

# **SHE-RA™**

## **Princess of Power™**

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ASSAULT ON THE HIVE

PP #67091

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SHERA, PRINCESS OF POWER

ASSAULT ON THE HIVE

PP #67091

CAST SHEET

SHERA

SWEET BEE

SKELETOR

TRAPJAW

BEASTMAN

CATRA

NETOSSA - beautiful net woman.

CRINGER

ADAM/HE MAN

SWIFT WIND

BEE PEOPLE

BEE PERSON #1

CRYSTAL SUNDANCER - crystalline steed.

DRONE SEVEN (See PP #67085)

COMET CAT - one of the Meteorbs - red.

REVISED  
DATE 3/3/80

SHERA, PRINCESS OF POWERASSAULT ON THE HIVEPP #67091ACT ONE

FADE IN:

ESTABLISHING SHOT -- THE CRYSTAL CASTLE -- DAY

TRUCK IN as we HEAR the voice of Shera OS.

SHERA (VO)  
I wish your people well, Sweet  
Bee.

DISS THRU TO:

2 INTERIOR CRYSTAL CASTLE -- ON LIGHT HOPE

Shera stands before the shimmering light, SPEAKING to a DXed  
image of Sweet Bee which appears on it.

SHERA (cont)  
May your search for a new home  
be successful!

3 ON SWEET BEE'S IMAGE

It smiles, forlornly.

SWEET BEE  
Thank you, Shera. I cannot tell  
you how much my people and I appreciate  
what you did for us!

4 ANGLE ON HIVE -- IN SPACE

Sailing through the void. We HEAR Sweet Bee's voice from  
within. TRUCK IN

SWEET BEE (cont)  
We are a peaceful people...

DISS THRU TO:

5 INTERIOR HIVE -- ON BRIDGE

We can SEE the stars MOVING BY in the large windows in the  
BG. Sweet Bee is speaking to Shera, whose image we can SEE  
on a viewscreen before her. There are other viewscreens  
nearby.

SWEET BEE (cont)  
...not used to evil. As you  
remember, when I first came to  
your planet...

She ACTIVATES another viewscreen. TRUCK IN on it as it  
SHOWS:

6 LONG SHOT -- ON ETHERIA FROM SPACE

As Sweet Bee's scoutship HEADS TOWARD IT. (S/A clips from PP  
#85)

SWEET BEE (cont VO)  
I thought it was perfect.

7 ANGLE ON HORDAK AND GIANT FREEZE CANNON

As it FIRES. (S/A)

SWEET BEE (cont VO)  
But I was wrong.

8 ANGLE ON SWEET BEE'S SHIP

As it is blown from the sky and plummets toward Etheria.  
(S/A)

SWEET BEE (cont VO)  
The planet turned out to be ruled  
by the monstrous Evil Horde.

9 QUICK CUTS OF HE-MAN AND SHERA FIGHTING THE HORDE INSIDE THE  
FRIGHT ZONE TO RECOVER SWEET BEE'S SHIP

Use whatever S/A is available, appropriate, and looks  
particularly good.

SWEET BEE (cont VO)  
If it were not for the help of  
you, Shera, and your brother, He-Man...

10 CUTS OF HE-MAN AND SHERA THROWING SWEET BEE'S SHIP BACK INTO  
SPACE

Again, use appropriate S/A.

SWEET BEE (cont VO)  
...I never would have escaped in time...

11 ANGLE ON HIVE

As Sweet Bee's scout ship heads back for it. (S/A)

SWEET BEE (cont VO)  
...to warn my people away from the  
evil Horde planet!

PULL BACK OUT to REVEAL Sweet Bee as she shuts off the  
screen and turns back to Shera's image.

SWEET BEE (cont)  
We will not forget you, Shera...  
no matter where in the Universe  
we settle.

12 ON SHERA'S IMAGE

Smiling.

SHERA  
And I will not forget you, Sweet  
Bee. I am sorry your people could  
not stay.

13 BACK ON SHERA TALKING TO SWEET BEE'S IMAGE IN LIGHT HOPE  
Shera is looking upward.

SHERA (cont)  
The Rebellion could always use more  
people.

14 ON SWEET BEE'S IMAGE

Smiling, she shakes her head.

SWEET BEE  
No... my people are not fighters.  
We must look elsewhere. Farewell,  
Shera.

15 ON SHERA

Nodding.

SHERA  
Farewell, Sweet Bee. But remember,  
sometimes it is necessary to fight  
to keep your freedom!

16 ON SWEET BEE

Her image nods.

SWEET BEE  
I know, Shera... but I hope it will  
never come to that. Goodbye, Shera...!

Her image FADES AWAY.

17

WIDE -- EXTERIOR OF HIVE

As the Hive SAILS OFF into the distance, we HEAR Sweet Bee's last words ECHO...

SWEET BEE (VO)  
(reverbed)  
....Goodbye!

And THEN we hear:

SKELETOR (VO)  
(maniacal, evil laughter)

MATCH DISS TO:

18

TIGHT ON SKELETOR'S VIEWSCREEN

We SEE the Hive, flying through space, as before.

SKELETOR (cont OS)  
(evil laughter)  
Ah-hah-ha-haaaa! There!

WIDEN to REVEAL that Skeletor is watching on the viewscreen. Beside him stand Trapjaw and Beastman.

SKELETOR (cont)  
There is the answer to my evil needs!

19

ANGLE ON TRAPJAW

Looking at the viewscreen curiously.

TRAPJAW  
What is it, Skeletor?

20

ANGLE ON SKELETOR

Giving the lesser villian an annoyed look.

SKELETOR  
It's a giant spacecraft, tinhead!  
And it's filled with thousands  
of bee-people!

21

BACK ON THE VIEWSCREEN

Still showing the Hive.

SKELETOR (cont VO)  
If I could capture this spacecraft  
and enslave all the bee-people...

22 ANGLE ON SKELETOR

Evilly plotting.

SKELETOR (cont)

I would have an army large enough  
to take on Horde Prime himself!

TRUCK IN on his evil face.

SKELETOR (cont)

And if I can conquer Horde Prime...

23 UPSHOT ON SKELETOR

Triumphant.

SKELETOR (cont)

The universe shall be mine!  
(wild laughter)

24 TWOSHOT ON TRAPJAW AND BEASTMAN

They exchange glances, then REACT TO:

SKELETOR (cont VO)

Trapjaw! Beastman!

25 WIDER -- THREESHOT ON EVERYBODY

Skeletor gives his orders.

BEASTMAN

Yes, awesome Skeletor?

26 POV -- UPSHOT ON SKELETOR

Pointing.

SKELETOR

Both of you shall accompany me on  
my invasion of this Hive ship.

27 NEW ANGLE

Skeletor steps down off his throne, heading OS. The other  
two start after him.

SKELETOR (cont)

Get the sleep-gas devices, Beastman.  
And Trapjaw, make sure your stun ray  
is fully charged!

28  
ANGLE ON DIMENSIONAL GATE

Glowing against one wall. Skeletor, followed by the others, (who are hurriedly pulling on weapons) heads INTO IT.

SKELETOR (cont)

We don't want to hurt anyone, but we will have a lot of bee-people to... convince. (laughter)

His laughter changes to a WILD REVERB as he steps into the Dimensional Gate and we:

CUT TO:

29  
SPACE -- ON THE HIVE -- TRACKING

For a long BEAT, nothing happens. And then suddenly, we hear a SCREAM.

BEE-PERSON #1 (VO)  
(scream)

Danger! danger!

Which is followed by an O.S. DISTANT BOOM! TRUCK IN on the Hive as we HEAR the SFX of more THUDDING BOOMS and RUNNING FOOTSTEPS.

BEE-PEOPLE (VO)  
(more screams)

Invaders! Invaders on board!

CUT TO:

30  
INTERIOR HIVE -- ON CORRIDOR

Several bee-people go running down it in a panic -- just as a small gas-bomb FLIES IN and EXPLODES in a burst of fumes! The bee-people STAGGER.

BEE-PERSON #1  
(weakly)

Oh... gas... getting sleepy...

She and the others COLLAPSE to the floor as we continue to HEAR more OS THUDDING BOOMS and running feet.

CUT TO:

31  
ANGLE ON CORRIDOR -- ANIMATING BG

Holding on Skeletor, striding triumphantly down the corridor, flanked by Trapjaw and Beastman. Beastman is throwing gas bombs, and Trapjaw is firing stun rays OS. Smoke and gas billow everywhere and we HEAR many OS BOOMS and RUNNING FEET.

BEE-PEOPLE (VO)  
(ad-lib gasps and shouts)

SKELETOR  
Sleep-gas and stun-rays only,  
my evil henchmen! No one must be hurt!

32 CLOSER ON SKELETOR

Striding along.

SKELETOR (cont)  
After all -- they are going to be  
joining my army soon!

33 ANGLE ON MORE BEE-PEOPLE

In a large, three-tiered room. They REACT as a stun-ray  
FLASHES IN! Three people COLLAPSE, stunned.

BEE-PEOPLE  
(gasps)  
Heelllp.... getting sleepy....

The ones who are still on their feet TURN and start to RUN,  
but a gas-bomb IMPACTS then and they SINK DOWN, coughing.

BEE-PEOPLE  
(coughing)

PAN UP through the gas to the railing of the third tier,  
where we SEE Sweet Bee REACTING to the chaos below. She is  
standing by the viewscreens we saw before.

SWEET BEE

No!

34 CLOSER ON SWEET BEE

Horrified.

SWEET BEE  
Oh, my poor people! They are  
peaceful -- they cannot fight  
back!

35 REVERSE ANGLE -- OTS SWEET BEE

Looking down at Skeletor, Trapjaw, and Beastman in the  
middle of the gas-filled room, surrounded by the sprawled  
unconscious bodies of bee-people. TRUCK IN.

SWEET BEE (cont partially VO)  
These monsters will conquer our  
whole ship! I must call Shera!

She TURNS to the viewscreen.

36 ANGLE ON SKELETOR

Looking up and noticing Sweet Bee.

SKELETOR

Ha! Another one!

He raises his hand and FIRES a stunblast from his fingertip OS.

37 UPSHOT ON SWEET BEE

She REACTS, turning and ducking back into a corridor as Skeletor's blast SMASHES the viewscreen she was trying to activate!

SKELETOR (VO)

Blast!

38 ANGLE BACK ON SKELETOR, TRAPJAW, AND BEASTMAN

Skeletor snarls.

SKELETOR

She mustn't escape! You two spread out and take the rest of the ship...

He GESTURES at his feet. A glowing circle forms there.

SKELETOR (cont)

...I'm going after her!

He RISES into the air on the disk.

39 ANGLE ON THE ICED RAILING

From which Sweet Bee so recently departed. Skeletor SAILS UP and OVER the railing on the disk, then dashes OS down the corridor after Sweet Bee.

CUT TO:

40 INTERIOR HANGER -- ON SWEET BEE'S SCOUTSHIP

Sweet Bee herself is in the cockpit, just donning her helmet.

SWEET BEE

I must hurry! With the viewscreen destroyed, there's only one way to contact Shera...

41 CLOSER ON SWEET BEE

As her cockpit closes.

SWEET BEE (cont)  
(determined)

In person!

WHINE! Her jets START UP... as we PAN OVER to look PAST the ship at an entryway in the hanger as Skeletor RUNS IN.

SKELETOR  
(shouting)

Stop! You shall not escape!

He FIRES a blast OS.

42 ON THE HANGER DOOR

It is sliding OPEN, revealing space beyond. As Skeletor's blast KNOCKS A CHUNK out of the opening doorway, Sweet Bee's scoutship FLASHES PAST and out the door into space!

SKELETOR (VO)  
(shouting)

Stoooooop!

43 ON SKELETOR

Subsiding, as he lowers his smoking finger.

SKELETOR

Drat.

He starts to turn back to the interior of the ship.

SKELETOR (cont)  
Oh, well -- I still have the rest of the ship and its people. And after all...

CUT TO:

44 EXTERIOR LONGSHOT -- HIVE

As Sweet Bee's ship comes SAILING OUT and races TOWARD CAM (S/A PP #85).

SKELETOR (cont VO)  
...what can one little bee-scout do to interfere with my evil plans?

Sweet Bee's ship RUSHES past cam and we:

SHOCK CUT TO:

45 SNARL!

Against an Etherian village BG, Catra, in cat form, leaps STRAIGHT INTO CAM! (Stock)

CATRA  
(Snarl!)

46 ON SHERA -- IN VILLAGE STREET

As she CATCHES Catra in the air. There is a bag of gold on the ground, and Swift Wind stands nearby.

SHERA  
Sorry, Catra! Not this time!

She SPINS Catra around and TOSSES her OS.

SHERA (cont)  
Catch, Netossa!

47 ANGLE ON NETOSSA (See Models)

The beautiful net-woman CATCHES Catra in her net and immediately draws the purse-strings closed. Catra, bundled up and disgruntled, REFORMS into her human shape.

NETOSSA  
I have her, Shera!

48 CLOSER ON CATRA

Glaring from inside the net as we HEAR Netossa continue.

NETOSSA (cont VO)  
This is one Horde tax collector that won't be terrorizing the village for a while!

Catra snarls.

CATRA  
(snarling)  
You'll pay for this, rebels!

49 ANGLE ON SHERA

Vaguely amused by the threat.

SHERA  
So we keep hearing.

She gestures, idly.

SHERA (cont)  
Take her away, Netossa.

50 ON NETOSSA AND CATRA

Netossa smiles.

NETOSSA

Right, Shera.

The net-lady turns and tows Catra OS.

51 ANGLE ON SHERA

Picking up a bag of gold that was lying on the ground.

SHERA

Whew! Glad that's over. Now to  
return this Horde tax money to  
the poor -- hunh!?!

She suddenly REACTS upward to SFX: OS JETS.

SHERA

Jèts! Is it the Horde?

52 POV -- LOOKING TOWARD THE SKY

As a meteoric STREAK sails downward.

SHERA (cont VO)

No -- it's a spaceship of some  
sort -- and headed this way!

53 ANGLE ON SHERA AGAIN

Looking upward.

SHERA

I'd better check it out!

She TURNS and runs OS.

54 ANGLE ON SWIFT WIND

As Shera LEAPS into the saddle.

SHERA (cont)

Fly, Swift Wind! Fly!

Swift Wind LEAPS into the air.

55 ANGLE ON THE SKY

Sweet Bee's scoutship STREAKS ALONG toward cam.

56 ANGLE ON SHERA AND SWIFT WIND -- TRACKING

Flying upward. TRUCK IN as Shera frowns puzzledly at the  
approaching ship.

SHERA  
Something familiar about that  
spacecraft, Swift...

57

BACK ON THE SCOUTSHIP

Getting closer.

SHERA (cont VO)  
(sudden recognition)  
Of course!

58

WIDER

As Shera BANKS Swift Wind into a turn and the scoutship  
SOARS UP alongside.

SHERA  
It's Sweet Bee!

59

CLOSER ANGLE -- LOOKING TOWARDS SCOUTSHIP

As Sweet Bee's cockpit slides partially open.

SWEET BEE  
(shouting)  
Shera! I must talk to you!  
It's very urgent!

60

ANGLE ON SHERA

Nodding.

SHERA  
(shouting)  
Right you are, Sweet Bee!

She gestures.

SHERA (cont)  
Follow me!

She dives Swift Wind OS.

61

DOWNSHOT -- LOOKING TOWARD BARREN MOUNTAINS

Shera, on Swift Wind, DIVES past cam, followed by Sweet  
Bee's ship. They dwindle in the distance toward the  
mountains.

WIPE TO:

62  
 ETERNIA -- CASTLE GREYSKULL -- WIDE

Adam is seated on the bridge, holding a fishing pole with a giant reel. The line extends down into the Bottomless Abyss. Cringer is seated beside him.

CRINGER

Gee, Adam... are you sure there are fish in the Bottomless Abyss?

63  
 CLOSER

Adam shrugs nonchalantly.

ADAM

Who knows, Cringer?

64  
 DOWNSHOT -- LOOKING PAST ADAM AND CRINGER INTO ABYSS

The line extends downward until it vanishes in the darkness.

ADAM (cont)

There might be, if you go deep enough. And I figured this was the only way to find out.

65  
 ON CRINGER AND ADAM AGAIN

Cringer licks his chops.

CRINGER

Well, I hope you're right, Adam. I love fish!

Adam chuckles.

ADAM

I know you do, Cringer. That's why -- WHOAAA!

The fishing pole suddenly BENDS DOUBLE as the reel SCREAMS.

ADAM (cont)

I think I got one!

66  
 ON CRINGER

Excited.

CRINGER

Oh-boy-oh-boy-oh-boy!

67  
 ON ADAM

Struggling with the fishing pole, he suddenly REACTS to:

SHERA (VO)  
 (Heavy reverb)  
 Adam!

Adam DROPS the fishing pole.

68  
 UP ANGLE FROM DEEP IN ABYSS

As the fishing pole TUMBLES toward cam.

CRINGER (VO)  
 (deep dissatisfaction)

Hey!

69  
 BACK ON ADAM AND CRINGER

Cringer is looking regretfully into the abyss. Adam is on his feet now, hands to temples.

CRINGER  
 Why'd you drop it?

ADAM  
 (impatiently)  
 Shhh, Cringer! Shera's calling me!

70  
 CLOSE ON ADAM -- CONCENTRATING

SLOW TRUCK IN as we HEAR:

SHERA (VO)  
 (heavy reverb)  
 Adam -- can you hear me?

ADAM  
 I can hear you, Shera!

RIPPLE DISS TO:

71  
 THE BARREN MOUNTAINS -- ETHERIA

Shera stands there, holding her sword before her, and speaking to the jewel. behind her, standing some distance away by her ship, is Sweet Bee.

ADAM (cont VO)  
 (heavy reverb)  
 What's wrong? Your voice is concerned.

SHERA  
 Sweet Bee needs help, Adam!

72  
OTS SHERA'S SHOULDER

We can SEE the image of Adam in the jewel of the sword.

SHERA (cont)

From her story, I think that  
Skeletor and some of his evil crew  
have captured her people's spacecraft!

73  
BACK ON SHERA

Speaking into the sword.

SHERA

It's a big job, Adam -- and we could  
sure use He-Man's help!

RIPPLE DISS TO:

74  
BACK ON ADAM

As we HEAR Shera's last words.

SHERA (cont VO)

(heavy reverb)

Do you think he can help?

ADAM

He'll be right there, Shera!

75  
WIDER

Adam draws his magic sword and raises it overhead.

ADAM

By the power of Greyskull!

KABOOM! he becomes He-Man!

HE-MAN

I have the power!

76  
ANGLE ON CRINGER

The green tiger is trembling on the ground, paws over his  
eyes. When nothing happens after a BEAT, he cautiously  
peeks up.

CRINGER

Eh?

77  
WIDER

He looks up. He-Man is resheathing his sword.

CRINGER (cont)  
Aren't you going to do me?

HE-MAN  
Not this time, Cringer. This  
is a job in space...

78  
ANGLE TOWARD CASTLE GREYSKULL

As He-Man DASHES toward it.

HE-MAN (cont)  
...so I'd better do it without  
Battlecat!

79  
ON CRINGER

The cat WIPES his brow with a relieved grin.

CRINGER  
Whew! What a shame!

CUT TO:

80  
THE BARREN MOUNTAINTOP -- ETHERIA -- WIDE

Shera and Sweet Bee are looking on as He-Man comes STEPPING THROUGH a dimensional gate. Shera is on Swift Wind and Sweet Bee is in her ship.

SHERA  
Thank you for coming so quickly,  
He-Man!

SWEET BEE  
Yes, thank you, He-man. But  
there may be a problem...

81  
CLOSER ON SWEET BEE

Concerned.

SWEET BEE (CONT)  
The Hive is far out in space, Shera,  
and my ship is for one person only.  
Can Swift Wind travel that far?

82  
ANGLE ON SWIFT WIND

The unicorn whickers.

SWIFT WIND  
No -- I can't fly that fast in space.  
But I can take you to someone who  
can!

83  
WIDER

He-Man is now mounted behind Shera.

HE-MAN  
Let's get going, then!

SHERA  
Right, He-Man!

Swift Wind LEAPS into the air, and Sweet Bee TAKES OFF in her ship.

84  
DOWNSHOT TOWARD MOUNTAINS

As Swift Wind, passengers and scoutship ROAR UP and PAST CAM.

SHERA (cont)  
When Skeletor's involved, there's not a moment to lose!

85  
REVERSE ANGLE -- TOWARD SKY

The heroes ASCEND toward the stars AS WE:

FADE OUT

END ACT ONE

PP #67091

SHERA, PRINCESS OF POWER

ASSAULT ON THE HIVE

PP #67091

ACT TWO

FADE IN:

86  
LONG SHOT FROM SPACE

Looking down at Etheria as Sweet Bee's ship rushes UP and PAST CAM with a SWOOSH, followed by Shera and He-Man on Swift Wind.

SHERA

We're heading into outer space,  
Swift Wind!

87  
ANGLE ON SWIFT WIND AND PASSENGERS -- TRACKING

Shera looks around.

SHERA (cont)

Where is your friend that will  
take us the rest of the way?

SWIFT WIND

I'll call him, Shera!

88  
CLOSER ON SWIFT WIND

The unicorn's horn GLOWS with psychic energy.

SWIFT WIND (VO)

(reverbed)

Sundancer! Crystal Sundancer!

PAN AWAY from Swift Wind to the distant twin suns of Etheria. TRUCK IN on them over:

SWIFT WIND (cont VO)

(reverbed)

This is Swift Wind!

DISS THRU TO:

89  
THE SURFACE OF ONE SUN

Simply a roiling surface of flame and white-hot plasma. (Use ripple glass to accentuate heat.) In the midst of the leaping tongues of atomic fire, a red-winged, crystalline horse that had been galloping amongst the inferno as happily as though it were a grassy park SLIDES to a halt on a sheet of flame and LISTENS attentively. TRUCK IN as we HEAR:

SWIFT WIND (VO)  
(reverbed)

Please come! I need your help!

90  
CLOSER ON CRYSTAL SUNDANCER

As the horse REACTS.

SUNDANCER  
Be right there, friend Swift Wind!

91  
LONG

Start TIGHT on the twin suns as, with a CRASH of EFX, a towering SOLAR FLARE ERUPTS from the surface of one of the suns. A bright, meteoric fireball STREAKS from the very heart of the flare and curves TOWARD CAM. WIDEN to REVEAL that it is being watched by Shera and He-Man on the back of Swift Wind.

SHERA

Wow.

She looks toward Swift Wind.

SHERA (cont)

Is that your friend, Swift Wind?

92  
ON SWIFT WIND

SWIFT WIND

Yes, that's Crystal Sundancer...

93  
WIDE

The meteoric streak CURVES IN to a halt beside our heroes and Sweet Bee's ship. As the streak STOPS, it REVEALS itself to be Crystal Sundancer.

SWIFT WIND (cont)

...Your ride out to the stars!

94  
CLOSER ON SUNDANCER

The crystalline steed whickers.

SUNDANCER

Greetings! For friends of Swift  
Wind's, I will go anywhere. Where  
may I take you?

95  
WIDER

As Shera and He-Man climb aboard the new unicorn.

SHERA

Just follow Sweet Bee's spaceship,  
Sundancer! She'll guide us there!

96  
ON SWEET BEE

In her cockpit.

SWEET BEE

Yes -- and please hurry!

97  
ON CRYSTAL SUNDANCER

Whickering.

SUNDANCER

You just lead on, Miss Sweet Bee!  
I'll be staying right with you!

98  
WIDER ON GROUP

As Sweet Bee's scoutship BLASTS AWAY into the void.

99  
CLOSER ON SUNDANCER

With a VAROOSH!, the crystal horse and riders STREAK AWAY  
into the distance after Sweet Bee's ship!

100  
LONG ON DISTANT PLANET

As Sweet Bee's ship, followed by the meteoric streak that is  
Sundancer, streaks UP and PAST CAM in a RUSH as we:

ZIP TO:

101  
EXTERIOR HIVE -- ESTABLISHING

As it sails through space. TRUCK IN on it as we HEAR:

SKELETOR (VO)

What!?! You mean there are NO  
weapons AT ALL!?!

DISS THRU TO:

102  
INTERIOR HIVE -- BRIDGE

Skeletor is there, standing beside the controls. Before him is an elderly bee-person, DRONE SEVEN (from PP #85). Drone Seven is being held by Beastman and Trapjaw. Trapjaw speaks.

TRAPJAW

That's right, mighty Skeletor! All we've found are force beams and other building tools.

Skeletor looks annoyed.

SKELETOR

Drat. It will be difficult for these bee-people to fight Horde Prime without weapons.

103  
CLOSE ON DRONE SEVEN

He frowns.

DRONE SEVEN

Our people are peaceful colonists, you bonefaced monster! We want no part of war or fighting.

104  
ON SKELETOR

Sneering.

SKELETOR

That's too bad, bugbrain! Because you are all now part of Skeletor's Army!

105  
BACK ON DRONE SEVEN

Glaring.

DRONE SEVEN

You monster! We will never agree to serve you!

106  
ON SKELETOR

He is amused by this.

SKELETOR

I don't recall giving you a choice, bee-man!

He RAISES a taloned blue hand.

SKELETOR (cont)

You WILL be doing as I command...

107 KA-ZAP! Power EFX flare out from his fingers and surge OS.

ANGLE ON DRONE SEVEN

As the EFX coruscate around his head. He REACTS.

SKELETOR (cont VO)

...Whether you like it or not!

108 The EFX fade away. Drone Seven SLUMPS, his eyes blank.

UPSHOT ON SKELETOR AGAIN

As he sneers down at the captured bee-man.

SKELETOR (cont)

Isn't that right -- SLAVE?

109 ANGLE ON DRONE SEVEN AGAIN

As the zapped bee-man raises his head, eyes blank and face emotionless. Trapjaw and Beastman, holding him, REACT.

DRONE SEVEN

(dully)

That's right... master.

As the two henchcreatures GRIN EVILLY at each other, we:

CUT TO:

110 SPACE -- A TRACKLESS VOID OF SCINTILLATING STARS

As, from the far distance, the twin streaks that are Sweet Bee's ship and Crystal Sundancer rush UP and PAST CAM!

SWEET BEE (VO)

Not much farthur, Shera!

111 ANGLE ON SWEET BEE -- TRACKING

As the stars STREAK past her cockpit.

SWEET BEE (cont)

The Hive should be just past that next galaxy!

Suddenly, she REACTS OS to:

COMET CAT (OS)

(frantic)

Help! Save me, please!

112  
NEW ANGLE ON SPACE

As three two more meteoric STREAKS come rushing TOWARD CAM. The lead one is red, and the two pursuing it are purple.

DINOSORBS  
(roars)

113  
ANGLE ON COMET CAT AND DINOSORBS -- TRACKING

The three Meteorbs (see MODELS) are streaking through space, the Comet Cat just ahead of the Dinosorbs. WE see them, they are both in their Orb form, but as we WATCH, Comet Cat UNFOLDS its head and glances backward, just as the Dinosorbs UNFOLDS their own heads and necks, roaring fiercely. Comet Cat TAKES.

DINOSORBS  
(fierce roars)

COMET CAT  
Yipe! Heeelllllpppp!

They all STREAK OS.

114  
ANGLE ON SHERA AND HE-MAN

Watching in amazement.

SHERA  
He-Man! What ARE those creatures?

HE-MAN  
I don't know -- but I never did  
like two against one!

115  
CLOSER ON HE MAN

As he antics.

HE-MAN  
This is where I get off! You  
go on ahead --

He PUSHES OFF from Sundancer.

116  
ANGLE ON SHERA AND SUNDANCER

As He-Man tumbles away in space behind them.

HE-MAN (cont)  
(rapidly fading)  
I'll catch up as soon as I can!

117

ANGLE ON HE-MAN

Tumbling in space.

HE-MAN (cont)  
(sotto -- to himself)  
...Somehow.

He LOOKS UP as Comet Cat STREAKS PAST.

COMET CAT  
Help! Help! Help!

HE-MAN  
Hang on, friend!

118

POV -- LOOKING TOWARD DINOSORBS

As, with head out and snarling, they STREAK toward cam!

HE-MAN (cont VO)  
I'll take care of these high-speed  
lizards!

119

ANGLE ON HE-MAN

As, with a dramatic THWAK!, Dinosorbs and He-Man COLLIDE in  
space! Each REBOUNDS from the other in opposite directions.

HE-MAN  
OOofffff!

120

ANGLE ON HE-MAN -- SPACE

As he tumbles to a floating stop, rattled.

HE-MAN (cont)  
Like stopping a space train! Those  
monsters must be practically  
indestructable!

He TAKES OS.

HE-MAN (cont)  
And -- uh, oh!

121

ANGLE ON DINOSORBS

As they TUMBLE to a stop in orb form, then their head  
emerges. They GLARES in the direction of He-Man, and,  
tucking their heads back in, STREAK OS again.

HE-MAN (cont VO)  
Looks like they hasn't given up!

122  
HE-MAN'S POV -- TOWARD DINOSORBS

As they SCREAM toward cam!

HE-MAN (VO)  
Only one way to stop 'em...

123  
ANGLE ON HE-MAN

As he ANTICS BACK with his fist.

HE-MAN (cont)  
My super-Sunday punch!

KA-WHAMMMM! As the first Dinosorb STREAKS IN, He-Man KNOCKS it back into the other with a powerful PUNCH! They both FLY OS!

124  
ANGLE TOWARD A DISTANT GALAXY

As the tumbling Dinosorbs (still in orb form) SAIL into the distance and vanish.

HE-MAN (VO)  
There! They aren't hurt --

125  
ANGLE ON HE-MAN AGAIN

Floating in space and watching the Dinosorb VANISH.

HE-MAN  
-- but at least they won't be back for a while!

COMET CAT (VO)  
Oh, thank you!

126  
NEW ANGLE

Comet Cat, with head unfolded, comes DRIFTING up to He-Man.

COMET CAT (cont)  
You saved me from the Dinosorbs!  
I'm very grateful! Is there anything I can do for you?

127  
CLOSER ON HE-MAN

Smiling wryly.

HE-MAN  
Actually, there is. Can you get me back to my friends?

128  
ANGLE ON COMET CAT

Reacting.

COMET CAT

Can I!?! Hang on tight!

129  
WIDE

Comet Cat SWOOPS around, STREAKING through He-Man's legs and CARRYING him abruptly OS!

HE-MAN

Whooooaaaa!

130  
REVERSE ANGLE -- LOOKING TOWARD A DISTANT GALAXY

In the same direction that Shera and Sweet Bee went. Comet Cat, carrying He-Man, STREAKS into this distance as we:

WIPE TO:

131  
LONG ON THE HIVE

Very small in the distance. As we SEE it, Sweet Bee's scoutship WHOOSHES past cam and toward the Hive, followed by Shera on Sundancer.

SWEET BEE (VO)

The Hive is just ahead, Shera!

132  
ON SWEET BEE -- TRACKING

Worried.

SWEET BEE

Oh, I only hope...

133  
POV -- LOOKING TOWARD THE HIVE

TRUCK IN as she finishes:

SWEET BEE (VO cont)

...we are not too late!

DISS THRU TO:

134  
ANGLE ON SKELETOR -- TIGHT

He is LOOKING at a viewscreen showing Sweet Bee's ship and Shera approaching. Even as we SEE this, Skeletor SWITCHES OFF the viewscreen.

SKELETOR

Ha-haaa! Too late, bee-lady!

PULL BACK as he turns from the viewscreen. He is on the bridge.

SKELETOR (cont)  
I control this ship now -- and  
my sensors warned me that you  
and Shera were coming!

He turns.

SKELETOR (cont)  
Beastman!

PAN OVER to show Beastman standing by another control panel on the bridge.

SKELETOR (cont OS)  
Has Trapjaw finished converting the  
bee-people's tools into weapons yet?

BEASTMAN  
Yes, Mighty Skeletor!

135  
ANGLE ON SKELETOR

Snarling in delight.

SKELETOR  
Then -- OPEN FIRE!

CUT TO:

136  
FAST SHOT -- A DECK ON THE HIVE

As blank-faced bee-people man strange-looking weapons that point out into space. Trapjaw stands nearby. The weapons FIRE!

137  
ANGLE ON SWEET BEE'S SHIP AND SUNDANCER

Two RAYS shoot INTO SCENE! Sundancer SWERVES and avoids one...

SUNDANCER  
(startled whinney)

...but Sweet Bee's ship is HIT and HELD in the strange ray!

SWEET BEE (VO)  
AIEEEE! I'm hit!

138  
CLOSER ON SWEET BEE

Struggling with the controls in the cockpit. The spaceship does not budge.

SWEET BEE (cont)  
(struggling)

Some sort of... force ray! Can't...  
break loose!

139 ANGLE ON SHERA AND SUNDANCER

Shera draws her sword.

SHERA  
Hang on! Sword to lasso!

Zing! Her sword becomes a lasso. She HURLS it OS. (S/A)

140 ANGLE ON SWEET BEE'S SHIP

The lasso ENCIRCLES its nose and pulls tight.

141 BACK ON SHERA

Still mounted on Sundancer, she begins to pull powerfully  
on the rope, hand over hand.

SHERA  
(straining)

142 ON THE SHIP

It begins to PULL LOOSE from the force beam!

143 INTERIOR HIVE -- ANGLE ON TRAPJAW

Gaping upward at the sight, he TAKES as Skeletor APPEARS in  
a flash behind him, seething with impatience.

SKELETOR

Shera's pulling her loose,  
you tinhead! Fire your freeze ray!

Trapjaw nods.

TRAPJAW  
Right, Skeletor!

He fastens a freeze ray onto his arm and AIMS it up OS.

144 WIDE ON SWEET BEE'S SHIP AND SHERA

The massive tug-of-war continues. Shera has almost pulled  
the ship out of the force beam.

SHERA  
(straining)  
Just... a little... more...

With a sudden JERK, the scoutship BREAKS FREE of the force beam, which VANISHES.

SWEET BEE (VO)  
I'm free! You did it, Shera!

CLOSER ON SHERA

As her rope turns back into a sword.

SHERA  
Good! Now -- UHHH!

She is HIT by a freeze ray from below -- and instantly, she and Sundancer are frozen in a ball of ice!

ANGLE ON SWEET BEE

Reacting.

SWEET BEE  
Oh, no!

ANGLE ON SKELETOR AND TRAPJAW

Looking upward as Beastman joins them.

SKELETOR  
Nice shooting, Trapjaw! That should cool Shera off for a while!

He turns to the bee-slaves at the force-beam weapon.

SKELETOR (cont)  
Now -- bring down that spaceship!

But then he WHIRLS as he HEARS:

HE-MAN (VO)  
Sorry, Skeletor!

SKELETOR  
Eh?

ANGLE ON SPACE

As He-Man comes ZOOMING UP on Comet Cat.

SKELETOR (cont VO)  
He-Man!

LONG ON SHERA'S ICE-BALL PRISON

As He-Man ZOOMS up to it.

145

146

147

148

149

HE-MAN

In person! Looks like I've come just in time to play a little game!

150  
CLOSER

He-Man LEANS off of Comet Cat and GRABS the huge ice-ball.

HE-MAN (cont)

It's called catch!

He THROWS the ice-ball DOWN and OS!

151  
ANGLE ON SKELETOR, BEASTMAN AND TRAPJAW

Reacting.

SKELETOR/BEASTMAN/TRAPJAW

Nooooooooo!

152  
WIDE -- INTERIOR HIVE DECK

As the ice-ball CRASHES through the wall and SHATTERS, REVEALING Shera mounted on Swift Wind, her sword held triumphantly aloft!

SHERA

Sorry to burst in like this, Skeletor...

153  
CLOSER ON SHERA

Determined.

SHERA (cont)

...But I think it's time to take out the garbage! Sword to net!

154  
Ka-ZING! Her sword becomes a net and she THROWS it OS.

ANGLE ON BEASTMAN

He is ENVELOPED in the net.

BEASTMAN

Arghhh! I'm caught!

155  
ANGLE ON TRAPJAW

He attaches a rocket-attachment to his arm.

TRAPJAW

Nobody's gonna catch ME!

156  
NEW ANGLE -- UPSHOT ON HOLE IN WALL

As Trapjaw BLASTS OUT backwards, propelled by his rocket-arm.

TRAPJAW (cont)  
I'm gettin' out of here!

He SAILS into the distance.

157  
ANGLE ON SWEET BEE

In the cockpit of her ship. She looks determined.

SWEET BEE  
That's what you think!

158  
WIDER

She BLASTS her ship off after the fleeing Trapjaw!

159  
ANGLE ON SKELETOR

Furious.

SKELETOR  
Blast you, Shera and He-Man! I'm not defeated yet!

He DASHES OS.

160  
ANGLE ON SKELETOR -- TRACKING

As he RUNS down a corridor.

SKELETOR (cont)  
If I can just get back to this ship's controls, I can still use its power against you!

161  
ANGLE ON HE-MAN AND COMET CAT

He-Man is standing on the deck of the Hive, now, with Comet Cat beside him. They are looking after the departing Skeletor. He-Man inclines his head casually toward the OS Skeletor.

HE-MAN  
(calmly, to Comet Cat)  
Fetch.

COMET CAT  
Righto!

The cat ZOOMS OS. HOLD on He-Man for a LONG BEAT as he hums quietly, examining his fingernails critically...

162  
HE-MAN

(casual humming)

Then he GLANCES UP again as Comet Cat returns, holding Skeletor dangling helplessly by the collar.

SKELETOR

Blast you, you miserable cat! Let me go!

163  
CLOSER

He-Man grins.

HE-MAN

Sorry, Skeletor. Looks like the end of the line for you!

164  
ON SKELETOR

Glaring.

SKELETOR

(sneering)

You ought to know me better than that by now, He-Man! Back to Snake Mountain!

ZA-FOOP! He VANISHES in a BURST of EFX.

SKELETOR (VO)

(reverbed)

Another time, He-Man and Shera!  
Another time! (laughter)

165  
WIDER

As He-Man and Comet Cat BLINK at the place where Skeletor was, Shera STEPS UP, holding Beastman.

SHERA

Well, at least we have this one.  
Too bad Trapjaw got away, too.

He-Man GLANCES UP and TAKES.

HE-MAN

Oh, no he didn't, Shera! Look!

Sher GLANCES UP to see:

166  
POV -- OUTSIDE THE SHIP

As Sweet Bee's ship DRIFTS up, an extending arm from the nose holding a very disgruntled-looking Trapjaw in its claw. Sweet Bee opens the cockpit and STANDS up, proudly.

SWEET BEE  
(proudly)  
Hey, look what I found!

167  
CLOSE ON TRAPJAW  
Fuming angrily.

TRAPJAW  
(angry snarlings)

SWEET BEE (cont VO)  
A can-opener with a bad temper!

168  
ON SHERA AND HE-MAN  
They laugh.

SHERA/HE-MAN  
(laughter)

And we:

FADE OUT

FADE IN AGAIN ON:

169  
THE BRIDGE OF THE HIVE

He-Man and Shera are there, along with Sweet Bee and Drone Seven. Several other bee-people are visible in the BG, along with the trussed-up Beastman and Trapjaw. Drone Seven is speaking.

DRONE SEVEN  
Thank you so much for coming to our aid, Shera and He-Man.

170  
CLOSER ON DRONE SEVEN

He lowers his eyes for a moment.

DRONE SEVEN (cont)  
Our people have learned a valuable lesson today. We know now that our freedom is important enough to fight for!

171  
ON HE-MAN AND SHERA

Smiling.

HE-MAN  
That's right, Drone Seven. Peace is important, but sometimes even peaceful people must defend themselves.

Shera nods.

SHERA  
That's right, my brother.

She turns to Drone Seven.

SHERA (cont)

And, Drone Seven, if your people  
still need a home -- the Rebellion  
could still use your people!

172  
ANGLE ON DRONE SEVEN AND SWEET BEE

They look at each other a brief moment, then NOD and turn  
back to Shera.

DRONE SEVEN  
Yes, Shera. We still need a home --  
and I think that now we are ready  
to help you defend it!

173  
ANGLE ON HE-MAN AND SHERA

Shera smiles again.

SHERA  
Wonderful, Drone Seven! Let's turn this  
ship around!

174  
ANGLE ON THE CONTROLS

Sweet Bee SEIZES them and turns a dial.

SWEET BEE  
Right away, Shera...

175  
WIDE EXTERIOR

As the Hive begins to TURN.

SWEET BEE (cont VO)  
...We're going HOME!

The Hive RUSHES into camera and we:

FADE OUT

THE END

PP #67091

SHERA, PRINCESS OF POWER

ASSAULT ON THE HIVE

PP #67091

THIRTY SECOND TAG

176

ANGLE ON LOOKEE

\*\*

LOOKEE

\*\*

Hi, there! Did you see me today? If not -- here's another look!

DISS TO:

\*\*

177

ANGLE ON LOOKEE'S HIDING PLACE

\*\*

Lookee is revealed. HOLD THREE BEATS.

\*\*

LOOKEE

\*\*

Here I am!

DISS TO:

\*\*

178

ANGLE ON LOOKEE AGAIN

\*\*

LOOKEE

\*\*

In today's story, Sweet Bee and her people were looking for a place to live in peace. But Skeletor and Hordak made it very difficult for them.

179

DISS TO SHOW APPROPRIATE CLIPS FROM SHOW

\*\*

LOO KEE (VO)

\*\*

As the Bee-People discovered, if you really want something, you often have to work hard to get it. But if it's important enough, the way freedom and a new home were to the Bee-People, it's worth working for!

180

BACK ON LOOKEE

\*\*

He smiles and waves.

\*\*

LOOKEE

\*\*

Bye now! See you again soon!

FADE OUT

\*\*  
REVISIED  
DATE 4/23/86