

"COBRA STOPS THE WORLD"

ACT ONE

1. MONTAGE SEQUENCE: The VOICE-OVER NARRATION of military intelligence officer GENERAL FLAGG tells us that in the last twelve hours, COBRA has embarked on a rapid-fire commando raids. As he speaks, we see:

---A squadron of Cobra RATTLEERS swooping out of the night sky over the North Sea. Their missiles blast off-shore oil-drilling rigs into rubble!

---Cobra HISS vehicles, cannons blazing, swarming out of the desert onto oil fields in the Middle East.

---Cobra FANG COPTERS firing their rockets at vital links in the Alaskan pipeline.

---COBRA SOLDIERS, piloting their CLAW wings, executing aerial "Flashfire"-bomb strikes on petroleum reserves throughout the world.

The montage ends with the image of a California oil refinery in flames, and we PULL BACK to reveal:

2. INT. GI JOE HEADQUARTERS: The scene of the refinery is a video image on SPARKS'S communications console. Flagg and Sparks, along with DUKE, ACE, and SCARLETT are watching the conflagration in anger and astonishment. Flagg concludes his briefing: "Cobra's strikes are so fast, so unexpected that no conventional military force---on land, sea, or in the air---has been able to stop them."

The image fades; Sparks's screen goes dark.

If this goes on, Scarlett says, the flow of oil to the world will be completely cut off.

Duke nods grimly. "And if that happens, every nation on earth'll be paralyzed."

Sparks interrupts: he's picking up something on his communications console---a transmission from Cobra! On the screen, we SEE an aerial shot of a fleet of supertankers sailing the Caribbean, having departed from Venezuela. CAMERA PULLS BACK to reveal a squadron of Cobra Claws flying above the tankers. The Claw pilots fire on the tankers, herding their crews into desperate huddles. Then, the Claw pilots land and seize control of the tankers' navigation. OVER THIS, we HEAR the voice of COBRA COMMANDER, boasting that the world will now witness the final phase of Cobra's plan. The image shifts. We SEE Cobra Commander, broadcasting from a secret Cobra base. He throws a switch on a strange device that looks like hybrid of a radio-telescope and a laser cannon with an immense diamond as its core. Energy pulses through its circuitry...passes through the diamond, which amplifies it...and sizzles skyward from the system's antenna-like dish. The image shifts back to the Caribbean---where the tankers suddenly disappear from view! The image of Cobra Commander reappears on the screen. Every government of the world must surrender its sovereignty to Cobra, he says, or face the dire prospect of a new Dark Age.

Duke leans over Sparks: "What happened to them? Where did they go? Can you spot them with a satellite scan?" Sparks frantically manipulates the communications controls. Nothing. No sign of them. Either they vanished into thin air, he says, or--

Scarlett finishes the thought: "Or Cobra has a cloaking device that makes them invisible, even to our most sensitive instruments!"

Ace: "What about the Cobra transmission? Can you trace it?"

Sparks: "No way. They bounced it off a satellite. Could've originated anywhere."

Those tankers, Flagg says, were the world's last hope. That oil supply must be rescued, so the world can continue to function while repairing the damage Cobra has already done. If it's lost, untold millions may die.

No need to say more. Duke's already off and running, with Scarlett and Ace at his heels. SMASH CUT TO:

3. EXT. HEADQUARTERS: The gates open, and Scarlett roars out on a GI Joe RAM cycle. An instant later, Ace's SKYSTRIKER, with Ace and Duke aboard, rises into view. Both vehicles race straight toward camera, the plane flying just a few yards over Scarlett's head. "Yo Joe!"

From the cockpit of the Skystriker, Duke barks orders over the radio:

To Scarlett: "Intelligence located a Cobra safe house* in Los Angeles, not far from that refinery they blew up. See that it doesn't stay safe. If there's a lead to those tankers there, I want it!"

"You got it," says Scarlett, and her Ram cycle veers off.

Then Duke tells Sparks to patch him in to TORPEDO and DEEP SIX. They're together, out at sea, in a GI JOE SHARC. INTERCUT between the Skystriker and the Sharc, as Duke orders them to commence an assault on Cobra's only known sea-base. They're only too happy to oblige.

Back at headquarters, Sparks sighs. "And I get to sit here and do nothing, as usual."

Duke barks through Sparks's headphones: "Do nothin', my eye! Put your college education to work and penetrate that cloaking device, you goldbrick!"

*A secret hideout in an ordinary neighborhood, where agents on the run can hide from their pursuers.

Then Duke taps Ace on the shoulder. "Point this baby at Venezuela---and step on the gas!"

As the Skystriker rockets over the horizon, we CUT TO:

4. SECRET COBRA BASE: On an island off the tip of South America---Tiera del Fuego, the "land of fire". Cobra Commander congratulates Destro on his creation of the cloaking device. The Commander is sure that this invention of Destro's will assure Cobra's complete and final victory. Destro isn't quite so certain. GI Joe will be going into action by now, he reminds the Commander, and no Cobra victory will be complete until the Joes are defeated. "By the time they find us," Cobra Commander sneers, "it will be too late. How long can they spend searching the globe for our secret base---before their fuel runs out, too?" CUT TO:

5. EXT. ANOTHER COBRA BASE AT SEA. This one is a floating platform, enclosed in a transparent, bulletproof dome, on the open sea. At the very top of the dome is a smaller transparent enclosure not unlike a tail-gunner's bubble. Four Cobra Soldiers, each manning a double-barrelled anti-aircraft gun, sit within this smaller bubble. The base of the platform, at and below the waterline, is also equipped with gun ports. We take in the sight for a brief, placid moment. Then...

Diving down from the sky comes the GI Joe Sharc with Deep Six and Torpedo aboard. Immeidately, the Cobra gunners open fire. Deep Six does an aerial maneuver, evading the fire. Torpedo tells Deep Six to take the Sharc back in, low over the water, and drop him off. Deep Six hates that idea. He's more comfortable under the waves himself. Torpedo retorts that that's where they'll wind up permanently if they don't manage to co-operate. Okay, says Deep Six, you asked for it.

He takes the Sharc back down, flying straight toward the floating base just a few yards above the crest of the waves! As he approaches, the COBRA OFFICER in command of the base opens fire from the platform's machine gun ports. With bullets whizzing past, Torpedo dives out the bay doors of the Sharc's underside, unseen. Deep Six veers back into the sky, just in time to avoid colliding with the base.

Below, Torpedo discovers to his extreme displeasure that the base is like an iceberg: there's an even larger structure below the waterline---and it's equipped with launching tubes for real torpedos. He finds himself dodging them, one after another, a virtual barrage. They explode all around him! The sea is roiling! He's getting tossed around like a wet rag! He takes aim with his harpoon-rocket launcher---and fires a missile into one of the torpedo tubes. The missile meets the torpedo on its way out---and both explode!

Cutting back above, we see the floating base rock with the explosion, heaving and bobbing on the waves. The dome cracks. The place is starting to sink and fill with water. The Cobra Soldiers abandon it with all due haste, evacuating in various sea and air craft.

Deep Six noses the Sharc down---and dives below the surface. A gaping hole has been blown in the side of the underwater portion of the base. The Sharc's canopy opens and Deep Six swims to the sinking base. Torpedo is already inside. "Shall we take a little tour of the facility?" Deep Six asks. He and Torpedo swim off to check the place out. CUT TO:

6. DUKE AND ACE IN THE SKYSTRIKER. Over Venezuela, near where the tankers disappeared. Duke reasons that since the Cobra Claws are short-range vehicles, Cobra must have a base somewhere nearby. "Besides," he continues, "it's one of the few countries that produces both diamonds and oil---and you saw the sparkler on that cloaking device...!"

A call on the radio: it's Torpedo and Deep Six. They sank the base, but couldn't find any clue to the the missing tankers.

Suddenly, Ace shouts out: Cobra fighters!

There are two of them, converging on the Skystriker! They fire! Ace returns the fire and dives low, into a long, twisting, high-walled canyon that runs through the Venezuelan forest. Ace maneuvers the plane through the canyon, avoiding the Cobra pilots' fire. One Cobra fighter crashes into the wall of the canyon and explodes in flames. The second loses half of each wing trying to fly through a narrow space between the canyon walls. (Ace gets through by tipping the Skystriker, so its wings are perpendicular to the ground.) It crashes in the river on the floor of the canyon. For a moment, it looks like they've escaped. Then, without warning, a third Cobra fighter descends out of the blue, coming straight at them! His guns blast one of the Skystriker's wings to ribbons! The engine's about to explode! Duke and Ace eject---over Angel Falls, the world's tallest waterfall, which is where the canyon ends. The Cobra fighter makes one more pass, opening fire and shredding their parachutes! Duke and Ace plunge into the river at the bottom of the falls. A tense moment passes with no sign of them. Then, they bob up from under the water, alive and spluttering.

But as they swim to the bank, they find themselves threatened by an altogether different type of reptile---caimons, the South American cousin to the crocodile! As a phalanx of the the deadly creatures swims toward them, we FADE OUT.

END, ACT ONE

ACT TWO

7. EXT. VENEZUELAN RIVER - AS BEFORE: With the caimons almost on top of him and Ace, Duke hurls a grenade at the river bank. It explodes against a tree, which topples into the water and onto the caimons, submersing them. Duke and Ace seize the opportunity to swim the rest of the distance to the river bank. They're exhausted, but at least now the danger is past, and they have time to recover. Or so they think.

Out of brush step a band of YANOMAMO TRIBESMEN, the primitive forest people of Venezuela---some holding traditional palm wood bows and seven-foot long arrows, others wielding futuristic firearms, all aimed straight at Ace and Duke. Our heroes try to make clear they mean no harm. But Yanomamos don't seem to believe them. All too soon, we find out why: the Cobra mercenary MAJOR BLUDD steps out of brush. With a smug, self-satisfied grin, Bludd says cryptically that the tribe has allied itself with Cobra, that they've worked out a mutually beneficial exchange of certain resources. As Bludd and the tribesmen lead Duke and Ace off into the forest, CUT TO:

8. SECRET COBRA BASE: Where Cobra Commander and Destro watch with growing impatience as the U.N. debates Cobra's demands. Destro is furious. Don't they realize that time is running out for their entire civilization? Cobra Commander thinks perhaps they need a little added incentive to co-operate---perhaps a little "fireworks display". For once, Destro agrees. He'll prepare something right away, he says, and we CUT TO:

9. LOS ANGELES: Where we can see the terrible results of the damage Cobra has already inflicted. Factories have shut down. Planes sit motionless on their runways. Traffic has ground to a halt.

We pick up Scarlett---in disguise as an old woman---as she walks past a little food store. Its windows have been broken, and the PROPRIETOR, a "Mr. Whipple" type, is sitting in the doorway, a shattered, frightened man. Food shipments into the city have stopped, he tells Scarlett. People in the neighborhood panicked. She tries to reassure him that Cobra won't get away with this. He'd like to believe her, but...!

She continues up the block to the Cobra "safe house." She knocks at the door. A man in civilian clothes answers. She says she's lost, she hasn't any money, she needs to use a telephone. The man refuses, starts to close the door in her face. She literally shoves her foot inside, begging. The man still won't let her in. She sighs. "Okay...if you insist on making this difficult..." She grabs the guy's arm and judo-tosses him over her shoulder out onto the lawn! Tossing off her disguise, she barges into the house with a resounding "Yo Joe!" Inside, the house looks like an ordinary domicile, but it's booby-trapped, weapons concealed everywhere---and it's crawling with Cobra Soldiers and plain-clothes agents. We get a dramatic battle, as Scarlett takes out the Cobra personnel and weapons with her acrobatic and martial arts skills and her thermal arrows. (NOTE: I don't mean to imply here that she uses the arrows directly on human beings.)

When it's all over, however, she has found no information that would lead to the missing tankers. She's about to exit the house when something on the television set in the living room attracts her attention. The continuing coverage of the U.N. proceedings is suddenly interrupted by:

10. COBRA COMMANDER: On a live, worldwide broadcast from the secret Cobra base. He tells the world that Cobra will tolerate no more delays. He holds up a remote control device and presses a button. The image shifts to some ocean, somewhere. One of the missing tankers fades into view. A beat...then, it explodes!

Cobra Commander reappears on the screen and says he will continue to detonate the tankers, one per hour---endangering the ecology of the seas as well as destroying what little fuel remains for the world---until Cobra's demands are met!

Scarlett, watching this on TV in the Cobra safe house, is aghast. CUT TO:

11. GI JOE HEADQUARTERS: Briefly, we re-establish Sparks working even more urgently at his communications post to penetrate Cobra's cloaking effect. Flagg is growing more and more worried. He asks Sparks if he's been able to raise Duke or Ace on the radio. Sparks says no. Flagg wonders if they're still alive. And we CUT TO:

12. VENEZUELAN FOREST: Duke and Ace are being led through the dense forest on by the Tribesmen and Major Bludd. The tribesmen, Bludd explains, are at war with a neighboring village. Cobra gave them weapons. And what did Cobra get in return, Duke wonders aloud. Bludd smiles cryptically: "The means to stop the world."

We go in close on Duke and Ace. They exchange a glance. Suddenly, Ace doubles over, moaning in pain. The Tribesman stop in their tracks. Duke looks plaintively at Bludd. "He must've been injured when our plane went down. I think he's bleeding internally." Bludd motions to one of the Tribesmen. "Let's be merciful, then. Put him out of his misery." The Tribesman lifts one of the Cobra-supplied weapons, and takes aim at Ace. As the Tribesman's finger tightens on the trigger, we FADE OUT.

END, ACT TWO

ACT THREE

13. VENEZUELAN FOREST - AS BEFORE: With the Tribesman about to end Ace's internal bleeding by inflicting some lethal external damage. However, Ace suddenly straightens up, knocking the weapon out of his hands---and Duke catches it! He fires a barrage, shattering the bows of the other Tribesman, shooting a gun out of Bludd's hand---and then he and Ace race off into the forest.

They emerge into a clearing---where, to their astonishment, they find a Cobra airbase, replete with fighters, Fangs, and Claws, and the entrance to a diamond mine! Duke: "That's where they get the diamonds that power the cloaking device!"

At that moment, Bludd and the Tribesmen come rushing out of the forest, screaming bloody murder, alerting the Cobra personnel at the base. Through a hail of bullets, Duke and Ace rush toward the Cobra fighters on the landing strip. Get airborne, Duke yells to Ace. Radio headquarters and tell 'em what we found! Ace: "What about you?" Duke: "I'm gonna shut down this little operation!"

Duke and Ace battle their way to separate planes. Ace roars off into the sky. But Duke starts the engine of his plane, and, with the canopy still open, starts to taxi at high speed, straight toward the mine entrance! It looks like he's going to do a kamikaze number---ram the plane into the mine, so the resulting explosion will seal the entrance. The Cobra Soldiers scatter in a panic.

At the last possible moment, Duke leaps from the cockpit and rolls to safety on the ground. The plane hits the mine entrance, and goes up in a spectacular explosion, hurling pieces of flaming metal in all directions. Some of those flaming shards land near the other Cobra aircraft---and they begin to explode in a chain reaction. Duke looks up. Ace swoops back down and lands. Duke scrambles into

the cockpit of the Cobra fighter with Ace, and they take off again, while Bludd and the Cobra Soldiers are still trying to reorient themselves amid the blazing wreckage. Now, we INTERCUT Duke and Ace with:

14. JOE HEADQUARTERS: Where Scarlett has rejoined Flagg and Sparks. Sparks is receiving a transmission from Ace---informing them that he and Duke are alive and well, and that they've struck a blow to Cobra's operation. This message is interrupted by another worldwide broadcast from Cobra Commander and Destro, however.

An hour has passed with no decision from the world's leaders. It's time to detonate another tanker.

You can almost see the lightbulb switch on over Sparks as he gets an idea. He jabs at a couple of buttons on his control console.

Cobra Commander activates the detonation signal, and the tanker explodes.

Sparks fairly jumps for joy. General Flagg thinks the strain has gotten to the poor boy. Far from it, Sparks explains---Cobra Commander made a fatal mistake. Sparks was able to track the distinctive wavelength of the remote detonator signal! He now knows both the location of Cobra's secret base and the spot where the tankers are hidden.

Duke: "What are you waiting for, then? I want a full-scale assault force on their way there---now!" CUT TO:

15. MONTAGE SEQUENCE: Of the Joe forces moving into action. Sky-strikers taking off from Joe Headquarters with Scarlett leading the squadron. CUTTER and the GI JOE WHALE at sea. Deep Six and Torpedo in the Sharc setting course for the Cobra base. CUT TO:

16. COBRA SECRET BASE - SOME TIME LATER: There has still been no word from the world leaders and Cobra Commander's patience is exhausted. He would rather have had the satisfaction of their surrender, but he's perfectly willing to detonate all the other tankers and let civilization collapse. Cobra's conquest will then be only a little more difficult. But just as he's about to push the button, the whole base shakes with the sound of explosions from above.

The Skystrikers are zooming in on bombing raids, blasting the towers of the Cobra fortress into rubble. Amphibious troops are coming ashore from the Whale, seizing the beach. A wall of the base blows in, and Duke leads Scarlett and Ace right into the heart of the base, where we get a spectacular finale. Our heroes battle their way through Cobra troops to the Commander and Destro. Torpedo lobs a grenade at the cloaking device and blows it to bits. Duke grabs the remote detonator from Cobra Commander's hand and smashes it under his boot.

Cobra Commander and Destro are taken prisoner. The crisis is over, and GI Joe has saved the day again.

17. EXT. LOS ANGELES - LATER: The same scenes of the city we saw before---but the traffic is moving again. Planes are taking off and landing at the airport. Factories are operating once more. We pan up to the sky, where Duke and Scarlett are flying over the city in a Skystriker. Duke says they may as well head back to base. The job's done. Or, Scarlett says, Duke could take her out to dinner and a movie, now that everything's working again. Duke grins. "Now you're cookin' with gas," he says, and he noses the plane downward as we FADE OUT.

THE END

CREDITS

From the collection of David Thornton (JoeGuide.com)

To learn more about Sunbow's G.I.Joe animated series or
read more episode outlines, please visit JoeGuide.com.