

# **SHE-RA™**

## **Princess of Power™**

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THE BIBBET STORY

PP #67092

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SHERA, PRINCESS OF POWER

THE BIBBET STORY

PP #67092

CAST LIST

HORDAK

MANTENNA

ADORA/SHERA

SHADOW WEAVER

BOW

TROOPER #1

TROOPER #2

LOO KEE

RADIO VOICE - a few lines.

ROBOT HORDESMAN - a Trooper

ROBOT HORDESMAN #2 - likewise.

DEE - a male Bibbet (see models).

KOO - a female Bibbet.

ELDER - leader of the Bibbets.

SCOUT - also a Bibbet.

RAHV - ditto.

SHERA, PRINCESS OF POWERTHE BIBBET STORYPP #67092ACT ONE

FADE IN:

EXT. FRIGHT ZONE - ESTAB.

We see where we are, then

DISSOLVE TO:

2 INT. FRIGHT ZONE - HORDAK'S CHAMBER

We see him standing in front of a control console looking at a monitor screen (which is not directly visible to us). He speaks into a microphone

HORDAK

Horde units! The attack on the Rebellion begins now! In the town of Devlan!

3 EXT. ETHERIA COUNTRYSIDE - ESTAB.

Where a large group of Horde vehicles, covered by a swarm of overhead Bat-Meks and Glondas, moves across the landscape.

HORDAK (VO)

(Radio filter)

This is your chance, Mantenna. You've got my best Horde forces with you!

CUT TO:

4 INT. FRIGHT ZONE - HORDAK'S CHAMBER

Where we see Hordak pacing excitedly in front of a console board.

HORDAK (Cont.)

It's time to push that muscle maiden Shera out of the way --

5 CAMERA PUSHES IN TO FULL ON A MONITOR VIEWSCREEN

Where we see a Horde Battletank RUMBLING (SFX) across the Ehterian countryside.

HORDAK (VO)(Cont.)

-- once and for all!!

6 INT. BATTLE TANK - COMMAND CONSOLE

Where Mantenna stands behind the console as two Robot Troopers sit in chairs, operating various controls. Mantenna reaches out, picks up a wired microphone from the console and speaks into it.

MANTENNA

Don't worry, Master. Shera will never stop us.....you've got Mantenna's guarantee on that!

7 INT. FRIGHT ZONE - HORDAK'S CHAMBER

Hordak looks down at the monitor screen and flicks a switch. As he does so, the monitor viewcreen BLINKS OFF.

HORDAK

(sotto, sarcastic)

The last time he gave me a guarantee I lost fifty Bat-Meks....

8 INT. BATTLE TANK COMMAND CONSOLE - MANTENNA

RADIO VOICE #1 (VO)

(Radio filter)

Mantenna! Glonda Patrol reporting! We've spotted Shera -- in the Town Square.

9 ANGLE - ON MANTENNA

As he smiles evilly.

MANTENNA

(Into microphone)

Good! Attack! Attack!

RADIO VOICE #1 (VO)

Yes, sir!

CUT TO:

10 EXT. DEVLAN TOWN SQUARE - UPSHOT

(Note to Storyboard: Following sequence includes some material from PP #67006, Script scenes #258 - #272) To show a group of Glondas swooping down. (SFX: APPROPRIATE ENGINE NOISES).

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11 ANGLE - TOWN SQUARE - SHERA

Standing, ready for action with a smile on her face.

SHERA

I heard you were looking for me.

She draws her sword and takes a stance.

12 ON GLONDAS

Firing their ray projectors INTO CAMERA, KCHOW! KCHOW!  
(SFX).

13 ON SHERA

She bats the rays back with her sword as if playing  
baseball -- WHAM, BAM (SFX).

14 ANGLE - GLONDA WITH ROBOT HORDESMAN ABOARD

Diving INTO CAMERA.

15 ANGLE - SHERA

SHERA

Okay, robot. Let's see how  
well you ride without  
your machine!

16 ANOTHER ANGLE

As the Glonda nears Shera and she jumps aside, swinging her  
sword, knocking the Glonda out from beneath the Robot  
Hordesman.

17 ANGLE - ROBOT HORDESMAN

Flying through the air, looking horrified.

ROBOT HORDESMAN

Yeowwwww!!

WHAMMM! (SFX), he SMASHES into a building wall, as springs,  
sprockets, nuts and bolts fly in all directions.

18 ANGLE - SHERA

She ducks this way and that as various rays ZAP (SFX) INTO  
SHOT. An occasional swing of her sword sends the rays  
sailing OS. Suddenly she runs OS.

19 ANGLE - TWO GLONDAS

Soaring side by side. One of the drivers, ROBOT HORDESMAN  
#2 leans over toward the other.

ROBOT HORDESMAN #2

Quick! We've got her on the run.  
We'll surround her!

The other Robot Hordesman (#3) driver nods and the the two Glondas bank OS in opposite SIDES OF FRAME.

20

ANGLE ON SHERA

She positions herself in the street and looks back.

21

SHERA'S POV

Robot Hordesman #2's Glonda is heading directly toward her.

22

BACK ON SHERA

She looks OS in the opposite direction.

23

SHERA'S POV

Robot Hordesman #3's Glonda is heading directly toward her from the opposite direction.

24

ANGLE - SHERA

SHERA

Coming at me from both sides, are you?

25

WIDE ANGLE

The twop Glondas are bearing down on Shera from opposite directions.

SHERA

The only thing you hit that way --

As they FIRE (SFX) their rays, Shera springs up and OS in a graceful somersault.

SHERA (Cont.)

-- is each other!

The rays continue through shot and WHAM (SFX) slam into the opposing Glonda.

26

ANGLE - HORDESMAN #2'S GLONDA

EXPLODING (SFX).

27

ANGLE - HORDESMAN #2'S GLONDA (REVERSE SHOT)

EXPLODING (SFX).

CUT TO:

28

INT. BATTLETANK CONTROL CONSOLE - MANTENNA

He's beginning to look frustrated.

MANTENNA

Look at her! She's ruining those  
Glondas. Hordak's not gonna  
like this.

He turns to one of the robots at his console.

MANTENNA

Quick! Send in the Robot Troopers!

The robot nods and pushes a button on his console.

CUT TO:

29

EXT. TOWN SQUARE - SHERA

(Note to Storyboard: Parts of the following sequence are  
taken from PP #67030, Script scened 122 - 135.)

TROOPER #1

There she is! Grab her!

30

WIDE

The Troopers run toward Shera, FIRING with their laser  
weapons.

31

ANGLE - SHERA

She ducks several of the beams and deflects the others with  
her sword blade.

SHERA

That's not being nice robots!

32

ON TROOPERS

One deflected laser returns to its sender, SMASHING (SFX)  
him to the ground in a jumble of wires and hardware.

33

ANGLE - TROOPER #2

As he raises a rocket wand and fires it at Shera.

TROOPER #2

Try playing with a rocket,  
muscle maiden!

34  
ON SHERA

The rocket slams into her sword sending up a SHOWER OF STARS. Shera reacts by putting her hand over her eyes.

SHERA  
Can't...see!

35  
ANGLE - SHERA

Two troopers rush INTO SHOT and grab Shera's arms. Using her free hands, however, she grabs each Trooper's belt and lifts both of them over her head.

TROOPER #2  
Hey! Put us down!

SHERA  
Oh, I will. Robots...down you go!

Shera heaves the Troopers OS.

36  
ANGLE - A LINE OF TROOPERS

Running side by side INTO CAMERA.

37  
WIDER - SHERA NEAR WOODPILE

Shera leans over picks up several logs.

SHERA  
A few logs should do the trick!

38  
ANGLE - SHERA

As she rolls the logs OS, one after another.

SHERA  
Have a nice trip, fellows!

39  
ANGLE - RUNNING TROOPERS

As WHAM (SFX) the log slams into them, sending them tripping, falling and scattering in all directions.

40  
ANGLE - SEVERAL TROOPERS

Slamming into walls and breaking up into piles of junk.

41  
ANOTHER ANGLE - OTHER TROOPERS

Sailing into a small brook and breaking up into pieces that SIZZLE and STEAM (SFX).



41A

ON SHERA

\*\*\*\*

As she REACTS OS to OS RUMBLING!

\*\*\*\*

41B

POV

\*\*\*\*

An army of tanks RUMBLES TOWARD CAMERA.

\*\*\*\*

41C

ON SHERA - FLYING

\*\*\*\*

SHERA

\*\*\*\*

More trouble. But I think I know how to handle it.

41D

WIDER

\*\*\*\*

Shera DROPS OS.

\*\*\*\*

41E

ON TANKS

\*\*\*\*

RUMBLING TOWARD CAMERA. Shera DROPS INTO FG, sword drawn.

\*\*\*\*

41F

ANGLE ON SHERA

\*\*\*\*

She CHUNKS her sword into the ground and pries (S/A PP-17).

\*\*\*\*

SHERA

\*\*\*\*

(straining)

41G

WIDER

\*\*\*\*

A huge CREVICE opens in the ground (S/A PP-17). The tanks start to TUMBLE IN.

\*\*\*\*

41H

ON A TROOPER ATOP A TANK - TRACKING

\*\*\*\*

ZIP IN as it REACTS.

\*\*\*\*

TROOPER #3

\*\*\*\*

Stop!!!

41I

ON EDGE OF CREVICE

\*\*\*\*

The first tank STOPS, teetering on the edge.

\*\*\*\*

41J

NEW ANGLE - PAN BACK

\*\*\*\*

As the line of tanks CRASHES into each other in a massive pileup (PP-11), and EXPLODES in a stk BURST that FILLS SCREEN.

\*\*\*\*

TROOPER #3 (VO)

\*\*\*\*

Yeowwww!

\*\*\*\*

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41K MEDIUM WIDE ON CREVICE

\*\*\*\*

Shera walks INTO SHOT and looks at the smoking crevice filled with robotic junk.

\*\*\*\*

41L ANGLE - SHERA

\*\*\*\*

As she frowns.

\*\*\*\*

SHERA

\*\*\*\*

Hmmm...This place just has too much litter around.

41M WIDER - SHERA

\*\*\*\*

As she leans over one side of the crevice.

\*\*\*\*

SHERA (con't)

\*\*\*\*

Maybe I'd better clean it up.

41N ANGLE - SHERA

\*\*\*\*

She hooks her feet over a protruding tree root at the edge of the crevice, then leans over to grab the far side of the crevice with her hands.

\*\*\*\*

SHERA

\*\*\*\*

A little pull here should do it!

41O WIDER

\*\*\*\*

TO SHOW Shera stretching across the smoking crevice, grasping one end with her hands, the other with her feet around the tree root. She gives a mighty pull.

\*\*\*\*

SHERA

\*\*\*\*

Uhnnnnn!

(SFX) CREAKING, CRACKING, AND GROANING SOUNDS OF EARTH MOVING.

\*\*\*\*

41P DIFFERENT ANGLE

\*\*\*\*

As Shera's efforts bring the two sides of the crevice back together, slowly but surely.

\*\*\*\*

SHERA

\*\*\*\*

Uhn!

(SFX) A THUNDEROUS CLUNK as the two sides SLAM TOGETHER.

\*\*\*\*

41Q ANGLE - CLOSER ON SHERA

\*\*\*\*

She lightly steps away from the closing sides of the crevice.

\*\*\*\*

\*\*\*\*

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DATE 8/13/86

42 ANGLE - SHERA

Dusting off her hands as she surveys the scene around her.

SHERA

It 'll be a while before  
Hordak can replace this  
much junk.

43 PULL BACK TO WIDE

To show Shera surrounded by many smoking piles of junk metal.

DISSOLVE TO:

44 EXT. FRIGHT ZONE - ESTAB.

In all its malevolent glory.

DISSOLVE TO:

45 INT. FRIGHT ZONE - HORDAK'S CHAMBER

Where we see our evil leader pacing angrily in front of his throne.

HORDAK

Blast!

46 WIDER - WITH MANTENNA

Who stands nervously in front of the throne area, shifting from one foot to another. He reacts to Hordak's line by flinching.

47 BACK ON HORDAK

He raises one arm, TRANSFORMS it into a cannon.

HORDAK

Rats!

Hordak FIRES the cannon at a nearby decorative wall urn, BLASTING IT TO BITS. (SFX: WHAMMO!)

48 ANGLE - MANTENNA

Flinching again.

49 WIDER - WITH HORDAK AND MANTENNA

Hordak whirls back to confront Mantenna.

HORDAK

You!

Mantenna begins to quake.

MANTENNA

M-m-m-me?

50

ON HORDAK

Frowning angrily down and OS at Mantenna.

HORDAK

You're responsible for this, Mantenna! Those Bat-Meks were under your direct command.

51

FULL ON MANTENNA

Who is wide-eyed with fear.

MANTENNA

Uh, y-y-yes, Master. B-B-But G-G-Grizzlor was th, there, too --

52

ON HORDAK

Really fuming.

HORDAK

Excuses! That's all I ever hear from you!

He reaches over to push a control button.

HORDAK (Cont.)

Go make your excuses to the fishes.

Hordak pushes the control button.

53

WIDE - WITH MANTENNA

As BAM! (SFX), the trap door beneath Mantenna opens.

MANTENNA

Noooooo (Into echo chamber)!

Mantenna drops OS through the opening and the door swings back closed.

54

ANGLE - INCLUDE SHADOW WEAVER

Standing quietly alongside Hordak's throne. She moves silently to a position in front of him.

SHADOW WEAVER

This was a big loss, Hordak.  
Sera destroyed much of our robot  
army.

55

WIDER - WITH SHADOW WEAVER AND HORDAK

HORDAK

Then build more robots, Shadow Weaver.

SHADOW WEAVER

We'll need a new factory. And  
new workers.

56

ANGLE - FAVOR HORDAK

As he turns, sits on his throne and stares down at Shadow  
Weaver.

HORDAK

It's in your hands. Do whatever  
must be done. But do it fast!

57

FULL ON SHADOW WEAVER

SHADOW WEAVER

I'll have a new factory built in  
Bibbetland. We'll capture the  
Bibbets and force them to be  
our new workers.

\*

HORDAK

Excellent! Get on with it! Go  
to Bibbetland.

\*

SHADOW WEAVER

Yes, master!

\*

Shadow Weaver POPS OFF as we HOLD FOR

BOW (VO)

Bibbetland!

CUT TO:

58

EXT. ETHERIAN COUNTRYSIDE - BOW AND ADORA

Moving leisurely forward on Arrow and Spirit. The  
countryside through which they are travelling is rich with  
a jungle-like lushness of plants and trees. Colorful  
flowers -- blue, red, green and yellow -- and strange,  
exotic growths surround them on all sides.

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BOW

I've never seen such amazing  
plants and flowers before.

59

FAVOR BOW

As he reaches out to pluck a white, gardenia-like flower  
from an overhanging branch.

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60

WIDEN - WITH ADORA

As Bow leans over and places the blossom in her hair.

BOW (Cont.)

A pretty flower for a pretty lady.

61

ANGLE - ADORA

She BLUSHES and smiles.

ADORA

How sweet. Thank you, Bow. I'm sure the Bibbets won't mind our picking just one flower.

62

WIDER - WITH BOW

Bow reacts in surprise.

BOW

The Bibbets? I've heard of them, but I've never seen one... \*

Adora shrugs.

ADORA

Neither have I. The one thing I am sure of is that Bibbetland should be kept this way -- as a natural wildlife area, with no buildings, no factories, and -- \*

63

ANGLE - FAVOR ADORA

As she suddenly stops, frowns and stares OS. Bow turns and looks at her.

BOW

What is it?

Adora points ahead and OS.

ADORA

Through those trees...look!

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24  
HER POV THROUGH TREES

A darkly ominous complex of structures is nearly completed. Filled with pipes, beams, tanks and high tech sharp angles, the buildings look like a mini-version of the Fright Zone itself. CAMERA PANS the structure to show various signs of activity -- a crane lifting a steel beam; a robot bulldozer clearing away metallic trash; robot workers riveting panels onto a wall. SFX: JACK HAMMERS, ENGINES. ETC. (NOTE: MUST GIVE FEELING OF MANY TROOPERS ON GUARD.) \*

65  
REVERSE SHOT - ADORA AND BOW

Peering out from behind a thick cover of colorful bushes.

BOW  
It's the Horde!

ADORA  
I don't believe it! They've cut down half the forest to build a robot factory in Bibbetland. \*

66  
ANGLE - ADORA AND BOW

As they turn away from their vantage point and move into a small clearing.

ADORA (Cont.)  
We've got to stop them.

BOW  
Yeah, but how? That place is swarming with Robot Troopers. Even Shera'd have a hard time getting in there.

67  
ANGLE - FAVOR ADORA

Frowning pensively.

ADORA  
Hmmm. Maybe yes, maybe no.  
(BEAT)  
It's getting dark. We'd better camp here for the night and see what we can find out about this place at first light.

68  
ANGLE - FAVOR BOW

Yawning as he stretches.

BOW  
(Yawn) Sounds good to me. I'm tired.

DISSOLVE TO:

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## 69 EXT. BIBBETLAND CLEARING - NIGHT - BOW AND ADORA

Asleep on opposite sides of the embers of a small, banked campfire. Bow lies on his back under a large tree, his head banked up on a root. Alongside him is his trusty bow.

## 70 ANGLE - FAVOR ADORA

One opposite side of the fire, Adora rests on her side in a slightly curled-up position, with her sword nestled between her arms.

## 71 SLIGHTLY WIDER ANGLE ON BOTH

BOW

(Soft snore)

DEE (OS)

(Giggle)

KOO (OS)

Shhhh!

## 72 ANGLE - SHADOWS ADJOINING CAMPSITE

Two small Bibbets -- KOO and DEE -- crouch in the shadows looking toward the sleeping figures of Adora and Bow.  
(NOTE: BIBBET MODELS EXIST.)

## 73 CAMERA PUSHES IN ON BIBBETS

KOO

(Whispering)

Stop giggling! They'll wake up!

BOW (OS)

(Snore)

DEE

(Whispering)

(Giggle) I can't help it. The big one makes such funny sounds!

BOW (OS)

(Snore)

## 74 ANGLE - BIBBETS

We can now see them well enough to tell that Koo is a female Bibbet and DEE is a male.

DEE

(Whispering)

See what I mean? (Giggle)

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CLOSE - FAVOR KOO

KOO

(Whispering)

There's no time to waste, Dee.  
We've got to get their weapons.

DEE

(Whispering)

Right. You get the bow and I'll  
get the sword.

76

ANGLE - MEDIUM WIDE ON CAMPFIRE AREA

The two Bibbets sneak across the shadow-lit area toward Bow  
and Adora.

77

ANGLE - BOW

As Koo slips INTO SHOT, moves stealthily toward Bow.

78

CLOSER

Koo reaches out and delicately lifts Bow's weapon away from  
the sleeping figure and moves OS.

79

ANGLE - ADORA

Looking sound asleep as Dee moves slowly INTO SHOT. He  
reaches out and carefully takes Adora's sword.

80

ANGLE - WIDER

As the two Bibbets cautiously tiptoe to the edge of the  
clearing.

81

ANGLE - ADORA

As her eyes slowly open and she looks around.

ADORA

(To herself)

Thought I heard something --

She looks OS.

ADORA

Hey....what are you doing there!?

82

HER POV - SIDE OF CLEARING

Where we can see the two Bibbets disappearing into the  
darkness.

KOO

We got 'em! Let's go!

83 ANGLE - BOW

He sits up, suddenly awakened by Adora's cry.

BOW  
What's happening --

His eyes widen in surprise .

BOW (Cont.)  
-- Bibbets?! I don't believe it!

84 ANGLE - CAMPFIRE

As Adora jumps to her feet, wide awake.

ADORA  
Better believe it! They took  
your combow -- and my sword!

85 WIDER

Adora runs in the direction taken by the Bibbets.

ADORA (Cont.)  
After them!

86 WOODS - TRACKING SHOT

The Bibbets running at full tilt, carrying their large (for them) trophies awkwardly as they move.

87 WOODS - TRACKING SHOT

Adora, followed closely by Bow runs through the woods.  
Adora points forward as she moves.

ADORA  
That way!

88 ANGLE - BIBBETS

Running as fast as they can.

DEE  
We're almost there...

KOO  
Just past that big tree...

89  
CAMERA PULLS BACK

As they pass a large tree and through a clearing. A BEAT later, Adora and Bow ENTER SHOT from the same direction, run past the tree and enter the clearing.

90  
ANGLE - CLEARING

When Adora and Bow reach the center of the clearing, we hear a SPROING SOUND (SFX) and our duo is jerked off the ground, each one caught in a snare attached to one of their ankles.

ADORA/BOW (Together)  
Hey! Whoaa!!!

91  
ANGLE - MEDIUM WIDE ON CLEARING

As several Bibbets rush out of the dark surrounding forest and look up at the snared Bow and Adora.

BIBBETS (Ad lib)  
We got 'em. Look! Horde soldiers!

92  
ANGLE - ADORA (UPSIDE DOWN)

ADORA  
We're not Horde soldiers!  
Put us down!

93  
WIDE - CLEARING

Two Bibbets lead a primitive-looking wooden wagon out to a point directly beneath Adora and Bow. The wagon is pulled by two pony-sized, very furry, horse-type animals. Directing the operation is Koo. She gestures toward two Bibbets who are at the secured ends of the ropes attached to the snares holding Bow and Adora.

KOO  
Let them down....carefully!

94  
ANGLE - FAVOR WAGON

Koo stands directly alongside the wagon as Bow and Adora are slowly lowered into the back.

KOO (Cont.)  
Make sure their feet are  
still tied.....good!

95  
FAVOR ADORA AND BOW IN WAGON (UPRIGHT, BUT SITTING DOWN)

ADORA  
(To Koo)  
You're making a mistake. We're  
not Horde soldiers.

KOO

That's what you say --  
and I guess you're not tearing  
up the forest to put in a  
robot factory, either.

96 FAVOR BOW

Looking frustrated. He struggles to remove his rope.

BOW

Look...you've got it all wrong --

97 WIDER - WITH KOO

Koo turns to a Bibbet who is tending the horse-like beasts.

KOO

Let's go --

He turns back to Bow and Adora.

KOO (Cont.)

You can say whatever you have  
to say to our Elder.

BOW

Wait a minute -- uh!

Bow is cut off as the wagon lurches forward.

WIPE TO:

98 EXT. BIBBET CAMP - MORNING

A clearing which is dominated by a straw and wood throne. Around the clearing are placed various wood and straw dwelling places which are constructed as extensions of tree trunks, openings between boulders, etc. Seated on the throne is the ELDER, a dignified-looking middle-aged Bibbet with a lined, leathery face and warm, but penetrating eyes. Two or three other Bibbets stand around the Elder's throne. Adora and Bow stand in front, with their wrists tied behind their backs. Koo and Dee are on either side of our duo, holding Adora's sword and Bow's combow. \*

99 ANGLE - KOO

KOO

(Excitedly)

Elder! We've captured two  
Horde fighters.

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100

WIDEN - WITH DEE

As he holds up Bow's combow

DEE

Yes! And we got their weapons,  
too.

101

FAVOR KOO

KOO

Now we can fight the Horde,  
and drive them out of Bibbetland!

102

ANGLE - BOW

Reacting angrily.

BOW

Wait a minute. How many times  
do I have to tell you -- we're  
not Horde fighters.

(BEAT)

We're as much against them as  
you are!

103

FULL ON ELDER

He raises his hand for silence.

ELDER

I believe you, stranger. But we are  
not fighting the Horde -- or anyone  
else. We believe only in living in peace.

\*

\*\*\*

104

ANGLE - WIDER, WITH OUR GROUP AND ELDER

The Elder looks toward Koo.

ELDER (Cont.)

Koo...return the strangers'  
weapons. We have no need of them.

\*

105

FULL ON KOO

Frowning angrily.

KOO

But Elder.....we do need them.  
We must stop the Horde from  
taking over our forest!

\*

106

ON ELDER

Shaking his head negatively.

\*\*\*

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ELDER  
Stop them? Yes. But fighting is  
not our way.

107  
ON KOO

Frowning in frustration for a long beat, then

KOO  
Well, it's my way --

108  
CAMERA WIDENS SHOT

As Koo, hanging on to Adora's sword, moves toward the edge  
of the clearing.

KOO  
(Shouting)  
C'mon, Dee!

109  
ANGLE - WITH DEE

Clutching Bow's combow tightly as he runs OS behind Koo.

110  
ANGLE - ADORA AND BOW

Reacting in surprise and annoyance.

ADORA/BOW (Together)  
Hey! Come back! My combow!!

111  
WIDE - ON SIDE OF CLEARING

Where Koo and Dee can be seen for a BEAT before they  
disappear into the deep woods bordering the clearing.

112  
ON ELDER

As he stands and looks OS in the direction Koo and Dee have  
gone.

ELDER  
Foolish young people! They can't  
fight the Horde on their own!

PUSH IN on his anguished look as we

FADE OUT

END ACT ONE

PP #67092

SHERA, PRINCESS OF POWERTHE BIBBET STORYPP #67092ACT TWO

FADE IN:

113 EXT. BIBBET CAMP - AS BEFORE, BUT WIDER ANGLE

The Elder stands before his throne with a disturbed look on his face. Facing him are Adora and Bow, now free of their wrist bonds.

ELDER

If Dee and Koo are caught by the Horde while they have those weapons, Hordak will attack us.

114 ANGLE - ADORA

Looking at the Elder with a frown of curiosity.

ADORA

I don't understand. Why would Hordak attack?

\*  
\*\*\*

115 ON ELDER

He sits back on his throne with a dejected slump in his shoulders.

ELDER

Because I promised Hordak that the Bibbets would not carry weapons and try to stop the Horde.

\*

116 ANGLE - BOW

An astonished look on his face.

BOW

Why not? The Horde is evil!

117 WIDER - WITH ELDER

ELDER

We Bibbets are a peaceful people. We live in harmony with nature. We do not believe in violence.

\*

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118 ANGLE - BOW AND ADORA

Bow reacts angrily.

BOW

But that's craz --

Adora reaches out and touches his arm as she interrupts him.

ADORA

Wait, Bow...

119 WIDER - WITH ELDER

Adora turns to the Elder.

ADORA (Cont.)

I understand your feelings.

BOW

And you think they're right  
not to fight?

120 FAVOR ADORA

ADORA

I think they have the right  
to choose to fight -- or  
not fight. \*

121 WITH BOW

He shakes his head from side to side in frustration as Adora touches his arm.

ADORA (con't)

But the important thing now is  
to find Koo and Dee.

Adora turns to the Elder.

ADORA (Cont.)

If we search, will your Bibbets  
help guide us through the forest?

122 FAVOR ELDER

He turns and consults (unheard) with the Shaman, then turns back toward Bow and Adora and nods agreement.

ELDER

I will send Scout and Rahv to  
guide your way. But they can  
only lead you. They will not  
fight.

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123 ANGLE - ADORA

ADORA  
Agreed. We start now. We must  
find them! \*

CUT TO:

124 EXT. BIBBETLAND WOODS -- KOO AND DEE

They walk slowly through the forest, carrying Bow's combow  
and Adora's sword.

KOO  
The robot factory is in the  
next clearing.

DEE  
What do we now?

125 ON KOO

KOO  
I've been thinking about that --

She brandishes Adora's sword, which is very nearly as long  
as she is.

KOO (Cont.)  
Now that we've got weapons, we  
can really fight the Horde!

126 CLOSE - DEE

As he looks at the combow and scratches his head in  
confusion.

DEE  
Koo, you know we're not  
supposed to fight, and besides,  
I don't even know how to use this thing. \*

127 WIDER - WITH KOO

As she points at the combow to emphasize her remarks.

KOO  
It's easy. You just put the arrow  
here.....no, there....and then  
you pull on this string....no..uh,  
I guess it's that one --

128 FAVOR KOO

As she stops for a BEAT, puts her hands on her hips in  
frustrated uncertainty, heaves a deep sigh, then turns away  
from the combow.

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KOO (Cont.)

(Sigh) Oh, never mind. We've got this sword, and we can always trick the Horde troopers into snares and stuff.....Come on!

129 SLIGHTLY WIDER, CAMERA TRACKING - KOO AND DEE

As they move to a line of trees and peer through.

KOO

Look! That patrol building!  
We'll start with them.

130 THEIR POV

A small, but very high-tech structure has been placed in the edge of the Horde factory clearing. We should see the stumps of trees that have been chopped down to make room. A Horde Troop Carrier (with caterpillar treads) is parked alongside the structure, and two Troopers can be seen. One lounges against the Troop Carrier while the other stands outside the structure.

KOO (VO)

There're only two Troopers outside --

131 BACK ON KOO AND DEE

Dee looks at Koo with wide open eyes.

DEE

(Gulp) Only two outside?  
Maybe we'd better talk this over --

132 FAVOR KOO

She turns to Dee with a determined look on her face.

KOO

You're not going to back out on me now, are you?

DEE

Well...uh --

133 WIDER - BOTH

KOO

Good. Let's go. We'll take the one by the building first. If we can't get by him, we'll get him to chase us into the woods.

DEE

I don't like the look of this...

Koo moves quietly into the trees as Dee follows.

CUT TO:

134 EXT. BIBBETLAND WOODS - ADORA, BOW AND TWO BIBBETS

CAMERA TRACKS OUR GROUP as the two Bibbets, SCOUT and RAHV lead Bow and Adora through the darkening woods, occasionally pulling on a branch to smell it or looking closely at the ground.

SCOUT

(To Adora)

The trail's fresh. And the Horde factory center is just ahead.

135 ANGLE - ADORA

ADORA

Good. Let's move quickly!

136 WIDEN

As the group continues through the woods.

CUT TO:

137 EXT. WOODS - HORDE TROOPER PATROL BUILDING

The Horde Troopers are as seen before. Suddenly Koo and Dee come charging out of the trees on the edge of the clearing.

KOO

Yiyiyiyiyiyiyiyi!!

138 ANGLE - TROOPERS

As they jump into ready positions and look OS.

TROOPER #1

What's that?! Bibbets! \*

KOO (VO)

Yiyiyiyiyiyiyi!

The Troopers react after a BEAT by relaxing their ready positions.

TROOPER #2

(Unbelievably)

Bibbets?! Attacking us?

(relaxes)

Ha, ha. That's really funny! \*

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139 ANGLE - INCLUDE KOO AND DEE

As they reach the two Troopers. Koo swings Adora's sword as best he can, and Dee has his dukes up. Stretched to their fullest, they almost reach the Troopers' belts.

140 ANGLE - TROOPER #1

He reaches out with one hand and holds Koo far enough away so that the swipes of her sword hit nothing but thin air.

KOO  
I'll get ya!!

TROOPER #1  
(Nasty laughter) Mean little  
thing, isn't she?

141 ANGLE - TROOPER #2

As Dee dances around his legs with his fists up.

DEE  
C'mon...put 'em up! Put 'em  
up!

142 WIDER ANGLE - TROOPER #2 AND DEE

Trooper #2 leans over in an effort to hold Dee off by the same hand-on-the-head method. But Dee ducks down and dives between the Trooper's legs. The Trooper flops to the ground as he tries to grab Dee.

TROOPER #2  
Ouch!!  
(BEAT)  
All right....that did it!

143 ANGLE

As he lunges, grabs Dee by the belt from behind and picks him up.

DEE  
Hey, lemme down, you rotten robot!

144 ANGLE - TROOPER #1

As he reaches down and picks up Koo the same way.

TROOPER #1  
That's enough, short stuff!

Koo makes one last swipe with the Adora's sword.

KOO  
I'm not a stuff!

145 WIDE - TROOPERS AND BIBBETS

As the Troopers carry the two Bibbets toward the structure.

TROOPER #1  
We'd better report to Master  
Hordak that the Bibbets are  
trying to become fighters. \*

KOO/DEE (Together)  
(Ad lib) Put me down! Leggo!

146 EXT. BIBBETLAND WOODS - ADORA, BOW AND TWO BIBBETS

KOO/DEE (VO) (Cont.) (Together)  
(Ad lib) Let go of me! Put me down!

Our group stops and listens intently.

SCOUT  
That's Koo and Dee.

147 FAVOR ADORA

As she points OS.

ADORA  
Over there.

She runs to a group of trees and kneels down as the others  
follow and join her.

148 ANGLE - GROUP

Looking OS through the tree line.

BOW  
There! Near that patrol building!

ADORA  
Those robot troopers have  
captured them! \*

149 FAVOR BOW

BOW  
Along with my combow and your  
sword.

(BEAT)  
I think it's time we did  
something about it.

150

WITH ADORA

She points OS toward the Trooper building.

ADORA

Right. If you can keep them  
busy for a few minutes, I'll make  
an air attack from that branch.

\*

151

HER POV

A very large, oak-like tree with a long, sturdy branch  
extending over the Horde structure.

152

ANGLE - SCOUT AND RAHV

SCOUT

I'm very sorry we can't help.  
I would like to, but...  
(hesitantly)  
...we Bibbits don't believe  
in fighting.

\*

Bow pats Scout affectionately on the shoulder.

BOW

Don't worry, Scout. We'll manage...

\*

153

ANGLE - WITH ADORA AND BOW

ADORA

All set, Bow?

BOW

Right!

\*

Adora moves toward the large, oak-like tree.

ADORA

Give me thirty seconds and then  
try to get the Troopers' attention.

154

ON BOW

Smiling.

BOW

Oh, I'll get their attention,  
don't worry!

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155  
WIDER

As Adora runs OS.

156  
ANGLE - LARGE TREE TRUNK

Adora runs INTO SHOT to the base of the tree.

ADORA

I can't transform to Shera  
without my sword, so....I'll  
have to use ideas instead  
of muscles!

She lithely climbs the trunk of the tree up and OS.

157  
ANGLE - BOW

Looking at a wrist chronometer and counting.

BOW

28, 29, 30! Time to get  
the Troopers' attention.  
Here goes.

158  
WIDE ON CLEARING

Bow strolls casually into the clearing, WHISTLING LOUDLY.

BOW

(LOUDLY WHISTLED SONG)

The effect is somewhat like that of Cary Grant striding into  
the temple full of Kali-worshippers in "Gunga Din." (Or  
Richard Pryor stumbling into a KKK meeting.) \*

159  
ANGLE - TROOPERS

Looking amazed. Bow reaches their immediate vicinity before  
they make any move to react.

BOW (Cont.)

All right, you two robots.  
Surrender! You're now prisoners  
of the Rebellion. \*

TROOPER #1

Surrender?! Not to you, rebel! \*

160  
ANGLE - WIDER

Trooper #1 makes a grab for Bow. As he does so, Bow ducks  
down and OS, and Adora swings INTO SHOT on a vine, feet  
first, into the Trooper (SFX: WHAMMO!), sending parts and  
springs flying.

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161 ANGLE - TROOPER #2

As the robot turns and runs toward the structure while talking into radio device. \*

TROOPER #2

(Shouting)

Emergency! Emergency! Robot Number  
Two reporting! Send help! Area Six!  
Emergency! \*

He cuts off as Bow darts INTO SHOT after and tackles the robot before he can reach the structure. Trooper #2 slams to the ground in a CRASH (SFX) and a flurry of springs and metal. \*

162 ANGLE - ADORA AND BOW

As Adora dashes for the structure.

ADORA

Hurry! That robot sent out an alarm.  
Let's get the Bibbets out of  
there -- fast! \*

CUT TO:

163 INT. FRIGHT ZONE - HORDAK'S CHAMBER

Hordak stands near his console with Shadow Weaver as an urgent BEEPING (SFX) is heard and a RED LIGHT BLINKS on his console. Hordak leans over and pushes a console switch.

RADIO VOICE (VO)

(Radio filter)

Master! Master! An attack on  
the factory center. Bibbets  
and rebels with weapons!

164 ANGLE - HORDAK

Frowning furiously.

HORDAK

(Into console micorphone)

What? Bibbets fighting? Capture  
them! Now!

RADIO VOICE (VO)

(Radio filter)

Yes, master!

CUT TO:

165 INT. TROOPER PATROL STRUCTURE - BIBBETS

Koo and Dee are chained to a wall, with Bow's combow and Adora's sword on a nearby table. Adora rushes INTO SHOT and grabs the sword, then tosses the combow to Bow.

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KOO

Boy, I guess you're really not  
Horde people!

166 ANGLE - FAVOR ADORA

As she raises her sword.

ADORA

Hold your hands very still...

She brings the sword down on the chains holding Koo and slices through them, WHAM (SFX). Then she turns to Dee and does the same to his chains.

ADORA

Let's go.

She moves OS and is quickly followed by Bow and the liberated Bibbets.

167 EXT. TROOPER PATROL STRUCTURE

As our group runs outside. Suddenly we hear the DISTANT ROAR of approaching airships (SFX). Bow looks anxiously up into the sky.

168 HIS POV

In the distance a swarm of specks can just be made out. (APPROACHING MACHINES SFX CONTINUES)

169 ANGLE - FAVOR BOW AND ADORA

BOW

Horde fighters!

ADORA

Hordak'll have more than that  
here in a few minutes.

Bow starts to move OS.

BOW

Then lets make tracks out of here!

170 ANGLE - CLOSER

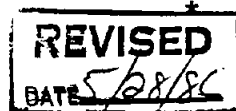
ADORA

I'll stay here and see what  
I can do. You go back tell the  
Elders what's happening.

Bow stops.

BOW

I'll stay with you --



171 CLOSER ON ADORA

Looking very intense.

ADORA (Cont.)

Please, Bow. Do as I say...and  
hurry! We don't have much time left.

172 ON BOW AND BIBBETS

BOW

All right, Adora. I'm on my way.

He turns to Koo and Dee and the other Bibbets.

BOW (Cont.)

And these Bibbet fighters'll  
be sure we take the short cut.

KOO/DEE (Together)

Right! You bet! We sure will!

Bow and the Bibbets turn and move quickly OS, followed by  
Scout and Rahv.

173 ANGLE - ADORA

As she pulls out her sword.

ADORA

Well, it's definitely time to call  
on Shera.

She holds the sword high.

ADORA

For the honor of Greyskull!

174 TRANSFORMATION SEQUENCE.

SHERA

I am Shera!

She turns and looks up and OS, as the SOUND (SFX) of the  
approaching aircraft becomes INTENSE.

SHERA

And here they come!

175 EXPLOSIVE ACTION MONTAGE - QUICK CUTS

(Note to storyboard: Following sequence uses sections from  
PP #67078, Script pages #28 - #29). Swarms of Bat-Meks and  
Glondas ROAR INTO CAMERA (SFX) FIRING RAYS.

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176

ON SHERA .

Holding her sword up to DEFLECT THE RAYS.

177

ON BAT MEKS

As several are hit by the deflected rays and EXPLODE into bits of wire, metal and electronic junk.

SHERA (VO)

Bye, bye, robots!

\*

178

FLD CUT ON SHERA

Deflecting more rays with her sword.

179

ON BAT MEKS (FLOP OF ABOVE)

As they EXPLODE.

180

ANGLE - A LARGE HORDE AIRCRAFT

It LAUNCHES a missile. (SFX: SWOOOOSH ZOOOOM!)

181

ON SHERA

Reacting with her sword.

SHERA

Sword to shield!

Her sword is transformed into a shield (PP-49).

182

WIDER

As the missile IMPACTS on the shield, BOOM! (SFX). (PP-49)

183

ON A GLONDA

As it zooms INTO CAMERA, FIRING. (PP-6)

184

ON SHERA

SHERA

Uh, oh! Got to get up higher!

Sure with Swiftwind were here!

\*

185

WIDEN

As she runs at high speed (BLUR) up a nearby hillside and braces herself at the top, her shield RETRANSFORMED back into a sword.

186

ANGLE - SHERA

As she holds up her sword and slices through the Glonda as it flies THROUGH SCENE (PP-6).

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187 ANGLE - SHERA

As things calm down for a BEAT. Shera looks around as we hear the RUMBLE OF HEAVY VEHICLES.

SHERA

Hmmm. Horde tanks over there...

She looks in another direction.

SHERA (Cont.)

...and Troopers...

188 CLOSER - SHERA

SHERA

Looks as though I'm going to have my hands full. I hope Bow made his way back.

CUT TO:

189 EXT. BIBBET CAMP - NEAR ELDER'S THRONE

Bow, Dee, Koo and the other Bibbets stand in front of the Elder's throne as the old gent speaks intently.

ELDER

I am sorry we cannot help you -- but we simply do not believe in fighting.

BOW

I admire your courage. As Adora said, sometimes it's harder not to fight than it is to fight.

190 WIDER - WITH ELDER

As he nods agreement.

BOW (Cont.)

But sometimes -- like now -- when your home or your family are threatened, there may not be any choice.

191 CLOSE ON BOW

BOW (Cont.)

Please, Elder. We rebels don't like fighting either. But I know that if you don't stand up to the Horde now, they won't stop at cutting down the forest to build a factory... They'll destroy all of Bibbetland.

192 OUT

\*\*\*

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193-194

OUT

\*\*\*

194A FULL ON ELDER

\*\*\*

He thinks for a BEAT, then speaks.

\*\*\*

ELDER

I hate violence. But what you say makes sense.

\*\*\*

He paces for a BEAT, then turns to Bow.

\*\*\*

ELDER (con't)

If we must fight to protect our peaceful way of life, then so be it. The Bibbets are at your command.

\*\*\*

\*

195 ANGLE - BOW

BOW

Good! There's no time to waste!

\*\*\*

CUT TO:

196 EXT. HORDE FACTORY COMPLEX AREA - SHERA

She moves toward one of the rampart walls of the Horde factory when we suddenly hear VERY LOUD ENGINE SOUNDS APPROACHING (SFX: SOUND OF AUTOREAPER). Shera whirls around to look, OS.

SHERA

What's that?!

197 HER POV

We see the Auto-Reaper ROARING (SFX) across a field toward her. (Note to storyboard: Parts of the following sequence have been adapted from PP #67006, Script pages #15 - #17)

198 BACK ON SHERA

SHERA

I thought I'd already destroyed the last of those mechanical monsters -- guess not!

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199  
HER POV

The ENGINE NOISE (SFX) gets LOUDER AND LOUDER as the Auto-Reaper looms up INTO CAMERA, coming on like some huge mechanical monster, its blades gleaming.

200  
WIDER - SHERA

She looks around, picks up a medium-sized boulder (approximately 5 ft. in diameter. As the Auto-Reaper moves INTO SHOT. Shera thrusts out the boulder to catch and stop the whirling blades. Grinding NOISES (SFX) come from the machine.

201  
ANGLE - SHERA AND AUTO-REAPER

Shera digs in as the machine mindlessly tries to run over her. The machine shakes slightly and smoke starts to drift up from the locked blades.

SHERA  
(Straining)  
This silly bucket of bolts doesn't  
know when to quit!

And then, suddenly, Shera gives it the supreme effort and flings the entire machine off to the side. It flies OS.

202  
AUTO-REAPER - TRACKING SHOT

It soars through the air.

203  
ANGLE ON LARGE ROCK

As the Auto-Reaper sails into shot, SLAMS (SFX) into the rock and SMASHES (SFX) into a million pieces.

204  
ANGLE - SHERA

Standing, looking OS toward the Auto-Reaper.

TROOPER #1 (VO)  
Grab her!

Shera whirls around and looks OS in the opposite direction.

205  
HER POV

A row of Troopers runs through a slightly wooded area TOWARD CAMERA.

204 BACK ON SHERA

SHERA  
More problems!

She braces for action.

207 ON RUNNING TROOPERS

As Dee and Koo suddenly POP UP INTO SHOT on OPPOSITE SIDES OF FRAME. Each holds the end of a rope. They pull it taut, and the row of Troopers goes CRASHING (SFX) to the ground.

208 ANGLE - KOO AND DEE

Standing up and raising their fists in enthusiasm.

DEE/KOO (Together)  
Yeah! All right! We did it!

209 ANGLE - SHERA

Waving OS to the Bibbets.

SHERA (Reacting)  
It's the Bibbets. Thanks, guys.  
I needed that!

210 ANGLE - HORDE BATTLE TANK

Rolling across the field. (SFX: TANK RUMBLING)

211 ANGLE - SHERA

SHERA  
Uh, oh. Here comes another one!

BOW (VO)  
(Shouting)  
We'll take that one, Shera!

212 ANGLE - BOW AND BIBBETS

Bow stands with Scout and Rahv behind a large timber and log catapult loaded with a massive pumpkin-like fruit. Bow turns to the Bibbets. \*\*\*

BOW  
Let 'er fly!

Scout pulls a wooden lever and the catapult whips its loader forward, hurling the huge pumpkin-like fruit OS with a POWERFUL SWISH (SFX). \*\*\*

\*\*\*

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213 TRACKING SHOT - PUMPKIN

\*\*\*

As it sails through the air.

214 ON BATTLETANK

The huge pumpkin sails INTO SHOT and makes a direct hit on the Battletank. KERLOWIE (SFX). The battletank GRINDS (SFX) to a halt as it drips with mashed pumpkin meat and seeds.

\*\*\*

215 ON BOW AND BIBBETS

Smiling happily.

BOW

One more robot bites the dust.

216 BACK ON SHERA

As another battletank moves toward her.

SHERA

Looks as though you're the last one -- but I've got to take care of Hordak's robot factory, too.

She moves toward the approaching tank.

SHERA (Cont.)

I'll try two for one.

217 ANGLE - TANK

As it FIRES its laser bolts, KCHOW, KCHOW! (SFX)

218 ANGLE - SHERA

Ducking first one BOLT, then ANOTHER, as it ZAPS THROUGH FRAME.

219 WIDE - SHERA AND TANK

The tank moves directly toward Shera. She ducks down beneath its FIRING BOLTS (SFX), drops onto her back, grabs the base of the vehicle and flips it up onto her feet.

SHERA

Uhhnnnnnnnnnn --

220 ANGLE - SHERA HOLDING TANK

She whirls the enormous heavy object around on her feet in increasingly rapid circles, then gives a tremendous push and kick, hurling the Battletank OS.

SHERA (Cont.)

-- Hiiiiiii!

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221 TRACKING SHOT

On the tank as it sails through the air.

222 VERY WIDE ON ROBOT FACTORY

The tank sails into the central building of the robot factory. There is a THUMP, followed by a BLINDING EXPLOSION and a FLASH OF SMOKE AND FLAME (EXPLOSIVE SFX).

223 ANGLE - SHERA

Looking OS toward the EXPLOSION (VO SFX) as Bow and the Bibbets move INTO SHOT.

BOW

I sure am glad to see you, Shera.

(BEAT)

But, then, I'm always glad to see you.

Shera smiles.

SHERA

Me, too. You and the Bibbets did a great job.

224 WIDER ANGLE

As the Elder and other Bibbets join our group. \*

SHERA (Cont.)

Hordak will build no more robot factories in Bibbet land.

225 ANGLE - FAVOR THE ELDER

ELDER

Thanks to you, Shera -- And your friends Adora and Bow.

226 FULL ON ELDER

ELDER

You've taught us a lesson we'll never forget....that peace and freedom are priceless -- and always worth defending.

BOW

And you've taught me that choosing not to fight takes as much strength and courage as fighting does. \*

227 WIDER

He reaches out to shake Bow's hand.

ELDER

Thank you.

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KOO (VO)

Help...

The group turns and looks OS.

228 THEIR POV

Koo has gotten Bow's combow and is literally all tied up in it, with strings around her arms and legs, etc.

KOO

(Plaintively)

Do you think someone could teach me how to get out of this thing?!

229 ANGLE - OUR GROUP

As they react with smiles and Bow moves over to help Koo out of her predicament.

FADE OUT

THE END

PP #67092

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SHERA, PRINCESS OF POWER

THE BIBBET STORY

PP #67092

THIRTY SECOND TAG

FADE IN:

230

ON LOO KEE

LOO KEE

Hi, everybody! Did you see me  
in today's show?

(BEAT)

You're not sure? Take another  
look!

231

SCENE FROM SHOW - HOLD FOR VIEWERS TO LOOK

LOO KEE (VO)

Here I am!

Loo Kee is revealed.

232

ANOTHER ANGLE

LOO KEE

In today's show, Koo and Dee were  
so anxious to show how brave they  
were that they ran off to fight  
the Horde on their own -- and  
almost got in serious trouble!

233

DIFFERENT ANGLE

LOO KEE

But fighting doesn't prove how  
brave you are. Sometimes it takes  
more courage to walk away from a  
fight!

Loo Kee waves.

LOO KEE

Bye for now!

FADE OUT

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