



**RECORDING
SCRIPT # 74**

Lorimar-Telepictures Corporation

Presents



A

RANKIN/BASS PRODUCTION

"MUMM-RA LIVES"
PART IV

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10/14/86

THUNDERCATS
RE-CAP OPENING
FOR EPISODE #74

:30

SEQUENCES FROM EP. #73

FADE IN:

1. LION-O, TYGRA and
THE BERBILS plan THE
TOWER OF OMENS.

2. CLOSE ON - THE
PLANS OF THE TOWER
OF OMENS.

DISSOLVE TO:

3. THE TOWER OF OMENS,
completed.

4. THE LUNA-TANK
attacks THE TOWER.

The fireballs strike
and shake THE TOWER.

5. LYNX-O flicks switches
on THE BRAILLE BOARD.

6. SNARF, hair all
frizzed, pulls down a
POLARITY REVERSER SWITCH.

7. THE EYE OF THUNDERA
sends a massive fireball
toward SKYTOMB.

8. SKYTOMB takes off and
flies away.

NARRATION & DIALOGUE

In the last episode of ThunderCats,
the faithful Berbils helped to
build ...

... The Tower of Omens ...

... a new base for Lynx-O, Ben-Gali
and Pumyra.

No sooner was The Tower of Omens
complete than Mumm-Ra ordered the
Luna-Tics of Plun-Darr to destroy
it!

Only Lynx-O ...

... and Snarf's quick-thinking ...

... saved The Tower ...

... but Mumm-Ra and the Luna-tics
lived to fight another day. What
fearful new dangers will the
ThunderCats face in their attempts
to bring peace and security to
Third Earth?

FADE OUT.

END OPENING

TIME: _____ :30

PART ONE

FADE IN:

EXT: MUMM-RA'S PYRAMID - DAY

Lightning flashes from the obelisk tips to the apex of the pyramid -- but these effects are much more dramatic than usual, accompanied by brilliant forks of jagged lightning and BOOMING, ROLLING THUNDER.

ESTABLISH THE PYRAMID AND CLOSE IN ...

INT: MUMM-RA'S PYRAMID - DAY

DOWN ANGLE - THE FOUR STATUES' POV

MUMM-RA looks up at the STATUES, his arms out wide, beseeching the STATUES to restore and magnify his power.

As he speaks, he turns, appealing to the STATUES one by one. With each turn, ROTATE -- so that MUMM-RA IS SEEN from EACH STATUE's individual POV, in turn ...

(Throughout, MA-MUTT crouches, WHIMPERING, at MUMM-RA's feet, also looking up at the STATUES.)

MUMM-RA

Oh, mighty ancestors ...
progenitors of all the evil on
Third Earth ... forgive your
feeble servant Mumm-Ra's
intrusion upon your eternal
rest ... but if you will not
listen, Mumm-Ra the Ever-Living
will cease to exist and The
Code of ThundEra ...

(he spits these
words out)

... justice, truth, honour and
loyalty will spread throughout
our domain!

UP ANGLE - MUMM-RA'S POV

THE STATUES begin to glow -- a horrible green shade -- and their eyes illuminate.

An ominous, deep GROANING/HUMMING is heard.

MUMM-RA steps back -- onto MA-MUTT's paw.

INSERT - CLOSE UP - MUMM-RA'S FOOT

stepping on MA-MUTT's paw.

MA-MUTT YELPS.

MUMM-RA looks down at him angrily.

MUMM-RA
Quiet, Ma-Mutt! The Great Ones
hear us ...

The HUMMING grows louder.

CLOSE ON - MUMM-RA

as HE HEARS a terrible CRACKING ... His eyes shift right
and left.

CLOSE ON - MA-MUTT

who cannot bear to look any more and covers his eyes with
his paws.

ANOTHER ANGLE

TO SHOW the green-glowing STATUES closing in on MUMM-
RA ...

The HUMMING increases in volume and urgency.

The STATUES reach out and touch MUMM-RA.

As the STATUES move, the CRACKING SOUND intensifies --
it's the SOUND of their stone limbs moving.

CLOSE ON - MUMM-RA

as HE SCREAMS ...

... Then, suddenly, MUMM-RA is suffused with light.

The GROANING/HUMMING increases to maximum volume.

MUMM-RA begins to stand tall ...

He spreads his arms.

MUMM-RA
ANCIENT SPIRITS OF EVIL ...

The stone STATUES begin to circle MUMM-RA, their stone
limbs CREAKING.

MUMM-RA (contd)
TRANSFORM THIS DECAYED FORM ...

The STATUES spin faster -- and MUMM-RA himself begins to
transform.

MUMM-RA
 ... TO MUMM-RA THE EVER-
 LIVING!

Now, in a spectacular whirlwind of bandages and light, MUMM-RA grows into his monster form and, as he does so, the STATUES revert to their original positions.

(NOTE: Either this can be a one-time transformation, incorporating THE MAN/BEAST STATUES and possibly using some of the existing transformation animation -- or it could be a completely new transformation which can be recycled during the next series of scripts. The latter approach would rejuvenate the transformation, which is an important part of THUNDERCATS.)

MUMM-RA looks down at his new body, throws his head back and LAUGHS.

MUMM-RA
 We did it, Ma-Mutt!

He scoops Ma-Mutt up in his arms and kisses him.

MUMM-RA (contd)
 We did it!

MA-MUTT BARKS happily.

MUMM-RA (contd)
 MUMM-RA THE EVER-LIVING IS BACK
 ON STAGE! THUNDERCATS -- MY
 DEBUT WILL BE YOUR FINAL CURTAIN!
 (wild laugh)

He holds MA-MUTT up to his face.

MUMM-RA (contd)
 So, my beauty, let us see what
 those miserable ThunderCats are
 up to!

He begins to move over to his cauldron.

MA-MUTT looks up and BARKS excitedly.

MUMM-RA looks up ...

MUMM-RA (contd)
 What is it, Ma-Mutt?

HIS POV - A FLASH OF LIGHT

passes across the top of the pyramid -- high in the atmosphere.

MUMM-RA (contd OC)
Some kind of space vehicle?

He hurries to the cauldron and peers in.

The surface of the cauldron bubbles -- and an image forms:

SNARFER'S SPACE SHIP -- a somewhat comical and non-threatening vehicle.

MUMM-RA (contd OC)
Hah! A Snarf ship ...
(Mumm-Ra turns from
the cauldron)
The ThunderCats can enlist the
entire Planet of Snarfs for all
the good it will do them.
(wild laugh)

Then he has second thoughts.

MUMM-RA (contd)
But let us spy on them anyway,
eh, Ma-Mutt?

He turns back to the cauldron.

ZIP PAN:

EXT: THIRD EARTH ATMOSPHERE - DAY
ANGLE ON - SNARFER'S SHIP

at a downward angle, the curvature of THIRD EARTH below
it. The SHIP glows slightly.

SNARFER (VO)
(electronic filter)
Snarfer to Tower of Omens ...

CUT TO:

INT: SNARFER'S SHIP - DAY

The interior is as different in technology from THE
THUNDERCATS' craft as the exterior is.

SNARFER, like SNARF but leaner and a bit goofy -- with
slightly different colored hair, is at the controls.
A huge headset -- with earpieces shaped like his ears --
is clamped to his head.

SNARFER
Come in, Tower of Omens ...

SNARF (VO)
 (electronic filter)
 We read you, Snarfer ...

A huge, goofy grin spreads over SNARFER's face.

SNARFER
 Oh, hi, Uncle Oswald --
 (his grin fades
 instantly)
 -- er, Snarf! Uncle Snarf!
 Entering your atmosphere now!

ZIP PAN:

INT: TOWER OF OMENS - CAT'S EYE CONTROL - DAY

LYNX-O is at the Braille Board. SNARF is at a communications panel. LION-O beside him.

SNARF
 (self-important)
 Watch your angle of entry --
 or you'll burn up when you hit
 the atmosphere!

INTERCUT BETWEEN SNARFER IN HIS SHIP AND SNARF IN THE
 TOWER DURING THE FOLLOWING DIALOGUE:

SNARFER
 Relax, Uncle Snarf. I programmed
 it all.

SNARF
 Are you sure you programmed it
 right?

SNARFER
 Uh-huh ... you bet ... Oh yeah.

ANGLE ON - SNARF

anxious, dubious as SNARFER continues (OC).

SNARFER (contd OC)
 ... programmed it right, alright
 ... yup ... no sweat ...

SNARF
 Hmmmmmm ... wish I was as confident
 as he sounds ...

Suddenly ALARMS SOUND.

SNARF whirls, panicked.

WIDER

Lights are flashing all over the room.

LYNX-O is working the board, his fingers moving furiously.

CLOSE ON - LYNX-O

turning to SNARF anxiously.

LYNX-O
He's off course!

SNARF bangs his communications panel with his fist.

SNARF
Dang! I knew the kid would
goof!

LION-O moves in.

LION-O
Hey! Wait a minute, Snarf --
it might not be his fault!

LYNX-O turns to them.

LYNX-O
It isn't! A thermo-conduit
snapped!

SNARF faces LION-O and LYNX-O angrily.

SNARF
I know darn well it wasn't his
fault! He's my nephew, after
all!

He turns back to his panel. LYNX-O shrugs at LION-O
and smiles.

SNARFER (OC)
I've got it, Uncle Snarf! I'm
coming in under manual control.

LION-O presses a button on the control board.

LION-O
We should have him on visual
by now.

ALL turn to THE SCREEN OF OMENS. It flashes with light
... jagged lines appear ... No image!

LYNX-O works the Braille Board.

CLOSE IN ON - LYNX-O

LYNX-O

I fear that this is more serious
than we had thought ...

CUT TO:

EXT: SPACE - SNARFER'S SHIP - DAY

SNARFER'S SHIP is a big glowing ball, trails flames as
it speeds toward THIRD EARTH's surface.

CUT TO:

INT: SNARFER'S SHIP - DAY

The ship -- and SNARFER -- is shaking violently. SNARFER
wrestles with the controls.

SNARF (OC)

(electronic filter)

Can you get back on course,
Snarfer?

SNARFER

(stutters because he's
being so badly shaken
up)

Sure, Uncle Snarf ... no problem
... on course ... absolutely ...
yup ... no sweat ... nope ...

Now an ALARM starts to RING inside the ship.

ZIP PAN:

EXT: SKYTOMB - DAY

SKYTOMB is parked in a particularly unpleasant area
of DARKSIDE.

ESTABLISH - SKYTOMB

The ALARM carries over.

CUT TO:

INT: SKYTOMB CONTROL ROOM - DAY

LUNA, AMOK, TUG-MUG, ALURO, SHIVERS and RED-EYE are
all in the control room watching their monitor screen.

RED-EYE
(laughs happily)
The miserable little creature
is ...

ANGLE ON - THE MONITOR SCREEN

which SHOWS SNARFER's craft consumed with flames and
falling toward THIRD EARTH.

RED-EYE is at the control desk, operating the systems
which keep SNARFER in view (anything connected with vision
is RED-EYE's specialty).

RED-EYE (contd OC)
... going to burn up!

ANGLE ON - LUNA AND AMOK

LUNA looks witheringly at RED-EYE.

LUNA
You fool, that's the last
thing we need!

TWO SHOT - ALURO AND TUG-MUG

glancing at each other, frowning, then addressing LUNA.

ALURO
Why, Luna? What difference
does it make to us?

TUG-MUG
He's just a feeble Snarfer --
they're ten a penny on The
Planet of Snarfs!

LUNA
ThunderCats and Snarfs have
been allies for eons. That
feeble Snarf will be valuable
to us ...

(she turns to
Red-Eye)
So keep tracking it, Red-Eye.

ANGLE ON - RED-EYE

grinning nastily.

RED-EYE
A pleasure, Luna! That little
Snarf just doesn't stand a
chance against my eyes! Color
him finished!

CUT TO:

INT: SNARFER'S SHIP - DAY

SNARFER is fighting the controls -- being violently shaken all the while.

The ALARM keeps ringing.

SNARFER
(stuttering with
the shaking)
I'm losing it, Uncle Snarf!

CUT TO:

INT: TOWER OF OMENS - CONTROL ROOM - DAY

SNARF clenches his fists and screws up his eyes.

SNARF
Hang in there, Snarfer!
(he turns to the
others)
He'll turn to a cinder! Oh,
woe! Poor Snarfer ...
(he appeals directly
to Lion-O)
Do something, Lion-O!

CLOSE ON - LYNX-O

operating the Braille Board.

LYNX-O
Wait a minute! He's done it!
He's adjusted the angle of
entry!

INTERCUT - SNARFER'S SHIP

spectacularly surrounded in flames, descending.

LYNX-O (contd OC)
He won't disintegrate!

CLOSE ON - SNARF

overjoyed.

SNARF
That's my boy! That's my
Snarfer!

LYNX-O holds a warning hand up.

LYNX-O

It's not all good news, Snarf!

SNARF's face falls, his ears droop.

SNARF

It's not?

CLOSE ON - LYNX-O

grim.

LYNX-O

He's going to land in Darkside!

ZIP PAN:

INT: SKYTOMB - DAY

RED-EYE turns from his controls, grinning fiercely, his eyes glowing red.

RED-EYE

We've got him! That furry
squirt's going to land in
Darkside!

LUNA reacts first.

LUNA

Well, what are we waiting
for, Luna-Tics? Let's go get
him!

LUNA, AMOK and ALURO take up their places at SKYTOMB's controls and begin to operate them.

SHIVERS and TUG-MUG run from the room.

DISSOLVE TO:

INT: SKYTOMB ENGINE ROOM/THUNDRILLIUM FURNACES - DAY

SHIVERS and TUG-MUG run out onto the gantries that stretch the length of this steamship-like boiler/engine room.

As they do so, the enslaved BRUTEMEN, WOLLOS and BOLKINS look up fearfully.

TUG-MUG picks up a whip and lashes out at THE SLAVES below him.

TUG-MUG

Stoke the furnaces, you miserable
wretches! We need lift-off
power!

ANGLE ON - TWO BRUTEMEN

alternately shovelling THUNDRILLIUM into a ROARING
furnace.

ANGLE ON - A BOLKIN

a small creature, struggling to shovel THUNDRILLIUM into
another furnace. His workmate, a WOLLO, is standing
by with a shovel full of THUNDRILLIUM.

As THE BOLKIN tries to load his furnace, he accidentally
bangs the shovel blade against the edge of the furnace
door -- and the THUNDRILLIUM spills all over the floor.

SHIVERS (OC)

(screaming)

Spill one more shovelful,
Bolkin ...

THE BOLKIN and THE WOLLO look up fearfully.

THEIR POV - SHIVERS

standing above them, beside herself with rage.

SHIVERS (contd)

... and it'll be the end for
you!

THE WOLLO steps forward, pleading for his WORKMATE.

WOLLO

Give him a break, Shivers --
he's just not strong enough!

SHIVERS SCREAMS at the WOLLO.

SHIVERS

How dare you speak to a Luna-
tic like that, insolent Wollo! ...
(hisses, rasps)

A jet of freezing vapor erupts from her mouth and hits
THE WOLLO.

THE WOLLO is instantly frozen in a transparent, gaseous
block.

SHIVERS now addresses the trembling BOLKIN.

SHIVERS
Now, Bolkin! Get shovelling --
unless you want to end up like
your friend!

THE BOLKIN starts to shovel frantically.

TUG-MUG moves across to the ENGINE ROOM CONTROL PANEL
(where VULTUREMAN operated in Script #73) and turns a
huge valve.

SOUND: the THUNDRILLIUM motors' power build-up.

CUT TO:

EXT: SKYTOMB - DAY

As the SOUND of the motors builds to full pitch, powerful,
pulsing raps of THUNDRILLIUM explode from beneath
SKYTOMB, lifting the entire structure up off the surface
-- like a massive moon rocket blast-off.

ZIP PAN:

EXT: THIRD EARTH ATMOSPHERE - DAY

SNARFER's craft descends -- now the flames have died
down and the ship is blackened and smoky.

CUT TO:

INT: SNARFER'S SHIP - DAY

As SNARFER struggles with the controls, LION-O's voice
is heard OFF CAMERA.

LION-O (VO)
Snarfer! Snarfer! Can you
hear me?

SNARFER speaks into his mike.

SNARFER
I read you, Lion-O, yup, I do.
No sweat. Loud and clear ...

CUT TO:

INT: TOWER OF OMENS - DAY

LION-O speaks urgently into his mike.

LION-O

You'll be coming down in very dangerous territory -- so when you land, get out of the ship and hide. We'll come for you! You got that?

CUT TO:

EXT: THIRD EARTH SURFACE - DARKSIDE - DAY

SNARFER'S SHIP nears the ground.

SNARFER (OC)

Yup. Got it! Absolutely.
Affirmative. You bet ...

THE SHIP comes in for an extraordinarily bumpy crash-landing -- but SNARFER just babbles on, his words interjected with exclamations and VSFX as he is shaken up by the landing.

SNARFER (contd OC)

No sweat ... piece of cake ...
Don't worry about me ... I'm
fine ... No problems ... Hunky
dory ... Just relax ...

Eventually, the SHIP crunches to a halt.

There is a short CRY OF SURPRISE AND PAIN ...

HOLD ON THE SCORCHED, BATTERED SHIP FOR A MOMENT OF DEAD SILENCE.

Then the hatch pops open and SNARFER sticks his head out.

SNARFER

Not exactly a textbook landing ...

He hops down from the SHIP -- about eight feet -- to the ground, still talking.

SNARFER (contd)

... but, hey, any landing --
OOOOMPPPHHHHHH! -- you can walk
away from is a great landing ...

He tries to straighten up. His legs collapse under him. He lands on his can.

SNARFER (contd)

Snarfer! Been sitting too long.
That's all. Yup.

He gets up, shakes one leg, then the other -- a silly little dance to restore the circulation to his feet. He waggles his toes.

SNARFER (contd)
That's better! Lucky I'm in
such great shape!

He looks around.

HIS POV

PAN ACROSS the desolate, ominous countryside.

SNARFER (OC)
Snarfer! Snarfer! Don't like
the look of this place! No,
sir! Nope!

SOUND: approaching ROAR of SKYTOMB.

ANGLE ON - SNARFER

as he reacts to the SOUND and looks around.

SNARFER
That doesn't sound like any
ThunderCat vehicle I know!

HIS POV

SKYTOMB COMES INTO VIEW, supported on its THUNDRILLIUM column.

SNARFER
Well ... they said I'd come
down in enemy territory -- and
the worst thing about enemy
territory is ...
(he dives for cover)
... there's enemies in them!

CUT TO:

INT: SKYTOMB CONTROL ROOM - DAY

ALURO is at the screen.

ALURO
(nasty laugh)
I see the furry squirt!

FULL FRAME - SKYTOMB'S SCREEN

which SHOWS SNARFER scurrying around, looking for cover.

PART TWO

FADE IN:

EXT: THIRD EARTH - DARKSIDE - DAY

NOTE: EXISTING ANIMATION AND DIALOGUE WILL BE USED TO
BEGIN THIS SEQUENCE.

SNARFER runs in FOREGROUND, panicked, as SKYTOMB looms
mercilessly behind him ...

SNARFER
(panting, desperate)
... where are you, ThunderCats?
Where are you, Uncle Snaaaarrffff?

END EXISTING ANIMATION

ANOTHER ANGLE

SNARFER gallops through the weird undergrowth in FOREGROUND
as SKYTOMB lands in BACKGROUND.

SNARFER skids to a halt and looks around wildly.

SNARFER (VO-THOUGHTS)
Got to find somewhere to hide!
Yup! That's it! Hide!

He begins to burrow and, in seconds, has disappeared
beneath the ground.

ZIP PAN:

EXT: EDGE OF THE FOREST OF MISTS - DAY

THE THUNDERSTRIKE approaches the entrance to the canyon
that leads through to THE DARKSIDE of THIRD EARTH.

(NOTE: For the moment, this canyon is the only route by
which THE THUNDERCATS can cross into THE DARKSIDE --
although other creatures which are not susceptible to
THUNDRANIUM can enter via FIRE ROCK MOUNTAIN. Later in
the series, as THE THUNDERCATS explore THE DARKSIDE,
other means of access will be found ... sea crossings,
tunnels and passes guarded by fearsome MONSTERS, strange
WIZARDS and incomprehensible forcefields.)

CUT TO:

INT: THUNDERSTRIKE - DAY

LION-O and SNARF are in the left hand pod; BEN-GALI and
PUMYRA are in the right hand pod and LYNX-O is at the
Braille Board.

CLOSE IN ON - LYNX-O

his hands on the board, concentrating.

LYNX-O

The pass through The Forest
of Mists is coming up ... NOW!

THUNDERSTRIKE POV

The swirling mists part TO REVEAL the opening that runs
through THE FOREST OF MISTS. (See Show #72.)

THE THUNDERSTRIKE dives -- and disappears into the open-
ing, which only leaves it inches to spare.

(NOTE: Much of THE THUNDERSTRIKE's [and, as far as
POVs are concerned, of any other vehicle's] passage
through THE FOREST OF MISTS may be recycled from
Show #72.)

TRACK THE THUNDERSTRIKE through THE FOREST OF MISTS ...
INTERCUTTING THE TRACK with POV SHOTS ... a spectacular
roller-coaster of a ride.

ANGLE ON - PUMYRA AND BEN-GALI

PUMYRA

If we don't find Snarfer
before the Luna-Tics get to
him ...

BEN-GALI

I know, Pumyra! It doesn't
bear thinking about!

CLOSE ON - LYNX-O

concentrating grimly as he flies THE THUNDERSTRIKE
through the pass.

LYNX-O

We'll find him!

ZIP PAN:

~~EXT~~: DARKSIDE - DAY

ESTABLISH that SKYTOMB has landed.

LUNA (OC)

Get out there and split up --
and bring that wretched Snarfer
back ... ALIVE!

The door WHOOSHES open and TUG-MUG, SHIVERS and ALURO rush out.

CUT TO:

INT: SKYTOMB CONTROL - DAY

RED-EYE is at the controls, LUNA (in AMOK's arms) pacing up and down.

RED-EYE suddenly turns to LUNA.

RED-EYE
Wait a minute! I'm getting
some kind of signal!

He frowns, holds his hands to his head, covering his eyes.

RED-EYE (contd)
Some kind of impulse!

LUNA and AMOK react, impatient. LUNA jabs a finger at SKYTOMB's controls.

LUNA
Well tune it in, Red-Eye!
Tune it in!

AMOK GROWLS and ROARS his agreement.

RED-EYE shakes his head.

RED-EYE
No, Luna! I'm not receiving it
via Skytomb's systems ...

CLOSE ON - RED-EYE

as he looks up dramatically -- and his eyes burn red.

RED-EYE (contd)
I'm getting it direct!

HIS POV

(In this mode, RED-EYE'S POV is like that of the robot cowboy [Yul Brynner] in WESTWORLD: the form of the object he sees comprises a mass of different colored blocks which take the rough form of the object -- like a computerized heat scanner.)

THE THUNDERSTRIKE twists and turns as it maneuvers through THE FOREST OF MISTS.

RED-EYE (OC)
It's the Thunderstrike!

LUNA slaps at AMOK in a fury of frustration.

LUNA
Get me to the Moon Cannons,
Amok!

She points dementedly to SKYTOMB's turret-mounted,
swivelling MOON CANNONS.

But RED-EYE holds his hand up.

RED-EYE
No!

LUNA is infuriated.

LUNA
Whaat?

RED-EYE
(thoughtful)
Those signals ... I've come
across them before ... They're
like radar ... something, or
someone ... feeling their way ...
(he suddenly works
it out)
Using those signals to guide
themselves! That's how the
ThunderCats can get through
The Forest of Mists! And if
we can jam the signals --
they're finished!

He spins back to his control console and begins punching
buttons.

A regular SERIES OF CLICKS AND BEEPS begins to build up.

ZIP PAN:

EXT: THUNDERSTRIKE - FOREST OF MISTS - DAY

THE THUNDERSTRIKE twists and turns as it maneuvers through
the terrible terrain.

CUT TO:

INT: THUNDERSTRIKE - DAY

LYNX-O works the Braille Board.

Suddenly, the pattern of CLICKS AND BEEPS which RED-EYE initiated in SKYTOMB breaks in. LYNX-O lets out a cry of surprise and pain (VSFX).

LYNA-O's hands fly off the Braille Board.

ANGLE ON - THE THUNDERSTRIKE

as it goes crazy -- looping, rolling, then heading directly for a massive cliff.

QUICK CUTS:

LYNX-0 ... the Braille Board going bonkers.

PUMYRA and BEN-GALI in their pod -- reacting in horror.

THEIR POV - THE CLIFF

zooming toward them.

QUICK CUT TO:

SNARF

covering his eyes with his hands -- and his tail.

SNARE

Oh woe ... snaaaarrrfffff!

ANGLE ON - LION-O

grabbing the controls. He heaves back on the joystick.

ANGLE ON - THE THUNDERSTRIKE

as it stands on its tail and accelerates -- missing the cliff by fractions of an inch.

Then it levels out.

ANGLE ON - THE EXIT OF THE PASS

through THE FOREST OF MISTS. THE THUNDERSTRIKE ROARS
out and into the free air.

ANGLE ON - LION-O

in his pod, turning to look across at LYNX-0.

LION-O

Lynx-0! What happened?

ANGLE ON - LYNX-O

his hands off the Braille Board.

LYNX-O

I think the Luna-Tics are
jamming the Braille Board,
Lion-O.

(calm)

And without the Braille Board,
I am truly blind!

CLOSE ON - SNARF

very distressed.

SNARF

But Lion-O ... we were relying
on the Braille Board to find
Snarfer! Oh, woe ...

ZIP PAN:

EXT: DARKSIDE - DAY

This is the area where SNARFER dug himself in. TUG-MUG
is looking around, exasperated.

TUG-MUG (VO-THOUGHTS)

(grumbling)

This is where he disappeared
... Now, where'd he go?

Suddenly, SNARFER's head pops up about twenty yards
away -- in full view of TUG-MUG.

TUG-MUG ROARS ...

TUG-MUG

I'll get yoooooooo ...

... and springs -- one bound -- directly to the hole.

SNARFER reacts in astonishment ...

SNARFER

Snaaarrrfferrrr!

... and dives back down the hole.

The instant he has disappeared, TUG-MUG reaches the hole,
throws himself full-length and shoves an arm right down
the hole.

TUG-MUG
Come here, you little ...
AAARRRRGGGGHHHHHHHHHHH!

He whips his hand out of the hole -- obviously bitten by SNARFER. Now TUG-MUG is really mad.

SNARFER pops out of another hole -- about thirty yards away -- and runs for his life.

Holding his damaged hand, TUG-MUG SEES SNARFER, reacts ...

TUG MUG (contd)
You'll never escape Tug-Mug!

SNARFER looks around, SEES TUG-MUG bunching for another leap -- and burrows insanely. He's out of sight as TUG-MUG leaps ...

TRACK TUG-MUG through the air ...

... as he lands right on the hole, the ground gives way beneath him and he disappears ... with a ROAR OF RAGE AND PAIN (VSFX).

HOLD ON the collapsed hole for a moment.

PAN ACROSS TO FIND SNARFER, popping up out of another hole. He looks around, climbs out of the hole and dusts his hands.

SNARFER
No one gets the jump on
Snarfer ... nope ... no,
sir ...

Then ALURO suddenly appears from around a tree-like rock.

ALURO
Nice move!

SNARFER whirls.

SNARFER
Snaaarferr! Who are you?

ALURO strolls toward SNARF, jerking his thumb at the point where TUG-MUG disappeared.

ALURO
Impressive ... all that jumping
about ... but primitive. Now me
... I'm different ... I'm Aluro
and you don't stand a chance
against me ...

SNARFER droops, his eyes cross.

ALURA (contd OC)
Just give in ... Come quietly
... You don't stand a chance --

SNARFER suddenly snaps back to life.

SNARFER
Snarfs never give in!

He bounds away, his self-encouragement heard as he goes.

SNARFER (contd)
Nope! No, sir! Never say die!

With an enraged SNARL, ALURO takes off after him.

ZIP PAN:

EXT: DARKSIDE - THUNDERSTRIKE - DAY

THE THUNDERSTRIKE has landed and LION-O, SNARF, BEN-GALI and PUMYRA have disembarked. LYNX-O remains in the cockpit.

As LION-O speaks, he draws THE SWORD OF OMENS.

LION-O
They may jam the Braille Board,
Lynx-O -- but they forgot
The Sword of Omens ...

He holds THE SWORD to his eyes.

LION-O (contd)
SWORD OF OMENS, GIVE ME SIGHT
BEYOND SIGHT!

The crosspiece curls in eyepieces.

LION-O SEES:

SNARFER, desperately climbing up a tall tree -- with ALURO close behind.

LION-O whips THE SWORD down from his face.

LION-O
We've found him -- but he's
in deep!
(he touches Lynx-O's
shoulder)
Lynx-O -- you stay here!
(MORE)

LION-O (contd)
 (he turns to the
 others)
 We'll split up to cover more
 ground! Let's go!

ALL
 THUNDERCATS -- HO!

Followed by SNARF, BEN-GALI and PUMYRA, LION-O runs
 FROM FRAME.

CUT TO:

EXT: DARKSIDE - TREE - DAY

Like everything else in DARKSIDE, this tree is bizarre
 in shape -- more like an umbrella or a chimney sweep's
 brush than a tree, with a very long, straight trunk and
 a mass of foliage which sticks out horizontally right at
 the top of the tree. There are other trees nearby.

SNARFER is nearing the "foliage," desperately scrambling
 upwards, while ALURO climbs after him.

ALURO
 Give up, Snarfer ...

As he hears ALURO's words, SNARFER slows, loses
 impulsion ...

ALURO (contd OC)
 No one can escape me ... no one
 can beat me ... You don't stand
 a chance!

Then a large, strange THIRD EARTH BEE BUZZES INTO FRAME
 and pesters SNARFER.

SNARFER reacts -- the BEE breaking ALURO's mesmeric
 hold over SNARFER.

SNARFER
 Buzz off! Can't you see I'm
 busy?

TRACK THE BEE as it flies away from SNARFER -- and into a
 large, hanging HIVE.

SNARFER reaches over and grabs THE HIVE -- then bangs it
 against the tree trunk.

The hive breaks and brilliantly colored honey runs down
 the trunk.

Two or three LARGE THIRD EARTH BEES BUZZ angrily from the hive and, SEEING ALURO, they attack him.

ALURO
No! Get off! Go away!

Now SNARFER hurls the broken hive down at ALURO.

The hive hits ALURO -- and the brilliantly colored honey is smeared all over him.

THE BEES BUZZ around him angrily.

ALURO tries to slap them away ...

ALURO
(ad libs)
Get away from me! Go away! No!
Owwwww!

As he slaps at THE BEES, he loses his grip on the tree.

He grabs wildly at the trunk -- but now the brilliantly colored honey has run down the trunk ...

INSERT - CLOSE UP - ALURO'S HANDS

trying to grip the trunk -- sliding off because of the honey.

WIDER

ALURO falls from the tree ...

ALURO
Noooooooooooooooooooo!

SNARFER looks down ... as ALURO hits the ground with a THUD.

HIS POV - ALURO

ALURO spreadeagled on the ground far below him.

ANGLE ON - SNARFER

SNARFER
Good riddance to bad rubbish! Yup!

He begins to dust his hands together, businesslike ...

... and loses his grip on the tree.

SNARFER (contd)
Whoaaaaaaaaa!

His tail whips around the trunk and his claws dig in.

He barely saves himself from falling.

SNARFER

Pheewwwwww! Nearly lost it,
Snarfer! Yup! Almost did!
Now ... let's get out of here!

He scrambles up into the foliage, then swings himself out onto a limb, using his tail. From there he jumps to the nearest tree. He grabs, alternately, with paws and tail so that his progress is a series of somersaults.

PULL BACK as SNARFER swings from tree to tree ...

WIPE TO:

Elsewhere in DARKSIDE ...

SNARF tiptoes comically through a particularly unpleasant and threatening area of DARKSIDE. His hair stands on end, his ears are at full stretch -- turning this way and that -- and his eyes are wide.

SNARF

Snaaarfff, I don't like this!
I wish Lion-O were here!

Suddenly, he HEARS someone blundering through the undergrowth -- quite close.

He freezes.

A beat later, the SOUNDS stop.

SNARF looks all around -- terrified.

SNARF

Snaaarrrffff!

Then he continues -- even more tippy-toe ...

INSERT - A LARGE, DESSICATED TWIG in SNARF's path.

WIDER

Looking all around him, SNARF does not see the twig.

CLOSE UP - SNARF'S FOOT

comes down on the twig and it SNAPS with a tremendous KERRAKKK!

WIDER

SNARF springs straight up in the air, galvanized!

SNARF
(screams)
Snaarrrrffffff!

When he comes down, he HEARS the SOUNDS in the surrounding undergrowth getting nearer and nearer -- someone running, smashing their way through DARKSIDE.

He takes off ...

SNARF (contd)
I'm getting out of here,
snaaarfff!

... and, looking behind him as he runs, he collides with a large figure which steps out from behind a petrified tree.

SNARF (contd)
(panicked)
Snaaarfff!

He looks up and SEES that he has run into BEN-GALI.

BEN-GALI/SNARF
(together)
Snarf! Ben-Gali!

SNARF steps back and dusts himself off.

BEN-GALI smiles at him.

BEN-GALI
You gave me quite a shock ...
I hope I didn't scare you!

SNARF looks up, apparently astonished.

SNARF
Old Snarf? Scared? Nah ... I
been around Third Earth too long
to be scared by sounds in the
undergrowth --

He is interrupted by a terrible HOWL nearby.

SNARF (contd)
(cries out)
Snaaarfff!

Hair on end, he leaps into BEN-GALI's arms.

SNARF (contd)
Wha ... what was that?

WIPE TO:

EXT: DARKSIDE - TREETOPS - DAY

SNARFER makes his somersaulting progress through the treetops -- then he halts.

SNARFER
I'm never going to find Uncle
Snarf from up here ...

He looks down.

HIS POV

No one to be seen.

SNARFER (contd, OC)
Looks all clear ... yup ... no
one there ...

WIDER

as SNARFER shinnies down the tree.

At the bottom of the tree, he looks around, then steps confidently forward ...

... right into SHIVERS (who has stepped out from cover).

SNARFER
Yeeoowwww!

He takes off.

SHIVERS (contd)
Stop!

As she calls out in her raspy voice, a wisp of vapor issues from her mouth, curls through the air and touches SNARFER -- who is instantly frozen.

SHIVERS (contd)
(laughs)
No one escapes from Shivers --
least of all a pathetic Snarf!

As she speaks, she hoists the rigid SNARFER over her back and walks away.

ZIP PAN TO:

CLOSE ON - THE EYE OF THUNDERA

which snaps open and GROWLS furiously.

PULL BACK:

LION-O draws THE SWORD OF OMENS and holds it to his face.

LION-O
Sword of Omens -- give me sight
beyond sight!

The crossbar curls into eyepieces and LION-O SEES:

SHIVERS carrying the rigid SNARFER toward SKYTOMB (in EXTREME BACKGROUND). SNARFER is clearly frozen rigid because SHIVERS has his tail over her shoulder -- and the rest of SNARFER sticks out horizontally (as if his tail were a lever and SHIVERS' shoulder the fulcrum).

LION-O (OC)
It's Snarfer!

ANGLE ON - LION-O

frowning.

LION-O (contd)
And he looks ... frozen?!

LION-O thrusts THE SWORD high in the air.

LION-O (contd)
Thunder -- Thunder -- Thunder --

THE SWORD grows ... GROWLS.

LION-O
THUNDERCATS -- HO!

The signal shoots up into space.

ZIP PAN TO:

The ECHO of "THUNDERCATS -- HO!" carries over and LYNX-O's ears twitch ...

PULL BACK TO REVEAL:

that he is in THE THUNDERSTRIKE's central pod. Several wires stick up out of the Braille Board and he is twisting them together. As he HEARS THE ECHO, he turns his head toward the SOUND.

ZIP PAN TO:

PUMYRA SEES the signal and takes off toward it -- a series of graceful leaps and bounds which are her trademark.

ZIP PAN TO:

BEN-GALI and SNARF SEE the signal and take off toward it.

WIPE TO:

EXT: SKYTOMB - DAY

SHIVERS enters the clearing where SKYTOMB has landed, the rigid SNARF on her shoulder.

CUT TO:

INT: SKYTOMB/CONTROL ROOM - DAY

LUNA, AMOK and RED-EYE stand looking down.

RED-EYE turns excitedly to LUNA.

RED-EYE
Shivers got him, Luna!

THEIR POV:

SHIVERS, at the edge of the clearing, moving toward SKYTOMB.

RED-EYE (contd, OC)
She's bringing him in!

CUT TO:

EXT: SKYTOMB/CLEARING - DAY

LION-O bursts into the clearing, SWORD in hand.

LION-O
(calls out)
Snarfer!

SHIVERS whirls, SNARLING, TO SEE:

LION-O, some fifty yards away, SWORD pointed at her.

LION-O (contd)

HO!

A flashing forcefield rips from the SWORD and hurtles toward SHIVERS -- striking SNARFER and enveloping him in light, knocking him clear off SHIVERS' shoulder.

CLOSE ON - SNARFER

as he hits the ground, galvanized.

LION-O (contd, VO)

Run, Snarfer! Run!

SNARFER

Run! Yup!

He gallops toward LION-O.

SNARFER

You got it. Yes, sir ... RUN!

SHIVERS SNARLS at LION-O.

SHIVERS

You'll pay for that, Thundercat!

As she spits the word "THUNDERCATS," a wisp of vapor curls from her mouth -- and flashes toward LION-O ...

He holds his CLAW/SHIELD up -- and the vapor strikes it, enveloping it ... freezing it.

LION-O

(a cry of pain and surprise)

Ahhh! My hand! It's frozen!

ANGLE ON - SKYTOMB

as LUNA and AMOK and RED-EYE burst out through the door ...

LUNA

Get them!

Then ALURO appears, followed by the earth-covered TUG-MUG.

(NOTE: These are all by SKYTOMB -- some distance from LION-O.)

They all charge toward LION-O and SNARFER.

ANGLE ON - SHIVERS ...

SHIVERS
Surrender, Thundercat!

LION-O points his SWORD at them and opens his mouth to shout "HO!"

The freezing vapor again flashes toward LION-O ...

... and strikes him in the throat.

LION-O
(almost inaudible. Hoarse)
Ho ...

SHIVERS
Lost your voice, ThunderCat?
(laughs)
It's all over ...

PUMYRA (OC)
Not yet, ~~Moon Demon~~ ...
Luna-Tic

She enters FRAME to stand beside LION-O.

BEN-GALI (OC)
Not by a long way!

He enters FRAME to stand on LION-O's other side, pick/hammer drawn.

SNARFER bounds into FRAME ... REACTS as HE SEES:
SNARF following BEN-GALI to LION-O's side.

SNARFER
UNCLE SNARF!

SNARF reacts ...

SNARF
SNARFER!

They hug each other and dance around and around.

LION-O (OC)
(hoarse. Almost
inaudible)
Save the celebrations ...

SNARF and SNARFER look to LION-O.

LION-O points ahead.

LION-O
... Snarf, we've got trouble.

THEIR POV:

ALL THE LUNA-TICS advance menacingly ...

Then, suddenly, THE THUNDERSTRIKE swoops in, landing right by THE THUNDERCATS.

The central pod canopy pops up ...

LYNX-O
Climb aboard! Quick!

ANGLE ON - THE LUNA-TICS

reacting in horror as they realize their prey will escape.

LUNA
No!

AMOK GROWLS (VSFX).

LUNA
Stop them!

THEIR POV:

THE THUNDERCATS pile into THE THUNDERSTRIKE (SNARF and SNARFER cram into the left pod behind LION-O).

THE LUNA-TICS rush forward ...

... THE THUNDERSTRIKE's motors spit fire and smoke ...

... and THE THUNDERSTRIKE screams up into the air ...

TUG-MUG, who has leapt far ahead of his colleagues, bunches and makes one last despairing spring ...

ANGLE ON - THE THUNDERSTRIKE

as TUG-MUG almost reaches it ... his fingertips brush LION-O's pod ...

SNARF and SNARFER react ...

SNARF & SNARFER
(together)
Snaarfff! Snaarrfffefeeeeeer!

But TUG-MUG falls away and THE THUNDERSTRIKE ROARS clear.

ANGLE ON - LION-O

turning to LYNX-O, grinning.

LION-O

You cut that pretty fine, Lynx-O!
What kept you?

LYNX-O turns to LION-O. His hands are still on the Braille Board -- which has several wires sticking up through it and crudely twisted together.

LYNX-O

I guess it took me a while to
figure out how to ...

He points at the Braille Board and its wires (CLOSE UP).

LYNX-O (contd)

... rewire the Braille Board
to ignore the signals coming
from Skytomb.

LION-O

Well ... we owe you, old friend ...

ANGLE ON - SNARF AND SNARFER

crammed together behind LION-O.

SNARF

That goes for us too, Lynx-O ...

SNARFER

Sure does ... yup ... yessir
... You can say that again ...
You surely can ...

PULL BACK TO REVEAL:

that this entire episode has been witnessed by MUMM-RA and MA-MUTT in the MAGIC CAULDRON. (MUMM-RA still in his giant form)

MUMM-RA

(a roar of fury)
Is everyone on Third Earth
incompetent, Ma-Mutt? Do we
have to do everything ourselves?

MA-MUTT BARKS "Yes" (shakes his head up and down).

MUMM-RA (contd)

Can no one but I defeat these
accursed ThunderCats?

MA-MUTT BARKS "No" (shakes his head from side to side).

MUMM-RA

Come then, faithful mutt --
I am stronger than ever before ...
Now is the time to cleanse Third
Earth and restore it to the glory
of its evil days! Now is the
time to eliminate Lion-O and his
cowardly cohorts forever!

THIRD EARTH SHALL BE FREE!

FADE OUT.

END PART TWO

TIME: _____

THUNDERCATS

TEASER COMING ATTRACTIONS

OF EPISODE #75

FADE IN:

PICTURE

SOUND/NARRATION

1. First THE THUNDERCLAW,
then THE THUNDERTANK roar
away from THE TOWER OF
OMENS.

In the next episode of
THUNDERCATS, LION-O and his
friends seek out SKYTOMB,
determined to free THE
LUNA-TICS' slaves.

2. In SKYTOMB, MUMM-RA
faces THE LUNA-TICS.

MUMM-RA

THE THUNDERCATS are here!

NARRATION

But MUMM-RA plans the perfect
ambush ...

3. RED-EYE entraps
TYGRA.

4. ALURO shackles
PANTHRO with the nun chuks.

... and THE THUNDERCATS find
themselves up against the
full fury of THE LUNA-TICS.

5. SHIVERS freezes
PUMYRA.

6. MUMM-RA smashes the
CLAW/SHIELD from in front
of him and sends THE SWORD
OF OMENS flying with a
second swipe.

Then, at the height of the
battle, MUMM-RA reveals a
terrible new secret power ...

7. MUMM-RA's red
forcefields FLASH from
his fingers -- hurling
THE THUNDERCATS backwards.

Will THE THUNDERCATS survive
this test of courage, honor
and loyalty?

Or will MUMM-RA finally rule
THIRD EARTH forever?

FIND OUT in tomorrow's
exciting conclusion to
this special five-part
adventure.

MUSIC UP AND OUT.

FADE OUT.

END COMING ATTRACTIONS

TIME: _____ :30



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