

SHE-RA™

Princess of Power™

"ROMEO AND GLIMMER"

PP #67079

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PP #67079
Specific Revisions
2/20/86

CAST LIST - Add Flutterina

Pg 2, SC 9 - ADD Flutterina

Pg 2, SC 11 - CHANGE ANGELLA DIA "That can only..." to FLUTTERINA
CHANGE ADORA DIA "That Hordak's planning..." to ANGELLA

Pg 6, SC 34 - ADD FLUTTERINA
CHANGE ADORA DIA "That's the biggest..." to FLUTTERINA

Pg 7, SC 38 - REVISED ADORA DIA "We'd better check..."
REVISED BOW DIA "We're on our way..."
REVISED ACTION "They run OS..."

Pg 17, SC 104 - ADD FLUTTERINA

Pg 17, SC 105 - CHANGE ADORA DIA "What do you..." to FLUTTERINA

Pg 35, SC 205 - ADD FLUTTERINA

SHERA, PRINCESS OF POWERROMEO AND GLIMMERPP #67079CAST LIST

ENTRAPTA

IMP

HORDAK

BOW

ANGELLA

ADORA/SHERA

GLIMMER

KOWL

FLUTTERINA

TROOPER #1

TROOPER #2

TROOPER #3

SOLDIER #1 - a Rebel soldier in Bright Moon. Two lines.

SOLDIER #2 - as above. No dialogue.

ROMEO - an handsome, clean cut Horde soldier (human) about Glimmer's age.

VEHICLES

TRAPPER TANK - a bizarre combination of tank and locomotive. It is nearly as large as the Goodyear blimp, and could easily be a massively expanded version of the scrap metal fighting vehicles in the Mad Max movies. The front is dominated by an enormous, arrowpoint shaped "cowcatcher." The wheels are a good ten feet high and studded with steel barbs. The control area is another ten feet higher and well protected by all sorts of weapon turrets and steel shielding. Spaced around the entire vehicle are many studs containing claws, clamps and other kinds of grabbing devices.

REVISED

DATE 2/20/85

SHERA, PRINCESS OF POWERROMEO AND GLIMMERPP #67079ACT ONE

FADE IN:

1
EXT - FRIGHT ZONE - ESTABLISHING

We SEE where we are, then

CUT TO:

2
EXT - FRIGHT ZONE COURTYARD

A large open area, approximately football field sized, in the central part of the Fright Zone. The BG is dominated by the hard-edged metal turrets and outcroppings of the structures which surround the courtyard.

3
ANGLE - WIDE ON CENTER OF COURTYARD

Where we SEE a massive vehicle which resembles a bizarre combination of tank and locomotive. It is nearly as large as the Goodyear blimp, and could easily be a massively expanded version of the scrap metal fighting vehicles in the Mad Max movies. The front is dominated by an enormous, arrowpoint shaped "cowcatcher." The wheels are a good ten feet high and studded with steel barbs. The control area is another ten feet higher and well protected by all sorts of weapon turrets and steel shielding. Spaced around the entire vehicle are many studs containing claws, clamps and other kinds of grabbing devices.

ENTRAPTRA (VO)

What do you think of my new
Trapper Tank?

4
ANGLE ON HORDAK, ENTRAPTRA, IMP

HORDAK and ENTRAPTRA walk past the front of the vehicle and look up at its massive bulk. IMP sits comfortably on Hordak's shoulder.

IMP

Looks pretty rusty to me!

5
FAVOR ENTRAPTRA

She turns and casts an angry look toward Imp.

ENTRAPTRA

I asked Hordak, not you!

6 FULL ON HORDAK AND IMP

HORDAK

And I heard you!

His head turns slightly toward Imp, who has his thumbs up to his ears and is wiggling his fingers and sticking out his tongue.

HORDAK

(to Imp)

Enough, little one.

7 ANGLE WITH ENTRAPTRA

HORDAK (con't)

Imp's right. It is rusty. But it also looks like the weapon we need for our attack on Bright Moon.

CUT TO:

8 EXT - CASTLE BRIGHT MOON - ESTABLISHING

We SEE where we are, then

CUT TO:

9 INT - CASTLE BRIGHT MOON - QUEEN ANGELLA'S CHAMBER

Where BOW, ANGELLA, FLUTTERINA, GLIMMER and ADORA stand around a large wooden table looking at an unfolded map. *

10 FAVOR BOW

As he points at a specific spot on the map.

BOW

Our men report that large groups of Horde Troopers are gathering here.

11 WIDER - WITH ANGELLA

FLUTTERINA

That can only mean one thing... *

ANGELLA

That Hordak's planning an attack. *

REVISED
DATE 2/20/81

12

FAVOR BOW

It doesn't ^{BOW} make sense. He knows he can't break through Queen Angella's magical force dome.

13

FAVOR ADORA

ADORA
You mean he has known that. If he's trying again, he must have a reason for thinking he can break through.

14

ANGLE ON DOORWAY

As two REBEL SOLDIERS ENTER, escorting a Horde prisoner.

SOLDIER #1
Begging your pardon, Queen Angella. Our scouts have picked up this prisoner, Horde Corporal Romeo.

15

ANGLE ON HORDE CORPORAL ROMEO

He is a slightly wounded Horde soldier - an unusually clean cut looking, but bruised, young man named ROMEO.

SOLDIER #1
He was captured near the force dome.

16

ANGLE ON BOW

BOW
Good! He can tell us what Hordak is up to.

17

WIDEN - WITH ROMEO

His body stiffens at Bow's remark.

ROMEO
I've already told you my name. I won't tell you anything else.

BOW
Listen here, Corporal --

18

ANGLE - FAVORING ADORA

She steps over to Romeo.

ADORA
 (interrupting Bow)
 He won't tell us any more, Bow --
 and we're not like Hordak. We
 won't try to force him.

19 ANGLE ON ADORA AND ROMEO

She looks at his injured arm.

ADORA (con't)
 Besides...this arm looks as though
 it could use some attention.

GLIMMER walks INTO SHOT.

GLIMMER
 I'll see what I can do about it.

20 ANGLE - CLOSE ON ROMEO

As he looks up and OS toward Glimmer. He smiles slightly.

21 ANGLE FAVORING GLIMMER

She looks at Romeo and returns his smile with a slight smile
 of her own, then turns and instructs the guards.

GLIMMER
 Bring him to the medical room.

22 WIDER

GLIMMER (con't)
 (to Romeo)
 Don't worry about your arm. It'll
 be just fine.

CUT TO:

23 EXT - ETHERIAN COUNTRYSIDE

A powerful group of Horde vehicles moves ruthlessly across
 cultivated fields, knocking down fences and tearing through
 orderly rows of crops. In the distant BG, the spires of
 Castle Bright Moon can be SEEN.

24 CLOSER ANGLE - HORDE VEHICLES

At the center of a cluster of smaller Horde vehicles is
 Entraptra's Trapper Tank, like a powerful battleship
 surrounded by a cordon of destroyers.

25
ANGLE ON CONTROL CENTER OF TRAPPER TANK

Where see SEE Entraptra, Hordak and Imp, with Entraptra operating the controls and Imp lounging on the console.

26
INT - CONTROL CENTER - FAVORING ENTRAPTRA

She points OS through the windscreen.

ENTRAPTRA

There's Castle Bright Moon. Soon you'll see the real powers of my tank.

A long coil of Entraptra's hair reaches out in prehensile fashion and pulls one of the controls. (NOTE: This is one of Entraptra's powers.)

27
ANGLE ON IMP

IMP

(sneering)

Talk, talk, talk! When are we going to see some action?

28
FAVOR ENTRAPTRA

Her eyebrows knit in a deep frown.

ENTRAPTRA

How about right now?!

Another long coil of Entraptra's hair reaches out to grab Imp.

29
ANGLE FAVORING IMP

As the coil reaches around his waist, Imp pulls a pair of scissors out and brandishes them.

IMP

Oh, no, you don't!

30
WIDER - WITH HORDAK

HORDAK

Stop that!

He reaches out and grabs Entraptra's hair away from Imp.

ENTRAPTRA

Ouch!

31
ANGLE FAVORING IMP AND HORDAK

As Hordak gently takes the scissors away from Imp.

HORDAK
That's not nice, Imp.

32
WIDER

Hordak turns to Entraptra.

HORDAK
And as for you -- if you don't
leave him alone...

ENTRAPTRA
(outraged)
But he started it!

33
ANGLE ON BOTH

Imp can be SEEN just past Hordak.

HORDAK
Enough! We've got a battle to win!

Imp sticks his tongue out at Entraptra, but Hordak can't see him.

CUT TO:

34
EXT - CASTLE BRIGHT MOON RAMPARTS

Bow, Adora, Flutterina and Angella look anxiously OS. *

FLUTTERINA
That's the biggest Horde army
I've ever seen. *

35
THEIR POV

Clusters of Horde vehicles raise clouds of dust as they move across the landscape, but they are too far away for the Trapper Tank to be seen individually.

36
BACK ON GROUP

BOW
We don't have to worry. The force
dome'll keep 'em out!
(to Angella)
Won't it, Queen Angella?

37
CLOSE ON ANGELLA

A worried look on her face.

REVISED
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ANGELLA
 Yes...I think so...
 (to herself)
 ...if it has enough energy.

They move OS.

ANGLE ON BOW AND ADORA

ADORA
 We'd better check the other
 defenses. Bow, you and Flutterina
 look after the walls while I see
 what I can do outside.

*

BOW
 We're on our way!

*

They run OS as CAMERA TRUCKS IN to CLOSE UP on Adora.

*

ADORA
 I've got a feeling Shera's going
 to be needed very soon!

CUT TO:

INT - MEDICAL ROOM - GLIMMER AND ROMEO

CLOSE on Romeo's very serious looking face as CAMERA PULLS
 BACK to SHOW he is sitting on a stool in the middle of a
 medium sized white room. Several walls are filled with
 neatly organized bottles and boxes of medical supplies. Two
 bench type tables contain various vials, basins, test tubes,
 etc.

ROMEO
 Ouch! That hurts!

ANGLE WITH GLIMMER

We SEE that she has a bottle in one hand and a gauze pad in the other.

GLIMMER
 (smiling)
 A little antiseptic hurts? What
 kind of soldier are you?

FAVOR ROMEO

Puffing out his chest in pride.

ROMEO
 A very good one! I'm the youngest
 corporal in my regiment!

REVISED
 DATE 2/21/82

38

39

40

41

42 WITH GLIMMER

GLIMMER
A Horde regiment!

ROMEO
What's wrong with that?

GLIMMER
What's wrong?

She points.

GLIMMER
Look out that window! Your
regiment is about to attack
our castle!

43 WIDER WITH BOTH

As Romeo moves to a small window and looks out for a BEAT,
then turns back to face Glimmer.

ROMEO
We have to attack. This is a
rebel castle!

44 ANGLE ON GLIMMER

GLIMMER
Well...I'm a rebel, too, but I
just patched up your arm.

45 ANGLE ON ROMEO

He looks down for a moment, then up at Glimmer.

ROMEO
But...you're different. I thought
that rebels were all bad. You're not--
but why do you fight us?

46 ANGLE ON GLIMMER

GLIMMER
The reason we fight is because
you're trying to take over our land.

47 WIDER ON BOTH

ROMEO
We were told it was not your land!
But let's talk about something else,
like...well, like maybe being friends!

48

ANGLE FAVORS GLIMMER

GLIMMER

How can we be friends if we're enemies?

She looks at Romeo for a LONG BEAT.

GLIMMER

I'd better go help defend our castle...from your troops!

49

ANGLE ON ROMEO

ROMEO

I guess that means you're going to lock me up.

50

WIDER - FAVORING GLIMMER

She hesitates.

GLIMMER

Well...I should...but I won't, if you give me your word that you'll stay here in the medical room.

ROMEO

All right. I promise.

Glimmer looks at Romeo for a LONG BEAT, then turns and EXITS through the doorway. CAMERA PANS to Romeo to show his puzzled frown.

CUT TO:

51

EXT - FIELDS NEAR CASTLE BRIGHT MOON

The Horde group rolls toward the Castle. Suddenly a SHIMMERING SOUND is HEARD and the edge of a transparent dome covering the Castle appears in front of the Horde vehicles.

52

ANGLE ON TWO VEHICLES

As they slam into the transparent force dome and crunch their front ends. SFX: SLAM AND CRUNCH.

53

INT - TRAPPER TANK CONTROL - ENTRAPTRA, HORDAK AND IMP

As before. Hordak points OS through the wind screen.

HORDAK

There! The force dome!

He turns to Entraptra.

HORDAK (con't)
Tell the units to halt.

54
ANGLE - ENTRAPTRA

She switches a button on the console and speaks into a microphone-like device.

ENTRAPTRA
All units halt. Halt!

55
MEDIUM - HORDAK AND ENTRAPTRA

HORDAK
Now. Let's see how good this
Trapper Tank of yours really is!

50
ANGLE - CLOSE ON IMP

IMP
Here's your chance, Entraptra --
don't blow it!

51
ANGLE - CLOSE ONE ENTRAPTRA

As she gives a quick, nasty glance at Imp, then turns back to her controls. One long lock of hair, then another, curls around several controls and pulls them.

ENTRAPTRA
Watch this.

58
EXT - FIELD NEAR FORCE DOME

The huge Trapper Tank rolls up to the barely visible edge of the force dome.

59
ANGLE - TRAPPER TANK

A telescoping joint SHOOTS OUT and clamps a flat disc onto the dome. Another telescoping joint SHOOTS OUT, then a third, with each one clamping a disc onto the force dome.

60
INT - TRAPPER TANK CONTROL

Hordak and Imp watch, as Entraptra sits, operating the controls with various strands of hair.

IMP
(sarcastically)
That's great! What are those
discs gonna do, eat the dome
away?

61

ANGLE - ENTRAPTRA

She smiles and turns toward Imp.

ENTRAPTRA

For once, you're almost right,
you little fink.

She curls a strand of hair around a control and pulls it.
SOUND FX: THE SOUND OF A GENERATOR BEGINNING TO CYCLE ON.

ENTRAPTRA (con't)

The discs are going to trap
the energy of the dome. Without
the energy, the dome will just
collapse.

62

EXT - NEAR FORCE DOME

~~At the point where the discs are attached to the dome, a~~
finely veined network of red energy lines begins to appear.
SOUND FX: THE GENERATOR SOUND CONTINUES.

ENTRAPTRA (VO)

Look, it's working already!

63

EXT - SMALL GROVE OF TREES INSIDE FORCE DOME

Where Adora looks OS.

64

ANGLE - ADORA

ADORA

Time for Shera!

She steps OS behind a tree.

65

ANGLE - ADORA

As she holds her sword high.

ADORA

For the honor of Greyskull!

66

TRANSFORMATION SEQUENCE

SHERA

I am Shera!

She runs OS.

CUT TO:

67

INT - TRAPPER TANK CONTROL

Hordak stands and points OS through the windscreen.

HORDAK

I think we've done it! Let's break through!

ENTRAPTRA

Here we go!

CUT TO:

68

EXT - NEAR FORCE DOME

The massive Trapper Tank roars toward the cracking force dome. When the vehicle strikes the dome, the cracks turn into sudden wisps of smoke, then DISAPPEAR.

69

INT - TRAPPER TANK CONTROL

ENTRAPTRA

We're inside!

70

ANGLE - IMP

Pointing OS.

IMP

Yeah, but so is she!

71

CLOSE ON HORDAK

Looking intently OS through the windscreen.

HORDAK

Blast!

72

HIS POV

Shera stands, hands on hips, in front of the Trapper Tank.

HORDAK (con't)

It's Shera!

73

BACK ON GROUP - FAVORING ENTRAPTRA

ENTRAPTRA

Let's see how the muscle maiden handles a blast of the energy we trapped from the force dome!

A coil of Entraptra's hair reaches out to pull a control.

CUT TO:

74

EXT - NEAR TRAPPER TANK

A powerful, spotlight-sized yellow beam darts out of a turret on the Trapper Tank.

75
ANGLE - TANK WITH SHERA

As the yellow beam moves toward Shera.

SHERA

Uhh! It's a force beam!

She holds up her sword.

SHERA (con't)

Sword to shield.

76
TRANSFORMATION

The sword is transformed into a round, shiny golden shield.

77
ANGLE - SHERA

As the beam once again sweeps INTO SHOT. Shera braces and holds the shield up in front of herself.

SHERA

Let's see how you like a taste...

78
WIDER

The beam strikes the shield and reflects back OS.

SHERA (con't)

...of your own medicine!

79
ANGLE - WIDE ON TRAPPER TANK AND SHERA

The beam bounces back and ZAPS the turret from which it is being sent.

80
CLOSE ON TURRET

As the beam strikes it, there is a bright flash of light and the turret begins to VIBRATE VIOLENTLY.

81
INT - TRAPPER TANK CONTROL

Hordak REACTS, turning angrily to Entraptra.

HORDAK

What's happening?

82
FAVORING ENTRAPTRA

ENTRAPTRA

(nervously)

Don't worry, just a temporary problem.

The hair coil pushes the control.

83 EXT - TRAPPER TANK - MEDIUM

The telescoping joints seen above SHOOT OUT, their discs probing forward.

84 ANGLE - SHERA

Standing on the front tread housing as one of the telescoping joint discs ZOOMS INTO SHOT. Shera DUCKS, and it SHOOTs past her head.

SHERA

Missed!

85 ANOTHER ANGLE - SHERA

Before Shera can recover her balance, another telescoping joint disc SHOOTs INTO SHOT, directly at her.

SHERA

Uh, oh!

She gives a thrust with her powerful thighs and springs up and OS.

86 ANGLE - GROUND ALONGSIDE TRAPPER TANK

Shera gracefully drops down INTO SHOT. But as she does so, one foot catches on the side of a metal outcropping from the Trapper Tank. Shera is flipped to the ground, where she SMACKS down on her back.

SHERA

Uh!

87 DOWNSHOT - WIDER

As three telescoping joints dart INTO SHOT toward the supine Shera. She looks up.

SHERA

Uh, oh! Looks like trouble!

88 SIDE ANGLE - SHERA

She arches her back and springs to her feet, as one hand FLIES UP in a karate chop, WHACKING one of the telescoping joint discs OS.

89 WIDER - SHERA

Continuing her motion, she uses a front karate kick to knock another disc OS.

90 ANOTHER ANGLE - SHERA

She turns rapidly and uses a spinning back kick to dispatch the third disc OS.

91 WIDER - DOWN SHOT PAST TRAPPER TANK TO SHERA

Standing, facing the Trapper Tank. She cups one hand to her mouth and looks up toward the Control Center.

SHERA

Okay, Hordak. Enough fun and games.

She walks directly toward the Trapper Tank.

SHERA

It's time to put out the garbage.

92 CLOSER - SHERA AND TANK

She leans down and places two hands on the Trapper Tank's undercarriage.

SHERA

Starting with this piece of junk!

Shera lifts.

93 ANGLE - WIDER

Shera's biceps bulge as she lifts the Trapper Tank into the air.

94 INT - TRAPPER TANK CONTROL AREA

Hordak and Entraptra lurch from side to side as Imp skids across the control panel.

IMP/ENTRAPTRA

(in unison)

Yeowwwww! Heyyyyy!

HORDAK/IMP/ENTRAPTRA

(in unison)

Stop that!

95 EXT - SHERA AND TANK

She ANTICS, throwing the Trapper Tank.

SHERA

Don't bother to come back!

She hurls the huge vehicle OS.

96 INT - TRAPPER TANK CONTROL AREA

Hordak, Entraptra and Imp hang on for dear life.

HORDAK/ENTRAPTRA/IMP

(in unison)

Whoaaaaaaaaa!

97 WIDE

The Trapper Tank sails through the air, spinning as it opens.

98 EXT - FRIGHT ZONE

We HOLD for a BEAT to ESTABLISH where we are before the Trapper Tank SOARS INTO SHOT, and SLAMS DOWN into the ground with a tremendous CRASH. Bits and pieces of wires, metal, springs, etc. fly in all directions.

99 INT - TRAPPER TANK CONTROL

Hordak, Entraptra and Imp are placed around the now littered and broken Control Room. TRUCK IN on Imp as he reaches up to remove a broken spring which hangs across his head.

IMP

Got any more good ideas,
Entraptra?

100 ANGLE - ENTRAPTRA

HOLD FOR A BEAT on her angry, slit-eyed REACTION as we

CUT TO:

101 INT - MEDICAL ROOM - ROMEO

Romeo passes nervously from one side of the room to the other.

ROMEO

(to himself)

Hordak always told us that
the rebels were like animals...
but Glimmer isn't like an
animal at all...

102 ANGLE - ROMEO

Suddenly stopping and standing up straight.

ROMEO
 (to himself)
 Wait a minute, Corporal Romeo!
 You're a soldier. Your duty is
 to get back to your regiment
 and fight.
 (softer)
 No matter how nice -- or pretty --
 Glimmer is.

103 ANGLE - ROMEO

He looks around, walks to a cabinet on one of the bench tables and opens it.

ROMEO
 Towels! If I tied them together,
 I could make a rope --

He goes to the window, looks out, then turns around.

ROMEO
 It just might work!

CUT TO:

104 INT - QUEEN ANGELLA'S CHAMBER

Angella, Bow, Adora, Flutterina and Glimmer are gathered around the long wooden table seen earlier. *

BOW
 That was quite a job Shera
 did on Hordak's tank.

105 FAVOR ANGELLA

ANGELLA
 It was magnificent, but it
 doesn't solve our problem.

FLUTTERINA
 What do you mean? *

106 ANGLE - VENTILATION WINDOW

A small ventilation window is out of view of our group. As we WATCH, a rope of towels drops INTO SHOT, followed by Romeo's foot. When his face reaches the window, he hangs on and looks in.

ANGELLA (VO)
 The force dome is at less than
 half strength. It will take
 at least a week to repair.

REVISED
 DATE 2/20/82

157
ANGLE - FAVOR ANGELLA WITH OTHERS

ADORA

And in the meantime?

ANGELLA

In the meantime, we'd better hope Hordak doesn't try another attack.

BOW

He won't take a chance of meeting up with Shera again.

ANGELLA

Don't count on it. He wants to take over Bright Moon very badly.

108
ANGLE - ADORA

ADORA

And without the force dome --

ANGLE - WINDOW

Close on Romeo, eyes wide, as he HEARS this information.

ANGELLA (VO)

We can't protect all of Bright Moon from a strong attack. Thank goodness Hordak doesn't know that!

ROMEO

(to himself)

Wait'll Hordak hears about this!

He slips down the rope and OS as we

FADE OUT

END ACT ONE

PP #67079

SHERA, PRINCESS OF POWERROMEO AND GLIMMERPP #67079ACT TWO

FADE IN:

110
INT - MEDICAL ROOM

The room is empty. At the window, one end of an improvised rope made of twisted towels is tied to the window post and the window is wide open.

111
ANGLE - FAVOR ENTRANCE DOORWAY

We HEAR the SOUND of a key turning in the lock, and the door is pushed open. Glimmer ENTERS, looks around.

GLIMMER

Corporal? Corporal Romeo?
Where are you?

She looks around questioningly then STOPS as she faces the window.

112
EXT - CASTLE BRIGHT MOON - CLOSE ON CELL WINDOW

Where we SEE Glimmer approach the window, touch the tied end of the rope of towels and SHAKE her head negatively.

GLIMMER

He's escaped...and I thought I could trust him. It just goes to show -- you can never trust a Hordesman --

(softer)

No matter how handsome they are --

(determined)

-- Never!

She turns back to the door, opens it, EXITS.

CUT TO:

113
INT - ANGELLA'S CHAMBER

Glimmer and Angella are having a heated conversation near the wooden table seen earlier. Kowl and Adora are in the room with them.

GLIMMER

I know I shouldn't have left him alone in the room, but... well, I thought we were becoming friends --

KOWL

With a Horde soldier?

Glimmer looks pointedly at Kowl.

GLIMMER

He seemed different -- but I was wrong. I'm gong to find him, and bring him back -- and I'm going alone!

ANGELLA

I don't understand why you want to capture this Horde soldier. And why on your own?

114
ANGLE - GLIMMER

GLIMMER

Because it was my fault that he escaped, Mother. So, it's up to me to bring him back.

115
ANGLE - BOTH

Angella paces for a moment, then turns to Glimmer and places a hand on each of her daughter's shoulders.

ANGELLA

As a Queen, I'm proud that you're so responsible.

(BEAT, the more softly)

As a mother, I want you to be safe.

She turns to Adora.

ANGELLA

Adora...what are your feelings?

116
ANGLE - ADORA

HOLD FOR A BEAT on her pensive REACTION.

ADORA

I think it will be all right. But I'd like to suggest that Kowl go along.

117
ANGLE - GLIMMER AND KOWL

Glimmer reacts in surprise.

GLIMMER

Kowl! But why?

KOWL

(indignantly)

For protection, of course.

GLIMMER

(laughing)

For protection? Kowl?

118
ANGLE - FAVOR KOWL

Puffing out his chest.

KOWL

You seem to have forgotten that
I am well trained in the physical
arts.

119
MEDIUM ON ALL

ADORA

Of course, Kowl. But what's even
more important is that with you
there, Glimmer can send a message
to us in case she needs help.

120
ANGLE - GLIMMER AND KOWL

Angella looks up at the little bird and smiles.

ANGELLA

And you, Kowl, are said to be
the fastest thing on two wings
in all of Etheria.

121
ANGLE - CLOSE ON KOWL

As he REACTS by shyly turning down his head and looking
away.

KOWL

Well...I guess that's true.

122
WIDER - ALL

ANGELLA

Good. Then you'll be Glimmer's
companion.

Angella TURNS to Glimmer and hugs her tightly.

ANGELLA

Be careful, my daughter.

Glimmer EXITS as Angella turns to Adora.

ANGELLA

Will she be safe?

123 ANGLE - FAVOR ADORA

ADORA

Don't worry, Queen Angella.
I'll keep track of where she
is. If she needs help, I'll
see she gets it!

WIPE TO:

124 EXT - ETHERIAN COUNTRYSIDE - WOODS

A small clearing surrounded by woods. Beyond a fringe of trees, the Fright Zone buildings can be seen in the distance. Romeo ENTERS SHOT and looks OS toward the buildings.

ROMEO

(to himself)

Good! I'm almost there!

GLIMMER (VO)

Not quite!

Romeo REACTS, turning around in surprise and looking right and left.

125 ANGLE - SLIGHTLY WIDER

As Glimmer steps INTO SHOT.

ROMEO

(surprised)

Princess Glimmer!

GLIMMER

You promised you wouldn't
try to escape.

126 ANGLE - ROMEO

ROMEO

I had no choice. I'm a Horde
soldier. You know that.

127
WIDER - BOTH

GLIMMER

I only know that I told you about what the Hordes does to innocent people -- and I thought you listened.

ROMEO

I did listen. But it's not true!

128
CLOSER - GLIMMER

GLIMMER

It is true. But it doesn't matter whether you agree or not. I'm taking you back.

She pulls out a non-rifle like weapon.

GLIMMER (con't)

Please don't force me to use a freeze ray.

129
ANGLE - OTS SHOT OF GLIMMER FROM BEHIND ROMEO

From behind Glimmer, two Horde Troopers stealthily ENTER SHOT and move toward her. Showing no sign of awareness, she makes a brief motion with the weapon.

GLIMMER (con't)

Let's go!

130
ANGLE - ROMEO

Looking intently INTO CAMERA and OS toward Glimmer.

ROMEO

I don't think so!

131
ANGLE - GLIMMER

The Troopers are closer to her as she raises her weapon.

GLIMMER

What?!

132
ANGLE - OVERHEAD TREE LEVEL

As Kowl flies INTO SHOT, settles on a branch and intently looks down and OS.

KOWL

Glimmer! Look out!

133
ANGLE - GLIMMER

She turns, SEES the Horde Troopers as they lunge for her, and ducks. The Troopers grab empty air.

TROOPER #1

Uhhhh!

134
ANGLE - GLIMMER AND TROOPERS

As Glimmer rises back up, she makes two karate chops which SMACK the Troopers' weapons out of their hands and OS. They grab for her again, but again miss.

135
ANGLE - GLIMMER

She brings up her freeze ray weapon to aim. As she does so, Romeo ENTERS SHOT and grabs her arms from behind. The weapon drops to the ground.

GLIMMER

Let go of me!

136
ANGLE - FAVOR ROMEO

ROMEO

I'm sorry, Princess. I told you, I don't have any choice. I'm a Horde soldier.

137
WIDER - WITH GLIMMER

Firmly held in Romeo's grip, she looks up and OS.

GLIMMER

Kowl! Get help! Quick!

138
HER POV

Kowl lifts off the branch.

KOWL

On my way!

He flies OS.

139
ANGLE - ROMEO HOLDING GLIMMER

ROMEO

(to Horde Troopers)
The owl! Don't let him get away! Use your tractor rays.

140
ANGLE - HORDE TROOPER

One of the Troopers moves around, looking at the ground. (trying to find his weapon) as the other picks up a rifle-sized tractor weapon and aims it up and OS.

TROOPER #1

I'll get him!

He fires the weapon and a bolt of yellow light SHOOTs OUT the barrel and up and OS. SOUND FX: LASER ZAP.

141
ANGLE - KOWL

Flying above the tree tops. The bolt of yellow light ZAPS INTO FRAME. Kowl does a quick barrel roll and darts OS. The bolt misses him.

KOWL

(shouting)

Better practice your shooting,
turkey!

142
ANGLE - ROMEO, GLIMMER AND TROOPERS

The Trooper with the weapon turns back to Romeo.

TROOPER #1

I missed!

ROMEO

Forget it. What can a bird do?
Help me escort this prisoner to the
Fright Zone.

WIPE TO:

143
INT - FRIGHT ZONE - HORDAK'S CHAMBER

Hordak, Entraptra and Imp are positioned around Hordak's throne as Romeo ENTERS with Glimmer and the two Horde Troopers.

HORDAK

(to Troopers)

This is the Corporal who
was held in Castle Bright
Moon.

IMP

Yes, Master. And a rebel
who followed him when he
escaped.

144
ANGLE - FAVOR HORDAK

HORDAK

We'll deal with her in a minute.

(to Romeo)

Tell me, Corporal...did you observe anything in the Castle that will help us?

145
FULL - ROMEO AND GLIMMER

Glimmer looks intently at Romeo as he speaks.

ROMEO

Yes, Master Hordak. The force dome has been damaged...

146
ANGLE - FAVORING GLIMMER

GLIMMER

(interrupting)

Romeo! Don't --

147
ANGLE - FAVORING ROMEO

He looks toward Glimmer, then turns back to face CAMERA.

ROMEO (con't)

...its powers will not be back to full strength for several days!

148
ANGLE ON WINDOW

As Kowl alights and looks below.

149
KOWL'S POV - HORDAK AND ENTRAPTRA

Entraptra smiles evilly and leans over to Hordak.

ENTRAPTRA

This is our chance. With new power from the Magnetic Pole, my tank will be invincible.

HORDAK

And what about Shera?

150
ANGLE - PUSH IN ON ENTRAPTRA

ENTRAPTRA

Place this girl in the Deep Dungeons of the Magnetic Pole. When Shera comes to her rescue, I'll trap her in the magnetism.

HORDAK

(snickering)

Heh, heh, And by the time she gets loose, Bright Moon will be mine.

151
WIDE - FAVORING HORDAK

As he turns back toward Romeo and Glimmer.

HORDAK

Throw the girl in the Deep Dungeons.

152
ANGLE ON KOWL

As he takes off.

153
ANGLE - FAVORING GLIMMER

As the two guards grab her.

154
WIDER - WITH ROMEO

REACTING to the rough treatment by pulling one of the Horde Troopers' arms.

ROMEO

Hey! Not so rough!

155
WIDER - WITH HORDAK

HORDAK

That's enough, Corporal. The Troopers know how to handle rebels.

He waves his hand.

HORDAK (con't)

(to Troopers)

Take her to the Dungeon!

156
ANGLE - FAVORING ROMEO WITH GLIMMER

As the Troopers begin to pull Glimmer away, Romeo stops them.

ROMEO

But she hasn't done anything!

157
ANGLE - HORDAK

Looking very angry.

HORDAK

Silence! Horde soldiers do
not tell Hordak what to do!
You need a lesson in manners.
(to the Troopers)
Throw Corporal Romeo in the
Deep Dungeons with the rebel!

ROMEO

But I've done nothing! I've been
a good Horde soldier!

Hordak turns to him.

HORDAK

But it pleases me to put people
in the dungeon, even fool Horde
soldiers! Take him away!

158
ANGLE - ROMEO AND GLIMMER

As the Troopers roughly push them OS.

CUT TO:

159
EXT - CASTLE BRIGHT MOON

On a field outside the castle, Kowl sits on a tree branch
anxiously talking with Adora.

KOWL

...and then they were taken to
the Deep Dungeons of the
Magnetic Pole.

160
ANGLE - ADORA

REACTING with a frown.

ADORA

Then it's time for Shera!

She draws out her sword and utters the magic words.

ADORA (con't)

For the honor of Greyskull!

161
TRANSFORMATION SEQUENCE

SHERA

I am Shera!

The transformation complete, Shera leaps on Swift Wind's
back and lifts off OS.

SHERA

Come on, Swifty. We have work
to do!

CUT TO:

162
INT - DEEP DUNGEONS

A medium-sized room carved out of granite rock. There are no windows, and the low overhead and huge wooden supports reveal that we are deep in the earth. The room is lit only by a small oil lantern placed on a stone table. The entrance is a massive oak-beamed door. Glimmer sits, leaning against the stone, as Romeo stands near the door.

GLIMMER

I don't understand why you
escaped after you said you
wouldn't.

ROMEO

I was just trying to be a loyal
soldier...

163
ANGLE - CLOSER, FAVORING ROMEO

He looks at Glimmer.

ROMEO (con't)

...but I've learned something
since then...real soldiers aren't
supposed to hurt innocent people
and throw them in dungeons for
no reason!

164
ANGLE - FAVOR GLIMMER

She smiles slightly at Romeo.

GLIMMER

It's funny...Adora said something
like that when she left the Horde
and joined the Rebellion.

ROMEO

Adora...I've heard about her.
They call her a traitor.

165
ANGLE - BOTH

GLIMMER

She's not a traitor. She
left the Horde because she
knew that what they were
doing was wrong.

166
ANGLE - FAVOR GLIMMER

GLIMMER (con't)

She was right. But it was
hard for her to leave her
friends and everything she
knew...

(BEAT)

It would be hard for you, too.

167
ANGLE - ROMEO

Looking pensive.

ROMEO

Yes...but if I've done wrong, I
must try to make up for it!

He turns to Glimmer

ROMEO (con't)

Will you help me?

168
CLOSER - FAVORING GLIMMER

She smiles up at Romeo.

GLIMMER

You bet I will!

169
WIDEN SHOT

Glimmer looks around.

GLIMMER

The first thing we've got to do
is find a way out of here!

CUT TO:

170
EXT - SKY ABOVE ETHERIA - SHERA AND SWIFT WIND

Shera rides her unicorn through the sky.

SHERA

There, Swift Wind! That crack
in the rocky mountainside! It's
in the right location for the
Deep Dungeons.

171
HER POV

A barren, rocky mountainside littered with rocks and
boulders. A deep gash stretching from halfway up the
mountain terminates in a mine-like entrance that is guarded
by several Horde Troopers.

172
BACK ON SHERA

SHERA
Let's get down there, Swifty!

The unicorn drops down OS.

173
ANGLE - MEDIUM WIDE ON ENTRANCE

The Troopers REACT as Swift Wind drops down INTO SHOT.

TROOPER #2
It's Shera!

TROOPER #3
Grab her! Hordak will give us
a great reward!

174
ANGLE - MEDIUM WIDE TROOPER #2 AND SHERA

He lunges toward Shera in a head down charge. Shera waits until the Trooper is almost upon her, then leaps straight up, pulling up her knees as she does so. The Trooper misses completely and charges OS.

175
ANGLE - TROOPER #2

As he FLOPS to the ground on his belly.

TROOPER #2
Oooooooff!

176
ANGLE - TWO OTHER TROOPERS

As they charge OS.

177
MEDIUM WIDE - SHERA

Waiting as the two Troopers charge INTO SHOT. As they are about to reach her, does a tuck and roll, as they SOAR over her head.

178
ANGLE - TWO TROOPERS

As they FLOP down to the ground on their chests.

TROOPERS
(in unison)
Uhhnnnnn! Ouchhh!

179
ANGLE - SHERA

Looking OS.

SHERA

Sorry I can't stay, fellows.
Just go ahead and continue your
exercise without me.

She RUNS INTO the Dungeon entrance.

180
SHOT - TROOPERS

All sitting on the ground, looking dazed.

CUT TO:

181
INT - CELL - ROMEO AND GLIMMER

Romeo uses a small hand tool to pry at the edge of the
wooden door.

ROMEO

This little knife just isn't
big enough to do much.

GLIMMER

Keep working on it.

182
INT - CORRIDOR OUTSIDE CELL

Shera walks cautiously through the rock-carved passageway.

SHERA

They must be around here somewhere.
(calling)
Glimmer! Glimmer! Where are you?

183
INT - CELL

Romeo and Glimmer REACT as they HEAR Shera calling.

SHERA (VO)

Glimmer!

GLIMMER

It's Shera!
(calling)
In here! In here!

184
EXT - CORRIDOR

Shera REACTS by moving to a large oak door and knocking.

SHERA

Is this the door?

She raps on it.

GLIMMER (VO)

Yes.

185
SHERA
Coming through! You've been
in there long enough.

ANGLE - SHERA

She places both hands on the beams of the oak door and
begins to pull.

SHERA

Uhhhh!

SOUND FX: CREAKING WOOD FOLLOWED BY CRACKING AND SNAPPING
OF METAL. Shera pulls the massive door off its hinges and
places it against a wall in the hallway. In the newly
revealed opening, we SEE a smiling Glimmer and Romeo.

ROMEO

She did it! That's fantastic!

GLIMMER

Thanks, Shera.

SHERA

No problem.

TROOPER #1 (VO)

There they are! Get them!

186
ANGLE - CORRIDOR

As the Troopers run through the corridor.

SHERA

We've got company.
(to Glimmer)
Find a way out of here, while
I take care of these Troopers.

187
ANGLE - SHERA, GLIMMER AND ROMEO

As Romeo and Glimmer run OS. Shera grabs the wooden door
from the cell and, holding it in front of her, RUNS through
the corridor.

188
ANGLE - TROOPERS

Running through the other end of the corridor. Looking
ahead and OS as they RUN, they suddenly REACT.

189
THEIR POV

Shera is running directly toward them, carrying the huge
wooden door.

190
ANGLE - TROOPERS

They come to a SCREECHING halt.

TROOPER #1
Let's get out of here!

The Troopers do a 180 degree turn and run back OS.

191
ANGLE - SHERA

She STOPS and leans the door against a wall.

SHERA
That'll take care of you guys
for while. Now, I'd better
make sure Romeo and Glimmer got
out.

She moves OS.

CUT TO:

192
INT - FRIGHT ZONE - HORDAK'S CHAMBER

Where Hordak, Entraptra and Imp look at a view screen.

ENTRAPTRA
Excellent. Shera's headed
for the Magnetic Pole Chamber.
I'll switch on the power magnets.

A lock of her long hair coils around a control and pulls it.

193
INT - DUNGEON MOUNTAIN - MAGNETIC POLE CHAMBER

Shera RUNS INTO SHOT from a corridor. The chamber is fairly large and contains several large, turbine-like devices connected to pipes, etc., built into one of the rock walls. Signs indicating visual "Danger" symbols and "Magnetism" symbols are plastered on the equipment. (STORYBOARD NOTE: NO SIGNS WITH TEXT, only symbols.)

SHERA
This is the Magnetic Pole
Center. Hordak must be
trying to harness its energy.

194
ANGLE - EQUIPMENT AREA

There is a sudden CRACKING SOUND as small explosions break out in various spots on the equipment bays. SOUND FX: HUMMING ELECTRICITY AND TURBINE SOUNDS.

195
ANGLE - WIDE

The ground begins to SHAKE VIOLENTLY as Shera fights to maintain her balance.

SHERA

Uh, oh! The magnets have been switched on.

196
ANGLE - SHERA

As she is surrounded by a blue halo of electrical energy. She fights to push it away.

SHERA (con't)

Can't...move...

With great difficulty, she reaches for her sword and slowly manages to pull it out.

SHERA (con't)

Sword...to...lightning rod!

TRANSFORMATION

The sword TRANSFORMS into a lightning rod.

ANGLE - FAVORING ROD

As Shera holds up the rod, the halo of blue light CRACKLES and breaks up into a huge mosaic of electrical veining.

WIDE

The veins of electrical energy are slowly sucked into Shera's lightning rod, which GLOWS with an intensifying blue-white light as it collects more and more energy.

CLOSER - SHERA

The last of the energy is sucked into the lightning rod.

SHERA

Now...let's put this energy to some good use.

WIDER

Shera turns and aims the rod at the equipment bays. A bolt of electrical energy ZAPS out and VAPORIZES the equipment. SOUND FX: ELECTRICAL SOUNDS AND EXPLOSIONS.

SHERA

That'll take care of Hordak's equipment!

202 CLOSER - SHERA

She turns and walks toward a corridor entrance, still holding the lightning rod.

SHERA

Next...I'll make sure those Dungeons will never be used as prisons again.

CUT TO:

203 EXT - CELL CORRIDOR

Where Shera aims the lightning rod at the open cell entrance. A FLASH of electricity VAPORIZES the cell.

SHERA

And that's that!

204 ANGLE - CELL ENTRANCES

As one prisoner after another EXITS and moves OS.

PRISONERS

(walla)

Thanks, Shera! We're free!
Yaaay! Let' get out of here!

CUT TO:

205 INT - CASTLE BRIGHT MOON - ANGELLA'S CHAMBER

Adora, Glimmer, Angella, Flutterina Romeo and Kowl are present. *

ANGELLA

(to Romeo)

We're happy to welcome you as a new member of the Rebellion.

206 ANGLE - FAVORING ROMEO

ROMEO

And I'm happy to be here.

207 ANGLE - KOWL

KOWL

I think Glimmer's pretty happy about it, too.

REVISED

DATE 2/20/86

208
FAVOR GLIMMER

GLIMMER
Of course, I am. The
Rebellion's got a new soldier.

209
ANGLE - FAVORING GLIMMER AND ROMEO

Glimmer looks up at Romeo affectionately.

GLIMMER
Even more important, we've got
a new friend.

We HOLD on the happy couple for a long BEAT, then

FADE OUT

THE END

PP #67079

SHERA, PRINCESS OF POWERROMEO AND GLIMMERPP #67079THIRTY SECOND TAG

FADE IN:

210 ON LOO KEE **

LOO KEE **

Hi, friends. It's Loo Kee again.
Did you see where I was hiding
today? If not, here's another
chance.

211 SCENE FROM SHOW - HOLD FOR VIEWERS TO LOOK **

LOO KEE (VO) **

See me?

HOLD THREE BEATS. **

212 ANOTHER ANGLE **

LOO KEE **

Here I am! In today's show,
Glimmer taught us something
about friendship.

213 SCENE FROM SHOW - GLIMMER AND ROMEO **

LOO KEE (VO) **

She was a good friend to Romeo
even when he thought he didn't
need a friend.

214 ANGLE - LOO KEE **

LOO KEE **

Do you have a friend who's sometimes
hard to get along with? Don't give
up...Keep trying...'cause real friendship
is the most valuable thing you can have.

FADE OUT **

**

