  
 (frustrated)  
 I did...but look at the plants!

14  
 HER POV

The plants looking wet and bedraggled.

GLIMMER (con't)  
 Now I don't know what to do!

15  
 BACK ON GLIMMER

Looking frustrated.

ADORA (VO)  
 Well, you can start by having a  
 bit of patience.

Glimmer looks up as Adora ENTERS SHOT.

GLIMMER  
 Patience? Adora, those worms  
 can ruin my plants!!

16  
 FAVOR ADORA

She reaches out to help Glimmer up.

ADORA  
 They won't ruin your plants,  
 and they are not worms. But  
 you'll have to wait a while to  
 find out what they really are!

17  
 ANGLE - FAVORING GLIMMER

GLIMMER  
 (confused)  
 I don't understand --

ADORA  
 Trust me -- and wait.

VOICES (VO)  
 (Walla)  
 Look! Help them! Who are they?!  
 What's the matter with them?!

Adora, Glimmer, and Snout Spout turn and look OS.

18  
 THEIR POV

A group of three very ragged, extremely emaciated-looking  
 people -- including a man, a woman, and a young child -- is  
 being helped by Bow, two palace guards, and several others.

19  
WIDEN - WITH ADORA AND OTHERS

Adora strides up to the people.

ADORA

I'm. Is there anything I can do to help you?

MAN

We have come...many miles...from the Lowlands of Sand Valley... There has been no rain for many months.

20  
ANGLE - FAVOR MAN AND WOMAN

WOMAN

Our crops have died...and Baron Condore's soldiers have taken our food. People are starving.

21  
ANGLE - WIDEN WITH ADORA AND BOW

ADORA

We have food here for you.

She turns to Bow.

ADORA (con't)

Bow, please see that these people are given food and shelter.

22  
FAVOR BOW

BOW

Right. Come on folks. You need some hot soup and a place to rest.

He gently leads the family OS.

23  
FAVOR ADORA

ADORA

(to guards)

We've got to get some food to the people in Sand Valley -- quickly. Have all of our available supplies loaded into wagons.

The guards salute and EXIT OS.

ADORA

(to herself)

Getting it there is going to be a job for Shera! Let's see if Baron Condore can steal the food from her.

CUT TO:

24  
EXT CONDORE'S CASTLE - WIDE - EST

It is a massive, bunker-like structure constructed of huge, granite blocks and perched on the crest of a small rise. On all sides flat scrub covered dunes stretch out toward the bleak horizon.

CUT TO:

25  
INT CONDORE'S CASTLE - THRONE ROOM

A medium-sized room dominated by a rug-draped throne placed on stone risers, about three feet above floor level. The only other decorations consist of wall tapestries, several trestle-style side tables, and a few high-backed chairs placed against the walls. A double-width entryway is guarded by two massive warriors wearing raw linen jerkins, multi-colored turbans, knee-length breeches, and heavy, leather-thonged sandal-style boots.

26  
ANGLE - UPSHOT ON THRONE

Where a heavy-set man with a full black beard lounges. We will come to know him as BARON CONDORE. His massive arms stretch beyond the width of the throne arms, and his powerful legs are placed flat-footed on the first step of the riser -- like massive granite columns. Except for the absence of a turban, he is dressed similarly to the guards, with the addition of a large, ornately carved gold medallion hanging from a gold chain around his neck. He looks down imperiously INTO CAMERA.

CONDORE

The supplies we took from the  
Lowlanders are almost gone?

27 ANGLE - WIDEN

Standing in front of the throne is a man dressed only in breech-cloth, sandals, and turban. In his hands he holds several sheets of parchment. He examines the sheets for a moment before he replies.

CLERK

Yes, Baron Condore. Our soldiers can be fed for only three more days.

28 ANGLE - CLOSE ON CONDORE

CONDORE

Then we must make another raid. This famine has weakened my enemies in the Sand Valley, but we can only conquer them if my soldiers have enough to eat.

29 WIDER

Condore stands and gestures to one of the guards at the door.

CONDORE

Tell my Battle Leaders to prepare for action!

The guard clenches his fist against his chest in salute, then EXITS.

CUT TO:

30 ANGLE - SIDE OF BUILDING

Adora ENTERS SHOT from around the corner of the building, looks around to make sure she's alone, then holds her sword high.

ADORA

For the honor of Grayskull!

31 TRANSFORMATION SEQUENCE

SHERA

I am Shera!!

She turns and moves OS around the corner.

CUT TO:

32 EXT FIELD OUTSIDE CASTLE BRIGHT MOON

Where we SEE a long row of wagons filled to overflowing with tied and bundled packages.

33  
ANGLE - CLOSER

Shera and Swift Wind ENTER SHOT as Bow stands near the front wagon.

SHERA  
Have you roped everything together  
the way I asked, Bow?

34  
ANGLE - BOW AND SWIFT WIND

Bow places a harness over the unicorn's shoulders and hindquarters.

BOW  
Yes...but I don't see how Swift  
Wind can possibly lift all --

35 ANGLE - FAVOR SHERA

SHERA  
(interrupting)  
Wait! You'll see. It's the only  
way to get this food into the  
Sand Valley quickly enough.

She turns and leaps onto the unicorn's back.

36 WIDEN - FRONT SHOT OF SHERA AND SWIFT WIND

Behind them we can SEE the long train of wagons. Shera pats  
her mount affectionately on the neck, then gives the reins a  
gentle tug.

SHERA  
Up, Swifty! Up!

~~As the unicorn lifts off we can SEE that the front and rear~~  
harnesses are connected to two descending straps.

37 ANGLE - UP SHOT ON SWIFT WIND

The unicorn hovers over the connected wagons, with the two  
descending straps pulled taut.

38 ANGLE - FAVOR SHERA

SHERA  
All right, Swifty -- lift!

39 WIDEN - WITH SWIFT WIND

The unicorn strains, wings flapping and pulling upward. For  
a LONG BEAT, nothing happens.

40 WIDER - SIDE SHOT

SHERA  
Again, Swifty. You can do it!

The unicorn strains again, and this time the wagons are  
slowly lifted -- a foot, then two, then ten.

41 ANGLE - BOW

Raising one fist enthusiastically.

BOW  
Go, Swift Wind!

42

UPSHOT - SWIFT WIND AND SHERA

To SHOW the massive collection of wagons hanging down from the two straps as Swift Wind begins to move off slowly, like a powerful freight-lifting helicopter.

43

ANGLE - SHERA

As she waves OS to Bow.

SHERA  
(shouting)  
Get the next load ready --  
I'll be back as soon as I  
can.

44

WIDE

To SHOW Swift Wind moving across the landscape, carrying the large load about one hundred feet above the ground.

CUT TO:

45

INT CASTLE CONDORE - COURTYARD

The courtyard is filled with well-worn, but deadly-looking hover vehicles. (NOTE: They should resemble the Speed Bikes used by the Storm Troopers in "Return Of The Jedi.")

46

ANGLE - CONDORE

He stands holding a battle helmet, ready to mount up on his own hover vehicle.

MESSENGER  
Baron! Baron! I have a message!

Condore turns and looks OS.

47

WIDEN SLIGHTLY

As a sand-caked messenger runs INTO SHOT.

CONDORE  
What is it? What news?

The messenger places his clenched fist to his chest in a salute.

MESSENGER  
Outpost Three reports an  
approaching sky intruder.



48 ANGLE - FAVOR CONDORE

As two similarly dressed men ENTER SHOT and stand at his side.

CONDORE

Sky intruder? That's not possible.  
No one in Sand Valley has sky ships  
except us!

49 FAVOR MESSENGER

MESSENGER

It's not a sky ship, sir. It's  
Shera -- and she's bringing a  
huge load of food and supplies.

50 ANGLE - CONDORE

CONDORE  
Shera! Bringing food!

He paces thoughtfully for a LONG BEAT, then turns to his companions.

CONDORE (con't)

This may be the chance we've been  
waiting for.

51 CAMERA PUSHES IN ON CONDORE

CONDORE (con't)

We must trick Shera into leaving  
all the food here at Castle Condore.

52 ANGLE - WITH TWO MEN

Condore turns to the two men.

CONDORE

Find some old, ragged clothes  
and put them on. Look as weak and  
hungry as possible.

CUT TO:

53 EXT LANDSCAPE NEAR CASTLE CONDORE - WIDE

Swift Wind continues to move across the landscape carrying  
the heavy burden of wagons.

54 MEDIUM CLOSE - SHERA

Looking forward, then off to both sides. After a BEAT OR  
TWO, she spots something OS.

SHERA

Look up ahead, Swifty -- that castle.

55  
HER POV

We SEE Castle Condore. Flying from the two highest towers are two large white flags.

56  
BACK ON SHERA AND SWIFT WIND - MEDIUM

SWIFT WIND

Why are they flying white flags?

SHERA

Probably as a signal for help.  
Let's take a look.

57  
WIDE ON CASTLE CONDORE - UPSHOT FROM GROUND LEVEL

Swift Wind flies INTO SHOT and hovers above Castle Condore.

58  
ANGLE - SHERA

Looking down and OS.

SHERA

(shouting)

Hello! Are you in trouble?

59  
ANGLE - CASTLE CONDORE COURTYARD FROM ABOVE

Several of Baron Condore's men are standing in the courtyard, dressed in tattered-looking rags.

MAN #2

(shouting)

Please...help us! We're starving!!

60  
ANGLE - SHERA

She leans over Swift Wind's neck and waves down and OS.

SHERA

We're coming down!

61  
MEDIUM WIDE - COURTYARD

Swifty lightly places the heavy load of wagons in the middle of the courtyard, and then lights down to the ground alongside.

62  
ANGLE - SHERA AND SWIFT WIND

Shera dismounts and walks over to the waiting man as Swift Wind lifts off and hovers over the food wagons.

MAN #2

(fake humility)

Thank you, thank you. This food will save our people. Leave it here, and we will give it to everyone who's hungry.

SHERA

No thanks are needed. I'm happy to help anyone in need.

63 ANGLE - FAVORING SHERA

She looks around, then points toward sturdy-looking men standing near one of the castle walls.

SHERA (con't)

But some of your people don't seem to have missed many meals lately.

64 ANGLE - WITH MAN

MAN #2

(a bit nervously)

Well, of course, some show their hunger more than others.

Shera is not convinced. She frowns.

SHERA

I think I'd like a small tour of your Castle before I leave all the food and supplies here.

65 ANGLE - BUILDING CORNER

Baron Condore and several of his armored men huddle behind the corner.

BARON CONDORE

(whispering)

It's no good. She'll find out that we want the food just for ourselves. Let's grab her!

He runs around the corner and OS.

66 WIDE ON COURTYARD

As Condore and two of his men come running directly at Shera.

SHERA

Ah, ha! More well-fed people!

67  
ANGLE - SHERA

She steps lightly over to one of the food wagons, grabs a crate full of hard, apple-like fruit, and hurls them to the ground in front of the onrushing warriors.

SHERA

But maybe you'd like a fruit snack.

68  
ANGLE - TWO WARRIORS

As the apples slide under their feet, tripping them and sending them to the ground with two THUNKS.

WARRIOR #1

(with Warrior #2)

Oooooooooof!

WARRIOR #2

(with Warrior #1)

Ouch!

69  
ANGLE - BARON CONDORE

Still running.

BARON CONDORE

Fools! Get up!

He waves a sword over his head.

70  
ANGLE - SHERA

She reaches into the wagon and pulls out something that looks like a watermelon.

SHERA

That looks dangerous -- better cover it up!

She hurls the melon OS.

71  
ANGLE - BARON CONDORE

Waving his sword as the melon sails INTO SHOT. The sword impales the melon from end to end, and Condore is left to wave a melon encased sword around his head.

CONDORE

Aaarrgh!

72  
ANGLE - CONDORE

Furious at what has happened, he slams his sword on the ground to get the melon off. But when he does so, the sword SHATTERS to pieces.

CONDORE

Blast!

He turns, looks up, and OS.

CONDORE

The sun ray! Get her with it!

73 ANGLE - TOP OF CASTLE WALL

Where we SEE an eight-foot, dish-shaped object on a rotating base (it should look somewhat like a contemporary satellite dish). Two warriors swing the dish around and aim it down and OS.

74 ANGLE - SHERA

Striding across the clearing.

SHERA

(to Condore)  
I think it's time you gave me  
an explanation about what's  
going on here!

75 ANGLE - CONDORE

He holds only the broken nub of his sword as Shera ENTERS  
SHOT from OPPOSITE SIDE OF FRAME.

CONDORE

This is the only explanation  
you'll get.

He looks up and OS and waves his arm.

CONDORE

(shouting)  
Now!!!

76 ANGLE - TOP OF WALL

One of the two warriors operating the dish-like device pulls a trigger. The dish VIBRATES for a BEAT, then emits a pure white beam OS.

77 ANGLE - SHERA

As the beam zaps INTO SHOT and envelops her. She reacts by trying to force her way out, but she is unable to do so. Looking up and OS, she shouts to Swift Wind.

SHERA

Swiftly! Don't let them get  
the food!

78 ANGLE - SWIFTY

As the unicorn starts to lift the food, two of Condore's men cut the ropes.

79 ANGLE - SHERA

As she pushes against the immobilizing beam, but it finally slows her movements down to nothing, and she is unable to move.

SHERA  
(to Swift Wind)  
Get away! Get away!

80 WIDER

As Baron Condore circles our immobilized heroine.

CONDORE  
So! This is the mighty Shera.  
(nasty laugh)  
But not mighty enough to conquer  
Condore.

He turns and gestures to one of his men.

CONDORE (con't)  
Throw her in the dungeon.

CUT TO:

81 INT DUNGEON AREA

We SEE the passageway of a dungeon area located in the side of Castle Condore against an outer wall. At the end of the passageway, a half asleep Guard sits in a chair, leaning back against a stone wall.

82 ANGLE - FAVOR PASSAGEWAY

Where SMALL ONE, a young (approximately eighteen) girl carries a bucket and mop. Tired looking and bedraggled, she mops the flagstoned floor with little enthusiasm. When she arrives at a cell which is at the end of the passageway from the guard, she looks inside and reacts with surprise.

83 HER POV

Inside the cell, Shera is chained to a stone pillar in the center of the small room. Beaming through a barred window is a white ray, identical to that which originally immobilized Shera. The ray is full on her and continues to hold her in its power.

84  
ANGLE - SMALL ONE AND SHERA

Small One looks into the cell, fascination lighting her eyes.

SMALL ONE

Why...you're...Shera. You're the most powerful woman in the universe.

SHERA

Not at the moment, I'm afraid. Who are you?

85  
ANGLE - FAVOR SMALL ONE

SMALL ONE

I'm called Small One. Why has Condore imprisoned you?

86  
FAVOR SHERA

SHERA

To steal the food I was bringing to the starving people of Sand Valley. But no one -- except possibly you -- seems to be starving in this castle.

87  
FAVOR SMALL ONE

SMALL ONE

Oh, but they are. Only the warriors get all they want to eat.

SHERA

Why is the Baron giving all his food to his soldiers?

SMALL ONE

If the other kingdoms are weak and his is strong, then no one can stop him from conquering the Valley.

88  
FAVOR SHERA

She tries to break the walls of the force beam again, but with no luck.

SHERA

I'll stop him.

She turns back to Small One.

SHERA

Will you help me?

89 ANGLE - SMALL ONE

SMALL ONE

Me? Help Shera?! Oh, yes --  
I'd like to. But what can I  
do? I'm very unimportant...

90 ANGLE - BOTH

SHERA

No one is unimportant, Small One.  
But everyone has a different path  
in life. Who knows what yours is?

91 ANGLE - SMALL ONE

SMALL ONE

(thoughtfully)

But how can I help you?

92 BOTH

SHERA

Well...the first thing I have  
to do is get free of the beam.

93 ANGLE - SMALL ONE

Small One looks up toward the window where the beam enters.  
At that point the beam is only about six inches wide.

SMALL ONE

Shera! Look! If I reached in  
with my mop to cut it off, you  
might be able to break the chains.

94 WIDER - BOTH

SHERA

It's worth a try -- but be  
careful! I don't want you to  
get hurt.

SMALL ONE

All right...here goes!

95 ANGLE - CLOSE ON SMALL ONE

She reaches up with the mop and thrusts it into the beam.  
There is a sudden FLASH OF SPARKS and ZAPPING ELECTRICAL  
SOUNDS (SOUND EFX). Small One is showered with white  
sparks.

SMALL ONE

(scream)



96 ANGLE - FAVOR SHERA

SHERA

Small One!

97 WIDER TO INCLUDE SMALL ONE

Shera, no longer enclosed in the beam, reaches out to the limits of the chains which are holding her. On the cold stone floor, Small One lies, breathing (she moves), but unconscious.

FADE OUT

END OF ACT ONE

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SHERA, PRINCESS OF POWEROUT OF THE COCOONPP #67068ACT TWO

FADE IN:

98  
INT CASTLE CONDORE CELL - A DIFFERENT ANGLE

Shera pulls at her chains as Small One lies unconscious on the cell floor.

SHERA

Small One! Are you all right?!

99  
ANGLE - CELL DOOR

The guard, awakened by the sounds, stands menacingly at the cell door.

GUARD

What's going on here?!

100  
ANGLE - SHERA

Her face set in a tense and angry look, she gives a solid yank to the chains that bind both her arms. They SNAP loose with a CLATTER. (SOUND EFX).

SHERA

I'll show you!

101  
ANGLE - GUARD

His eyes widened in fear. He backs up several steps.

GUARD

Never mind. I don't want to know...

The guard turns and bolts OS.

102  
ANGLE - CELL

Shera SNAPS open the door, moves outside the cell, turns and kneels alongside the unconscious Small One. She reaches out and gently touches the girl's forehead with one hand.

SHERA

Small One...

103

CLOSE - SMALL ONE

Shera's hand gently touches the girl's brow.

SHERA (VO)

She's alive...but asleep.

Small One's eyes remain closed.

104

WIDER - WITH SHERA

She frowns, then stands up.

SHERA

I don't understand what's happened.  
I'll have to take her to Light Hope.

Shera moves to the window, looks OS, and WHISTLES.

SHERA

(particular whistle)

I hope you're still here, Swift  
Wind.

105

EXT CELL WINDOW

We now can SEE the barred window in the outer wall of Castle Condore. Suddenly, Swift Wind, in response to Shera's whistle, drops down INTO SHOT. The unicorn hovers in front of the cell window.

106

INT CELL

Shera stands at the window and looks out at Swift Wind through the bars. She holds up her sword.

SHERA

Sword to rope!

107

TRANSFORMATION SCENE

The sword is transformed into a coiled length of rope.

108

ANGLE - SHERA

She reaches toward the window and gently tosses one end of the rope OS to Swift Wind.

SHERA

But first I'll make sure no  
one else is ever locked up in  
this cell.

\*\*\*\*\*

She ties the other end of the rope around the window bars.

REVISER  
DATE 7/1/77

\*\*\*\*\*

SHERA  
 (shouted to Swifty)  
 Go!!!!

109  
 EXT CELL WALL

We SEE Swift Wind fly away and pull the rope taut, then give it a powerful pull. The wall around the window begins to crack as the window bars are pulled free.

110  
 INT CELL

Shera watches as the entire cell wall is pulled loose. (SOUND EFX: LOUD, CRUMBLING NOISES). When the entire wall is open, she turns, picks up the limp form of Small One, and moves to the opening.

SHERA  
 Come, Swifty!

111  
 EXT CELL OPENING

Swift Wind hovers in front of the cell wall opening as Shera gently leaps onto its back.

SHERA  
 And now to Light Hope -- as  
 fast as you can!

Once Shera is in the saddle, gently holding Small One, Swift Wind lifts up and OS.

CUT TO:

112  
 INT BARON CONDORE'S THRONE ROOM

Condore paces back and forth in front of the raised throne seen earlier. Standing at nervous attention a few feet away is the prison guard.

CONDORE  
 So she got away, did she?  
 Through no fault of yours...?

The guard shakes his head "no."

113  
 CLOSE ON CONDORE

He stops pacing and stares intensely OS PAST CAMERA at the guard.

CONDORE (con't)  
 Maybe a week in the dungeon will  
 teach you to tell the truth!

114  
ANGLE - GUARD

His eyes wide in fear.

GUARD

Oh, no, Baron -- not the dungeon --  
please!

115  
WIDER - WITH CONDORE

CONDORE

If Shera comes back and gets in  
the way of my plans -- you'll have  
something more to worry about!

116  
ANGLE - GUARD

GUARD

Yes, master...I know that...Yes, sir!

117  
ANGLE - BARON CONDORE

CONDORE

(interrupting)

Now!!! Pass the word to my warriors.  
We go into action in one hour!!

118  
ANGLE - GUARD

He salutes, with one clenched fist placed against his chest.

CUT TO:

119  
EXT LIGHT HOPE'S PALACE - EST

HOLD to SHOW where we are, as Swift Wind drops INTO SHOT.

CUT TO:

120  
INT LIGHT HOPE'S CHAMBER

As Shera walks in, holding the unconscious form of Small One  
in her arms.

121  
ANGLE - LIGHT HOPE AND SHERA

Shera places the girl's body onto a pallet in front of Light  
Hope.

SHERA

I came as fast as Swift Wind  
would carry us...I don't  
understand why I can't wake her --

122 ANGLE - FAVOR LIGHT HOPE

LIGHT HOPE

There's nothing to worry about,  
SHERA. Soon, the time will be  
right.

SHERA

I don't understand.

LIGHT HOPE

You told Small One that everyone  
has a different path in life.

123 ANGLE - FAVOR SHERA

Looking quizzically at Light Hope.

SHERA

Yes...

124 ON LIGHT HOPE

LIGHT HOPE

It is almost time for Small One's  
path to change. Leave her with me  
and go back to Sand Valley. Baron  
Condore has begun to attack his  
neighbors.

125 ANGLE - SHERA

SHERA

I'm on my way!

CUT TO:

126 EXT CASTLE HIGHPOINT

Actually, it is a collection of white, stucco buildings that  
has, over the years, gradually been connected into a kind of  
massive structure on a high peak overlooking a desert  
valley. Various towers and minarets reach above the three-  
to four-story levels of most of the other buildings, and a  
high, whitewashed wall surrounds the entire "castle."

CUT TO:

127 INT CASTLE GROUNDS

Where we SEE Bow in conversation with several men, one of  
whom is the leader of Highpoint, Prince NORB. The men are  
dressed in white tunics, and wear leather helmets and sandle  
boots. Some carry bows and arrows, two or three carry  
non-rifle-like weapons.

128 ANGLE - FAVOR BOW

BOW

How long will it take for Condore's forces to get here?!

PRINCE NORB

An hour -- no more. Possibly less time than that for his Sky Warriors.

129 WIDER

BOW

Are we ready for them?

HIGHPOINT MAN #2

As ready as we'll ever be! The food you brought us helped a lot, but our people have been hungry for too long.

(SOUND EFX: OS SOUND OF APPROACHING ENGINES AND TANK TREADS.)

130 FAVOR PRINCE NORB

As he quickly moves to one of the outer walls and looks out over the parapet.

PRINCE NORB

Look! It's Condore's Sand Wheelers!

Bow moves over to join him and looks out.

131 THEIR POV

A column of camouflaged vehicles moves across the desert valley. The vehicles move on four large metal-faced tires and have various mean-looking turrets.

132 BACK ON BOW AND OTHERS

BOW

Good! They're headed directly into the trap. Get ready to give the signal!

PRINCE NORB

Right!

He takes out a red flag and waits on the castle wall, looking OS toward the Sand Wheelers.

133 ANGLE - SAND WHEELERS

As the two vehicles in the vanguard fire their turret guns. An icy blast zaps out of each barrel. (SOUND EFX: ZAP.)

134  
ANGLE - SIDE WALL OF CASTLE

The blast strikes the side wall of the castle.

135  
ANGLE - BOW AND NORB

NORB

Those ice blasts are cutting our walls!

136  
CLOSER ON WALL

As the icy blasts freeze the stones where they hit. The stones react by compressing and falling apart, creating cracks and gaps in the castle wall.

137  
ANGLE - FAVOR BOW

Standing alongside PRINCE NORB on the wall.

BOW

Stand by...They're almost there.

138  
CLOSE - A SAND WHEELER

As it fires another powerful ice blast.

139  
ANGLE - WALL WHERE BOW AND PRINCE NORB ARE STANDING

The ice blast smacks into the wall, freezing it and creating a crack. Part of the wall collapses and Prince NORB starts to slip off.

BOW

Look out!!!

140  
ANGLE - FAVOR BOW

As he grabs Prince NORB and pulls him to a safe, level place on top of the wall. Bow looks out and OS again.

BOW

They're in the trap! I'll give the signal!

141  
ANGLE - PRINCE NORB

As he frantically waves the red flag over his head.

142  
WIDE - DESERT FLOOR

Where two Highpoint men crank a large winch connected to a long cable.



143  
ANGLE - ON CABLE

The cable pulls back and rolls up a large canvas cover that hides a huge pit dug into the sand.

144  
ANGLE - SAND WHEELERS

As three of them come over a sand dune just in front of the newly opened pit.

145  
CLOSE - DRIVER'S WINDOW OF ONE OF THE SAND WHEELERS

The driver's eyes widen in horror as he sees the pit in front of his Wheelers. He frantically pulls controls.

146  
WIDER

It's too late. The three Sand Wheelers turn tail over head and they THUNK into the pit with a tremendous CRASH. (SOUND EFX: BIG CRASHES.)

147  
ANGLE - BOW AND PRINCE NORB

As they raise their arms enthusiastically.

BOW

All right!!!

PRINCE NORB

We got 'em!!!

CUT TO:

148  
ANGLE - DESERT NEAR HIGHPOINT CASTLE - BARON CONDORE AND OTHERS

Hovering on their armored sky speed bike-type vehicles.

CONDORE

(furiously)

They haven't eaten in days.

What's the matter with them?

Don't they know when to give up?

149  
ANGLE - FAVOR CONDORE'S COMPANION

Similarly dressed to Condore, and obviously one of his primary aides.

AIDE

When men fight to save their homes,  
they sometimes find a strength  
they didn't know they had.

150  
FAVOR CONDORE

As he turns angrily to his aide.

CONDORE

Send in the sky speeders. They'll  
take care of those fools.

151  
EXT CASTLE WALL - BOW AND PRINCE NORB

BOW

I'm afraid Condore's not  
giving up.

(SOUND EFX: BUZZING MOTOR SOUNDS.) Prince NORB looks up  
and OS.

PRINCE NORB

He sure isn't. Here come the  
Sky Speeders.

152  
HIS POV

A flight of four Sky Speeders zooms in out of the sky. (As  
noted earlier, they are one-man vehicles similar to the  
speed bikes in "Return of the Jedi.")

153  
BACK ON DUO

PRINCE NORB

Take cover!

Bow and Prince NORB dive OS to different sides of PICTURE.

154  
ANGLE - WIDER

As Sky Speeders fire blasts of ice rays. (SOUND EFX:  
TCHOW! TCHOW! TCHOW!)

155  
ANGLE - CASTLE WALLS

As several ice blasts strike, creating frozen fissures and  
cracks, making the walls crumble. (SOUND EFX: CRACKING AND  
CRUMBLING SOUNDS.)

156  
ANGLE - CRUMBLED SECTION OF WALL

Bow and Prince NORB get up out of the ruins, covered with  
dust.

PRINCE NORB

I'm afraid we're in deep trouble,  
Bow. It may be best to surrender. I  
just can't allow my people to be hurt.

BOW

I know...I was hoping Shera might  
show up.

(SOUND EFX: BUZZING OF SKY SPEEDERS.)

157 ANGLE - FAVOR PRINCE NORB

He points up and OS.

PRINCE NORB

Look out! Here they come again.

Bow and Prince NORB dive to the ground again, looking up and  
OS as they do so.

158 ANGLE - SKY

The four Sky Speeders ZOOM toward the castle.

159 CLOSE ON ONE OF THE SKY SPEEDERS

As the loop of a lariat drops down INTO SHOT and snares the  
Sky Speeder driver.

SKY SPEEDER DRIVER

Hey!

160 WIDEN

The Driver hangs in mid-air from the lariat as his Sky  
Speeder drops down out of control.

161 ANGLE - CASTLE WALL

As the out-of-control Sky Speeder slams into the wall and  
EXPLODES.

162 ANGLE - BOW

Looking up toward the sky.

BOW

Shera is here! Look!!! But  
who's that with her?

\*\*\*

163 CLOSE ON CONDORE

CONDORE

Shera! Oh, no!

\*\*\*

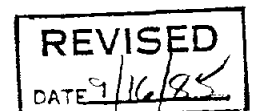
164 ANGLE - SKY

Where Shera holds the lariat with her Sky Speeder driver  
catch on the other end.

165 ANGLE - WALL NEAR BOW

Shera and Flutterina drop down and gently release him on the  
ground next to Bow.

\*\*\*



SHERA

Maybe you'd better put this fellow where he won't get into any more trouble!

Bow grabs the Sky Speeder driver by one arm.

BOW

You bet!

166 ANGLE - SHERA

SHERA

We'll have a few more for you soon... and by the way, Bow...meet Flutterina.

\*\*\*

FLUTTERINA

Hi, Bow

\*\*\*

Bow looks and smiles.

166A ANGLE - SHERA

\*\*\*

She lifts up into the sky on Swift Wind.

SHERA

(to Swifty)

C'mon, Swifty -- let's grab the Sky Speeders and put the drivers down on the ground where they belong.

\*

SWIFT WIND

Great! Let's go!

167 ANGLE - SKY SPEEDER

ZOOMING through the air. Suddenly Shera GAINS INTO SHOT from behind the Speeder. She reaches out, grabs the vehicle with one hand, and jerks on it.

SHERA

You won't be needing this!

168 ANGLE - DRIVER

As momentum tosses him forward into a plummeting somersault.

SKY SPEEDER DRIVER #2

Yeowwwww!!!

RECEIVED  
7/24/85

\*\*\*  
REVISED  
DATE 8/16/85

CAMERA FOLLOWS as he drops through the sky. Suddenly a long arm reaches INTO SHOT and grabs the Sky Speeder Driver #2 by the belt at the rear of his pants. It is, of course, Flutterina.

\*\*\*

FLUTTERINA

\*\*\*

Gotcha!

169

ANGLE - FLUTTERINA

She drops down, holding the Driver in one hand, and deposits him on the castle wall alongside Bow.

\*\*\*

REVISED	
DATE	9/16/85

FLUTTERINA

\*\*\*

More trash for your collection!

She lifts up again.

170 ANGLE - ANOTHER SKY SPEEDER DRIVER

Moving through the sky as Shera again GAINS INTO SHOT, grabs the Sky Speeder, and pulls it out from underneath the driver.

SHERA

Time to put the toys away!

SKY SPEEDER DRIVER #3

Heyyyyyy!!!

He tumbles down OS.

171 ANGLE - SKY SPEEDER DRIVER #3

Tumbling down until Flutterina again reaches INTO SHOT and grabs him by the pants.

\*\*\*

FLUTTERINA

Not so fast!

\*\*\*

172 ANGLE - DESERT NEAR CASTLE

Baron Condore and the Aide look OS through binoculars. Condore puts down the binoculars and turns to his aide.

CONDORE

Shera and that flying stranger are knocking down anything we put in the air...Set up the Sun Beamer!

\*\*\*

173 ANGLE - AIDE

AIDE

Yes, sir!

He directs his Sky Speeder OS.

CUT TO:

174 CASTLE WALLS

Shera stands on the wall with Bow and Prince NORB. Swift Wind waits nearby.

BOW

With his Sky Speeders and his Sand Wheelers wrecked, there's not much Baron Condore can do.

\*\*\*

REVISED

DATE 9/16/85

175 ANGLE - PRINCE NORB

PRINCE NORB

Don't be so sure, Bow. He's  
fooled us before.

CUT TO:

176 EXT SMALL HILLY RISE APPROXIMATELY THREE THOUSAND YARDS FROM  
CASTLE

Condore, his Aide, and several other warriors stand near a  
mobile version of the Sun Beamer dish seen in Act I. This  
one, however, is larger and has a mean-looking weapon barrel  
pointing out of the center.

177 ANGLE - FAVOR CONDORE

CONDORE

Set it for laser. I want those  
Castle walls brought down so my  
foot soldiers can move in!

One of the warriors makes an adjustment on the Sun Beamer,  
then pushes a control which turns the device toward the  
Castle. (SOUND EFX: HUM OF ELECTRIC MOTOR.)

178 ANGLE - FAVOR SUN BEAMER WITH CONDORE

CONDORE

Switch it on! Even Shera can't  
fight the power of the sun!

The warrior pulls a trigger on the Sun Beamer and a ray of  
brilliant yellow light streams OS.

179 WIDE - SUN BEAMER

TO SHOW the beam of light streaming from the hilly rise  
toward the Castle.

180 ANGLE - CASTLE WALLS

As the yellow beam of light strikes the walls. (SOUND EFX:  
SEARING NOISE.) The beam burns into the base of the walls,  
leaving a trail of smoke and crumbling stone behind.

181 ANGLE - SHERA AND OTHERS

Looking over the Castle walls OS.

PRINCE NORB

It's Condore's Sun Beamer. Nothing  
can stop it.

182

ANGLE - SHERA

SHERA

It's strong, all right. When Condore used it as a control beam, I couldn't fight my way through.

183

WIDER - FAVOR PRINCE NORB

PRINCE NORB

What are we going to do? In another few minutes, my Castle will be destroyed.

184

OUT

\*\*\*\*

FLUTTERINA (VO)

\*\*\*\*

I've got an idea...

185

OUT

\*\*\*\*

185A

ANGLE - FLUTTERINA

\*\*\*\*

FLUTTERINA

Condore's Sun Beamer only works in clear sunlight. So we've got to make sure the sun can't be seen.

\*\*\*\*

She points OS.

\*\*\*\*

FLUTTERINA

Why don't we start with those clouds over there.

\*\*\*\*

186

OUT

\*\*\*\*

186A

WIDE - STORM CLOUD

Shera, Swift Wind, and Flutterina fly INTO SHOT, looking tiny against the massive size of the storm cloud.

\*\*\*\*

SHERA

Okay, flap your wings!

\*\*\*\*

Swift Wind and Flutterina begin to pump their powerful wings.

\*\*\*\*

187

ANGLE - CLOUD

The cloud begins to move, pushed along by our heroines.

SHERA

It's working! Keep pumping!

CUT TO:

\*\*\*\*

REVISED  
DATE 9/18/85



187

EXT SUN BEAMER LOCATION

Condore gleefully paces, occasionally checking the results of the beam through his binoculars.

CONDORE

Excellent, excellent! Soon the castle -- and all of Sand Valley -- will be mine...Wait!

He stops and looks up.

CONDORE

What's happening...where did that cloud come from?

189

HIS POV

The dark storm cloud is now overhead, completely blocking out the sun.

190

ANGLE - SUN BEAMER

As the beam trickles down to nothing and finally disappears.

191

ANGLE - SKY

Shera looks down and OS.

SHERA

I think Condore needs a little cooling out. \*

SWIFT WIND

Right, and the valley needs a little rain. \*

SHERA

A little warm air on that cloud should take care of both problems. Let's heat it up. \*

192

OUT

192A

ANGLE - WIDER

Shera pulls on the unicorn's reins and it soars OS. \*

192B

WIDE - CLOUD

As Shera and Swift Wind ZOOM INTO SHOT and fly around the front of the cloud and OS RIGHT. \*

REVISED  
DATE 7/10/77

192C ANGLE

Shera and Swift Wind ENTER SHOT from behind the left side of cloud and fly and high speed across front of cloud and OS RIGHT. The pattern continues as Shera and Swift Wind repeatedly soar around the cloud. (SOUND EFX: THUNDER.) After several BEATS a FLASH OF LIGHTNING is SEEN.

SHERA

It's working! The warm air is turning  
it into a storm cloud!

(SOUND EFX: MORE THUNDER.) FLASHES OF LIGHTNING ARE SEEN.

193 ANGLE - CONDORE AND AIDES

As a tremendous downpour of rain begins. They stand, looking bedraggled, under their cloaks as Shera drops down INTO SHOT.

SHERA

All right, Condore. The war's over --  
and so is the famine, because I'm  
going to show you how to share Sand  
Valley with your neighbors.

CUT TO:

REVISED  
DATE \_\_\_\_\_

1945  
195  
195A  
OUT

EXT CASTLE CONDORE

Where we SEE Shera, Prince Norb, and Baron Condore standing in a clearing outside the castle walls. Swift Wind stands nearby.

195B  
ANGLE - FAVOR SHERA

She points OS.

SHERA

The Green River lies beyond those mountains. Its water can irrigate all of Sand Valley.

195C  
ANGLE - NORB AND CONDORE

Reacting with surprise.

PRINCE NORB

But, Shera! The river is miles away -- and the mountains are in the way! How can --

195D  
ANGLE - WIDER WITH ALL

SHERA

(interrupting)

You'll see.

She turns and leaps on Swift Wind's back.

SHERA

Up, Swift Wind!

The unicorn lifts up and OS.

CUT TO:

195E  
EXT MOUNTAINS AND RIVER - DOWNSHOT PAST SHERA

From above Swift Wind and Shera, we can SEE a river running parallel to a low mountain range.

195F  
ANGLE - SHERA AND SWIFT WIND

SHERA

If we could just get the water past those mountains --

She looks down and OS, then suddenly REACTS by pointing.

SHERA

There! We can channel it through that pass!

REVISED
DATE <i>1/20/81</i>

195C HER POV

We SEE a break in the mountains -- a low pass just higher than the level of the nearby river.

195D BACK ON SHERA

SHERA

I'll need a tool --

She holds up her sword.

SHERA (con't)

-- Sword to Digger!!

195I TRANSFORMATION SEQUENCE

In which the sword becomes a long, double-ended tool which contains a shovel-like device on each end.

195J MEDIUM WIDE

Shera and Swift Wind dive down toward the low pass.

195K WIDE ON PASS

Swift wind dives down INTO SHOT. Shera holds the tool in her hand and twirls it like a drum majorette's baton.

195L ANGLE - MEDIUM ON AREA WHERE PASS ADJOINS RIVER

Swift Wind flies close to the ground and Shera leans over, twirling the digger tool. As the tool hits the ground, it leaves a trail of dust and a wide ditch.

195M ANGLE - CLOSER ON RIVER

The water surges into the newly-dug ditch.

195N CLOSE - SHERA

Continuing to twirl the tool as she looks back over her shoulder.

SHERA

It's working. The water's flowing through the ditch.

195O ANGLE - SHERA AND SWIFT WIND

Moving across the landscape as Shera twirls the tool.

195P WIDE - FROM ABOVE

Shera moves through the pass, leaving a trail of dust, and a ditch that immediately fills with water.

CUT TO:

REVISED  
DATE 7/24/80

1950 EXT DESERT - WIDE

Shera moves across the desert, continuing to twirl the tool.

CUT TO:

195R EXT CASTLE WALLS

Prince Norb and Baron Condore stand on the walls watching OS toward the outside of the castle as Shera drops down INTO SHOT on Swift Wind. She dismounts and walks to Norb and Condore.

SHERA

The irrigation trenches will be fed water from the river forever. So the desert land that you share will never again fail to produce crops.

CONDORE

How can we ever thank you?

195S ANGLE - FAVOR SHERA

SHERA

By remaining friends for as long as the river runs with water.

She turns to the Baron.

SHERA

Will you take Prince Norb's hand in friendship?

195T ANGLE - CONDORE

He's not sure.

CONDORE

I could have beaten him -- if it wasn't for you.

1954 ANGLE - SHERA

SHERA

No, Baron Condore. Your greed would have beaten you. Sand Valley can grow enough crops to feed your people and Prince Baron's. But it can only do so if you work together.

195V ANGLE - FAVOR CONDORE

He thinks for a LONG BEAT, then reaches out a hand to Prince Norb.

REVISED
DATE 7/24/95

196 ANGLE - CONDORE AND NORB

PRINCE NORB

If there's enough food for all  
of us, there's no reason for us  
to fight. \*

197 ANGLE - CONDORE

He reaches out to shake Prince Norb's hand.

CONDORE

Then from this day forward, let  
us be friends. \*

They shake hands and smile.

198 ANGLE - SHERA AND SWIFT WIND

SHERA

(to Swift Wind)

And now it's time for us to check  
on our friend Small One.

CUT TO:

199 INT LIGHT HOPE'S PALACE

Shera stand before the platform holding the sleeping form of  
Small One. Facing her from behind the platform is Light  
Hope.

LIGHT HOPE

You have come at the right moment,  
Shera. The metamorphosis of  
Small One is about to begin.

REVISED
DATE 7/24/85

Light Hope stands dramatically over the stretched out shape of Small One. Wavy networks of electricity CRACKLE from his image, forming a web-like pattern of light which envelops Small One. (SOUND EFX: ELECTRIC CRACKLES.)

LIGHT HOPE

Emerge from your cocoon, Small One!

200  
CLOSE ON SMALL ONE

The web-like lights now completely envelop Small One. But her one hand, lying calmly alongside her body, begins to stir.

201  
ANGLE - LIGHT HOPE

His arms still raised.

LIGHT HOPE

Emerge!

Two sharp jolts of lightning spark into the light web that clings to Small One/Flutterina. SOUND EFX: TWO CLAPS OF THUNDER.

202  
ANGLE - FULL ON SMALL ONE/FLUTTERINA

As the light web FLASHES PURE WHITE, then cracks down the middle and splits into two halves, which fall away from the form of Small One/Flutterina. (SOUND EFX: ANOTHER CLAP OF THUNDER FOLLOWED BY A LONG HARP GLISSANDO FROM BOTTOM TO TOP OF AN AUGMENTED MAJOR CHORD.)

203  
ANGLE - INCLUDE SHERA

Shera watches in wonder as Small One -- now FLUTTERINA -- slowly sits up, swings around, lowers her legs, and stands, eyes still closed.

204  
ANGLE - FLUTTERINA

She presses her hand to her forehead for a moment.

FLUTTERINA

Oh...I feel as though I've been asleep for so long...

205  
CLOSER

She opens her eyes, and looks around.

FLUTTERINA (con't)

Where am I...?

She sees her arms, her legs, her dress, etc.

FLUTTERINA (con't)  
What's happened to me...?

206 WIDER - WITH SHERA

Flutterina takes several steps. As she does so, her beautiful butterfly wings unfold. She turns her head to look at them.

FLUTTERINA (con't)  
I have wings!

207 ANGLE - LIGHT HOPE

He continues to stand in tall dignity.

LIGHT HOPE  
You have found your pathway.

208 WITH SHERA AND FLUTTERINA

LIGHT HOPE  
You are Small One no longer...  
Come forward.

209 ANGLE - FLUTTERINA - OTS FROM BEHIND LIGHT HOPE

As Flutterina approaches Light Hope, curtsies, and holds out her hand. Light Hope takes it.

LIGHT HOPE  
Arise...Flutterina!

210 FULL ON FLUTTERINA

As she stands in all her gorgeous glory.

FLUTTERINA  
Thank you, Light Hope. I promise that I will use my new-found powers for good, and never for evil.

LIGHT HOPE  
Those powers are needed -- now! As are yours, Shera. Baron Condore has begun to attack his neighbors in Sand Valley. \*\*\*

SHERA  
Then it's time for us to stop him. Let's go, Flutterina! \*\*\*

211 WIDE - WITH SHERA

Flutterina turns to Shera.

\*\*\*  
REVISÉD  
DATE 9/16/85



(NEW PAGE)

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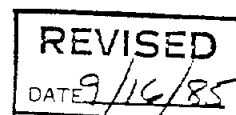
## FLUTTERINA

And my special gratitude to you,  
Shera, for seeing something within  
me that I didn't know was there...  
How can I ever thank you?

212 ANGLE - FAVORING SHERA

She smiles.

\*\*\*



SHERA

By coming along with me to visit  
a young lady who still doesn't  
know that things aren't always  
what they seem.

CUT TO:

213 INT COURTYARD CASTLE BRIGHT MOON

Adora, Flutterina, Bow, and Glimmer look at Glimmer's flower  
garden.

FLUTTERINA

Your garden is beautiful, Glimmer.

GLIMMER

Yeah, except for those ugly  
caterpillars.

214 ANGLE - FAVOR FLUTTERINA

FLUTTERINA

What caterpillars?

Glimmer moves to her side and points.

GLIMMER

There...oh, no...there! No...  
where are they?

FLUTTERINA

I don't see anything but butterflies.

215 ANGLE - FAVOR GLIMMER

The realization finally hits her.

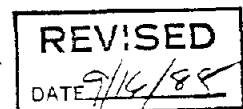
GLIMMER

Butterflies! That's why Adora  
told me to be patient. \*\*\*

FLUTTERINA

You're right, Glimmer. The caterpillars  
had to go into their cocoons before  
they could become butterflies. \*\*\*

\*\*\*



## SHERA

Even those little caterpillars had  
a special path in life. Just like  
Flutterina. So have respect for all of  
nature's creatures. Sometimes, real  
beauty is found where we least expect it.

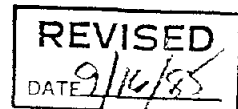
216 ANGLE - WIDE

Flutterina smiles in agreement as we:

FADE OUT

THE END  
PP #67068

\*\*\*



SHERA, PRINCESS OF POWEROUT OF THE COCOON

PP #67068

THIRTY SECOND TAG

FADE IN:

217 ON LOO KEE \*\*

LOO KEE

It's Loo Kee again. Did you  
find my hiding place today?  
If not, try again. Look!

218 SCENE FROM SHOW - HOLD FOR VIEWERS TO LOOK \*\*

LOO KEE

See me now? \*\*

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

LOO KEE #2

Here I am! In today's show -- \*\*

219 SCENE FROM SHOW - GLIMMER WITH BUTTERFLIES IN GARDEN \*\*

LOO KEE (VO, con't) \*\*

-- the Caterpillars in Glimmer's  
garden turned into beautiful butterflies.

210 ANGLE ON LOO KEE \*\*

LOO KEE

There's an important lesson about  
people here, especially people who  
are physically disabled. They may  
look or act different than you, but  
inside they are just as special and  
beautiful as you are. Bye now!

FADE OUT \*\*

(Approved by the Mayor's Office for the Physically  
Disabled.) \*\*

\*\*

