



THUNDERCATS

In 1985, the animation company of Rankin and Bass decided to dip its artistic toes back into the seas of toy-based TV animated with a new series, led by the successes of such series as *He-Man*, *G.I. Joe* and *Transformers*.

In 1985 was after the spectacular production and ratings heights of the previous season (Filmation's *He-Man* started). It began as a season with so much production. Producers Rankin/Bass had produced an innovative new series, with government policy changes to not only bring the company back from the dead but create what would eventually become one of the biggest booms to hit the animation industry since the production of animation for Saturday mornings back in the '60s.

The networks had set their series orders at 13 weeks (thus ensuring that each episode would run four times during a 52-week season), and since Mattel and Filmation had already maximized exposure of the concept for their *He-Man* series, it was decided to create a series of 65 episodes (with the same new episode/re-run ratio of the weekend programming).

The new Rankin/Bass series premiered that fall (1985) to tremendous ratings and demographics (and accompanying toy sales). The adventures of *The Thundercats* and their friends on ThunDera vs. the villainous Mumm-Ra and his

malefactory mutants (along with competing studio Filmation's *He-Man*) forever changed the face of animation by, among other things, 1) bringing a whole new audience (and profits) to an arena previously dominated by sitcom reruns and game/talk shows; 2) bringing an influx of thousands of new animators and many new studios into the animation mix; 3) reducing the dominance of networks in the involvement of kids' programming and, last but not least, 4) increasing the scope of licensors/toy company television production in ways that, at the time, could barely be imagined. The *Thundercats* series lasted 130 episodes produced over a three-year period.

The story centered on a planet named ThunDera. The inhabitants of this volcanic world were a race of cat like people called Thunderians. As with civilizations on our planet, there was an aristocracy honored and respected by everyone. This clan was known as the Thundercats, the protectors of the Eye of ThunDera. The leader of the Thundercats was an old man with the skills of the Jaguar. He was called Jagga. His son, Lion-O was next in line to the throne. In this peaceful world, there arose a great disturbance in the geothermal makeup of the planet. Awesome volcanic

eruptions and gigantic earthquakes shattered the foundations of these people. The planet was literally torn apart by these events. Few of the once abundant race survived to tell the tale. Those who did were scattered throughout the universe in small groups. All seemed to be lost.

Having survived, the Thundercats traveled for years through space searching for a hospitable planet on which to attempt reconstruction and found Third Earth. During the trip, Jagga, the lord of the Thundercats, died, leaving young Lion-O to rule them on their new planet. This new planet was home to many new things. They found good friends as well as dreaded enemies. Mumm-Ra, the resident evil lord, became very jealous of the power wielded by Lion-O in the Sword of Omens. He vowed to some day destroy the Thundercats and rule the universe. Other foes included Ratar and Vulture-Man, the Berserkers, and the Insectoids. They had friends to help them with these foes as well. There were the Berobils bears, Snow-Man and Snow-Meow, the Thunderkittens as well as the Tuskanis. Along with his fellow Thundercats Panthro, Cheetara, Tigra, WilyKit, WilyKat, his friend Snarf, and his other allies, Lion-O protects the planet from evil and corruption.



THUNDERCATS

Broadcast History:
Syndication 1985
The Cartoon Network 1997

Executive Producers Rankin & Bass
Head Writer Leonard Starr
Animation Pacific Anim. Corp.
Based on Characters Created by
..... Ted Wolf

VOICES

Robert McFadden
Earl Hammond
Larry Kenney
Lynne Lipton
Earle Hyman
Peter Newman



THUNDERCATS

storylines

EXODUS

From beyond any known galaxy, bringing with them the laws and ideals of their doomed planet, Thundera, come the Thundercats. Jaga, the wise; Tygra, the invisible; Cheetara, the quick; Wilykat and Wylkit, the junior cunning duo; Panthro, the deadly and Snarf, the Thundercats - all sworn to serve their young Lord, Lion-O, and to instruct him in the secrets of the "Eye of ThunDera." The "Eye."



embedded in the hill of the Sword of Omens, is the source of the Thundercats' power. Pursuing the Thundercats to Third Earth and determined to possess the "Eye" for their own evil purposes are the hideous Mutants from the planet Plun-Dart led by the reptilian S-S-Slithe. They form an unholy alliance with the ageless devil-priest Mumm-Ra.

THE UNHOLY ALLIANCE

The Mutants form an unholy alliance with Mumm-Ra and set forth to destroy the Thundercats. Lion-O

uses his mighty Sword of Omens for the first time as he lets loose with his thrilling call: "Thunder-Thunder-Thunder Thundercats...Ho!" A beam of light streaks from the hill of the sword and projects the image of the roaring cat in the sky for the others to see. The sword grows in length and strength as Lion-O wins in his first encounter with Mumm-Ra who has transformed himself into a fearsome warrior from another age. "Where evil exists, Mumm-Ra lives."

BERBILS

The Thundercats meet the Berbils, a group of robot teddy bear-like creatures from the planet Ro-Bear. Their leader, Ro-Ber-Bill captures Lion-O and Snarf but the Thundercats soon learn that the Berbils are "good guys" and they help them defeat their natural enemies, the Glintors and the Trollogs. Making matters worse, Mumm-Ra transforms himself into a swarm of locusts and he descends upon the Berbils' crops. He is defeated by Lion-O and the mighty sword. In triumph, the Berbils agree to help the Thundercats build the Cats' Lair.

THE SLAVES OF CASTLE PLUN-DARR

The ThunderTank is given a trial run as the Thundercats attempt to liberate the Brutemen from slavery. The Mutants are using them to build the evil Castle Plun-Dart. S-S-Slithe uses "Warp Gas" to turn the otherwise meek

Brutemen into raving monsters. Using the Sword of Omens, Lion-O sees Panthro in trouble. The sword forms an energy field which pushes the Warp Gas back at the Mutants, who themselves become meek. The Brutemen are freed and the Thundercats have once again triumphed over evil and tyranny.

TROUBLE WITH TIME

While looking for Thundrillium (the ThunderTank's source of power), Tygra gets caught in the Cave of Time, aging him rapidly and making him too feeble to leave. Lion-O rushes to assist, but Willa (a Forest Warrior) warns him that he is not quick enough to escape the cave's magic. Cheetara's super speed enables her to rescue Tygra without any ill effect. Willa directs them to the Geyser of Life where (after battling the winged snakes who guard the fountain) Tygra is restored to his true age.

PUMM-RA

Mumm-Ra transforms himself into a Puma (Pumm-Ra) and stages a fake heroic deed (saving Cheetara from the Mutants) in order to convince the Thundercats that he is one of them, from their home planet of ThunDera. He is accepted and almost succeeds in his evil plan to capture the Cats' Lair, but his energy force deserts him and he turns back to Mumm-Ra before the eyes of the Thundercats.

THE TERROR OF HAMMERHAND

The Code of Thundera is called into action as Lion-O saves a Unicorn from the evil Berserker and their leader, Hammerhand. Lion-O is assisted in his struggles by a magic ring, given to him by the Unicorn. Panthro's amphibious ThunderTank ferries them to safety and the terror of Hammerhand is crushed.

THE TOWER OF TRAPS

Wilykat and Wilykat go to the aid of a



friendly Wollo who is being robbed by two gargoyle-like creatures. A chase leads Wilykat to become imprisoned in Baron Kamar's Tower of Traps. Lion-O comes to the rescue after overcoming a series of evil traps (Octapolds, acid pits, menacing Scabbard Pendulum.) He confronts and defeats the living gargoyles and saves Wilykat, with the help of the Thundercats.

THE GARDEN OF DELIGHTS

While investigating a series of earthquake tremors, Tygra falls beneath a split in the earth and confronts a giant worm head in the subterranean world of the Mole People. Following the beast, Tygra enters the "Garden of Delights" where Silky (half woman, half flower) feeds him a strange fruit. Blinded to the fact that both Silky and the Worm are Mumm-Ra in disguise, the dazed Tygra abducts the Sword of Omens and aids the devil priest in imprisoning the Thundercats. Willa and the Warrior Maidens narrowly escape Mumm-Ra's hypnotic powers and again ally themselves with the Thundercats to foil the evil plot and return the Eye of ThunDera to Lion-O.

MANDORA - THE EVIL CHASER

Mandora of the Interplanetary Control Force, enlists Lion-O and Sharf to pursue three criminals they unwittingly released from her cell shed. Rocketing through the sky on her Electra Charger space

bike, they find Plutar in alliance with the Living Ooze. Mandora zaps the prisoner and the Ooze with her enzyme gun. The machine/man Burnout gets caught by Mandora's Boomsling device. The Mudhogs imprison our group when they catch up with the last pickpocket Quickpic. Lion-O regains the Eye of ThunDera in time to summon the cavern in the ThunderTank and scare off the Mudhogs with blinding rays of light.

THE GHOST WARRIOR

While looking for valuables in an abandoned tomb, two Bolkins (short sheep-faced beings) accidentally release a ghostly renegade named Grune. Stealing into the Cats' Lair, Grune drains the fortress of their power source Thundrillium and goes on to destroy a Wollo village and forge a mighty weapon from a fire-rock of Thundrillium, a unique substance which weakens the Thundercats. Jaga appears to wage a final battle with Grune, having fought with him long before on the planet ThunDera. Weakened by the Thundrillium, Jaga is losing. Lion-O risks his life and projects all his strength into Jaga's failing form, tossing him the Sword of Omens. With this boost of Thundercat power, Jaga defeats the ghostly warrior, blasting Grune into nothingness. Jaga returns the Sword to Lion-O just in time for the Lord of the Thundercats to survive.



THE DOOMGAZE

Mumm-Ra allies with the Egyptian princess To-She to gain the Doomgaze, an entrancing power which could enslave the Thundercats. To free her from the Timewarp Prison, they need three elements: a tuft of Cheetara's hair, a Unicorn's golden shoe, and a Berbil's tear. The Mutants, aided by a Man-O-War Cloud, gather the elements and kidnap Ro-Ber-Belle. The Thundercats pursue through the Desert of Phosphorous Sands, the Crumbling Cliffs of Vertigo, and the Field of Daggers. As To-She's freeing ritual begins on Mount Anguish, the Thundercats attack. To-She needs Lion-O as the hero who will take in the Timewarp and uses the Doomgaze to enrapture him. Cheetara (a woman herself) is not mesmerized by the princess' beauty and brings Lion-O out of the trance. Defeated, To-She fades back into her prison and Mumm-Ra angrily disappears into the darkening skies.

LORD OF THE SNOWS

The Thundercats track a falling meteor of Thundrillum, their power source, to Hook Mountain - the icy landscape ruled by Snowman and his giant cat Snowmeow. Lion-O and Snarf offer friendship in exchange for the meteor, but Snowman wages a battle for the prize. Lion-O uses his power as Lord of Cats to command Snowmeow to obey him instead of his master. The Mutants enlist Vultureman and his Flying Machine to steal the meteor, but Snarf and Snowmeow join forces to destroy the sky sending the evil forces

running. Lion-O saves Snowman from the Bottomless Chasm and friendship is pledged and accepted.

THE SPACESHIP BENEATH THE SANDS

Mumm-Ra raises the Mutants' buried spaceship from beneath the Desert of Sinking Sands. The Mutants regain their superweapons (SkyCutters and NoseDiver flying machines) and attack the Thundercats. Lion-O and Panthro pursue the NoseDiver underwater with the Thunderfank. They encounter a Giant Eel and, with the help of parent Sea-Quines, they rescue a baby Sea-Quine pinned beneath the tank. The Mutants are defeated, but retain their super vehicles and return to Mumm-Ra's tomb to plan a next assault.

THE TIME CAPSULE

Jaga informs the homesick Lion-O that the Time Capsule containing the history of ThunDea is still intact somewhere on Third Earth. The quest to find the capsule leads Lion-O and Snarf into a battle with a Black Widow Shark before they escape over the Bridge of Light built by the Unicorns. Tygra confronts the Molemaster in the cave of the Molemen, Cheetara fights off a giant serpent, Panthro narrowly escapes a huge Crabman, and the Rockmen have to be overcome by Lion-O And Snarf. The Time Capsule is found in the possession of an over-muscled Caveman. Lion-O arm-wrestles him for the "prize" and the Thundercats take their capsule home.



THE FIREBALLS OF PLUN-DARR

The Mutants bombard the Warrior Maidens' Treetop Kingdom with liquid fireballs mechanically launched from their new Firethrower. Tygra becomes invisible and sneaks into Castle Plun-Darr through the moat to investigate. He loses his bala, becomes visible and is strapped to the Four Winds catapult device by the Mutants. Lion-O, Snarf, and Wila, aided by Wila's pet spider, Bushy, scale the walls of Plun-Darr and rescue Tygra just in time. The Mutants accidentally explode their own serpent's heat fuel room in their attempt to catch the fleeing Thundercats.

ALL THAT GLITTERS

Mumm-Ra transforms himself into a troll, Grygory Grygion, and tricks Lion-O into attacking Tygra and breaking the Sword of Omens. Jaga tells them that combat between two Thundercats brings on the Curse of Balihaz, rendering the broken Sword powerless. Ro-Ber-Bill guides them to a mercenary, the Infiamer, who forges the Sword with the Star Fire in the heart of the Volcano. The Infiamer turns against the Thundercats, however, and the ThunderTank has to blast into the Volcano to save Lion-O and the renewed Sword. In anger, the Infiamer blows up the Volcano. Lion-O uses the Sword's force field to shield the Tank from the fire rocks as it rides to safety.

SPITTING IMAGE

Mumm-Ra calls upon the Driller to kidnap Panthro with the aid of a sleeping potion. Mumm-Ra makes a mold of the sleeping Panthro and creates a Panthro Clone, bringing it to life with the spirit ghost of Hammerhand. Mumm-Ra drops the real Panthro into the Bottomless Chasm. The Clone spreads destruction and terror on Third Earth and attacks the villages of the Woloos, Warrior Maidens, and Berblits. The villagers believe the Thundercats have turned against them. The real Panthro escapes from the Chasm in time to save their

reputation and to confront the horrendous Clone. Lion-O uses the Sword's power to aid Panthro in destroying the Clone. The angry spirit of Hammerhand returns to Mumm-Ra and smashes the Panthro mold.

LION-O'S ANOINTING FIRST DAY: THE TRIAL OF STRENGTH

Lion-O awakes on his birthday to learn that he has come of age and must undergo the Anointment Trials, a ritual every Lord of the Thundercats has had to survive from the beginning of Thundercat history. Lion-O proceeds weaponless towards his first trial: Panthro's Trial of Strength. He escapes the Acid Lake, the Great White Void, the Vortex, and the Crabmen. Lion-O encounters Panthro. An earthquake interrupts their wrestling. Lion-O slips into a crevice and Panthro offers help. Lion-O refuses: The Code mustn't be violated. Panthro attempts to stop a bolder from rolling into the Wolo village. Lion-O helps him, throwing the bolder off course, and proving his great strength. He has passed the first trial and moves on to meet Cheetara's test.

MONGOR

Wilykat and Wilykit explore the Ruined Temple. They move a hexagonal rock and unwittingly free Mongor, the external image of Fear. They are scolded for releasing the monster and leave the Lair. The other Thundercats set out individually to find them. Mongor grows in power and size as he ravages the countryside. He encounters Tygra and wraps him in a geometrical structure. He captures Cheetara in a force field, and anchors Panthro's shoulder spikes into the ground. Wilykat and Wilykit return to the Ruined Temple and study the hieroglyphics on the rock. They learn that Mongor needs fear to maintain his power and can be defeated if you do not look him in the eye. They tell this to Lion-O. He destroys Mongor's power by reflecting his force fields. Cheetara,

Tygra, and Panthro are freed from their constraints. Lion-O no longer fears Mongor and orders him back to his prison, which is sealed forever.

RETURN TO THUNDERA

The Mutants create Warbot, a Plun-Darrian war robot, to destroy Cats' Lair. Unaware of this, Lion-O enters the Time Capsule's hologram and travels back in time and space to his home planet ThunDera. He arrives the day before the destruction of the planet, and all is in turmoil. Lion-O is reunited with his childhood pet, Keno, who leads him to his blind father, Claud-Us. Lion-O fights off S-Slithe and Vultureman who menace Claud-Us for the stolen plans of the Warbot. Claud-Us gives Lion-O the plans. Claud-Us remains on ThunDera and Lion-O travels back to Third Earth through the hologram to find the Thundercats battling the Warbot. Lion-O utilizes Claud-Us' secret plans to pierce the Warbot's absorber disc, short-circuiting and destroying the monster robot.

SNARF TAKES UP THE CHALLENGE

Snarf searches the Cats' Lair and discovers all the Thundercats have disappeared. The Lady Unicorn Keeper informs Snarf and Ro-Ber-Bill that she saw the Mutants capture each of the Thundercats and the Sword of Omens. The Mutants bring the Thundercats to Mumm-Ra's pyramid, and wrap them in mummy bandages, leaving them immobile. Snarf uses his special talent of communicating with the creatures of the Third Earth and calls upon a Packbot, a spider, and a woodpecker-like bird to aid him in rescuing his friends by penetrating the pyramid. Snarf frees Lion-O who uses the Sword to give the other Thundercats the power to break free from their mummifying bandages. Lion-O uses the Sword to throw Mumm-Ra's reflection back on him, and he shrinks back into his tomb in defeat.

beneath the foundations, in the path of the acid. The journey is dangerous and the Thundercats are forced to fight off Rockmen, a Mechanosect, and a Giant Beetle. When the ThunderTank's transmission fails and Lion-O investigates, he is almost crushed by a Giant Worm. Summoned by the Sword, the Thundercats save him. Mumm-Ra, who has witnessed the journey, severs the Bridge of Light and causes the ThunderTank to plunge into the River of Dispair, where it turns upside down and loses the precious section of the Sponge Fog. Lion-O retrieves the Tank and the Sponge, and the Thundercats pack the Sponge into the foundations, saving their home and defeating Mumm-Ra.

TURMAGAR, THE TUSKA

Turmagar, the Tuska, a walrus-like humanoid, crash lands his Gornpin at the Cats' Lair and asks for help. His country's water supplies are threatened by a Giant Technopede. Leaving Panthro and the Thunderkittens behind to repair the Gornpin, Lion-O and the other Thundercats take Turmagar

back to Tuskania in the ThunderTank. During the journey, Lion-O has to rescue Tygra from a hypnotic Vampire Mermaid. When they arrive, the Thundercats confront the Giant Technopede. The balance of the battle is swung in Lion-O's favor only when Panthro and the Thunderkittens arrive on the repaired Gornpin. The mission is accomplished; the water supplies saved.

SIXTH SENSE

A damaged alien spacecraft makes contact with Cheetara's Sixth Sense. The effort involved in this telepathic communication drains her strength. She ages rapidly. The Thundercats have to find the crashed spacecraft if they are to save Cheetara - but the Mutants get there first. They are able to understand its strange technology and Monkian attacks it, ripping its Control Center (the element with which Cheetara communicated) from the framework and taking it back to Castle Plun-Darr. Lion-O, Wilykat, and Wilykit break into the Castle to rescue it, while Panthro and Tygra repair the framework of the alien craft. At the climax of the fight between Lion-O and the Mutants, the spacecraft itself flies in and drives the Mutants out. It is operating under direct control of the now desperately weak Cheetara. Tygra and Panthro fit the rescued Control Center into the spacecraft and it leaves Third Earth.

DR. DOMETONE

While out swimming, Wilykit is apparently devoured by a huge, green, amphibious monster. The monster is a robot, Herky, belonging to Doctor Dometone, latest in a long line of guardians of the Great Oceanic Plug. The Plug prevents the seas from pouring into Third Earth's molten core, extinguishing the fires, heralding an Ice Age and destroying all life. Far from threatening Wilykit, Doctor Dometone has traveled to the Cats' Lair to ask the Thundercats for help: Scrape, a salvage expert from Blue Plunder, is trying to pull the plug in order to drain the ocean and retrieve rocks from the ocean floor. The rocks are needed to fuel his own planet. It seems that Doctor Dometone's mission may be too late, for Scrape's giant Electric Eel has already broken into the Plug's protective dome, before he, Lion-O and the Thunder Kittens arrive in Herky. Herky overcomes the Electric Eel, but Scrape escapes with Wilykat, locking himself into the Plug's dome and proceeding with his plan to drain the ocean. Lion-O summons the Thundercats and Panthro seals off the dome with a compressed air bubble. Scrape is sucked out of the dome and escorted to the Grey Prison Planet by Officer Mandora. Wilykat is rescued and a communications line is set up between the Plug and the Lair to ensure the safety of Third Earth.



THE ASTRAL PRISON

Jaga is captured by Nemex, the Astral. Only Lion-O can save him. He enlists the Netherwitch to transport him to the Astral World. Unknown to him, the Netherwitch is another manifestation of Mumm-Ra. Having trapped Lion-O in the Astral World, Mumm-Ra encourages the Mutants to attack the Cats' Lair using Vultureman's Thundranium Cannon. Lion-O succeeds in rescuing Jaga from Nemex. At the same time, he frees Brodo, an ancient wizard and long-time enemy of Mumm-Ra. Brodo is able to return Lion-O to Third Earth in time to destroy the Thundranium Cannon, rally the Thundercats and defeat the Mutants.

QUEEN OF 8 LEGS

Disguising himself as an exquisite and helpless Diamondfly, Mumm-Ra entices Lion-O into the monstrous domain of Spidera, Queen of Eight Legs. Spidera entraps Lion-O and Snarf in her web and, in the process, Lion-O loses the Sword. The other Thundercats try to free them and are immobilized one by one though not before Tygra seizes the fallen Sword and throws it to Snarf. With great effort, Snarf frees his powerful tail from his cocoon prison, catches the Sword and flicks it to Lion-O. Lion-O bursts his

bonds and inspires the Thundercats to free themselves. They concentrate all their powers on Spidera and destroy her.



DIMENSION DOOM

Wizz-Ra appears before Cheetara. Disturbed by him, she considers asking the other Thundercats for advice, but fears they will ridicule her. Aeons previously, Wizz-Ra and Mumm-Ra had fought a titanic battle high above the Egyptian desert. Wizz-Ra lost due to the accidental intervention of the Sphinx and was banished to the Seventh

Dimension, permitted to reappear once every 7,000 years for just a single day. With him, he took the Enchanted Golden Helmet of mind control.

Mumm-Ra brings a Cheetah statue to life and uses it to entrance Cheetara and seize the Golden Helmet when Wizz-Ra finally breaks through from the Seventh Dimension. With it, he gains control over the Thundercats. He ignores Cheetara, however, believing her to be powerless in her trance. This overconfidence leads him to relax the spell on her and she and

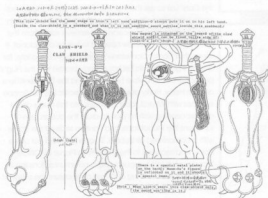
Snarf are able to retrieve the Golden Helmet, free the other Thundercats and return Wizz-Ra safely to the Seventh Dimension.

LION-O'S ANOINTMENT

THIRD DAY: THE TRIAL OF CUNNING

Lion-O undergoes the third of his Anointment Trails, which each Lord Of The Thundercats must pass to prove he is worthy of his inherited title. The Trial of Cunning pits Lion-O against the Thunderkittens: a race through the Maze of Infinity. The Thunderkittens have the advantage of having reconnoitered the maze and plan a number of diversions to confuse and delay Lion-O. The Mutants take advantage of the fact that Lion-O must pass the trails unarmed and cannot accept help from anyone, so the trail includes a number of skirmishes with them.

In the maze, Lion-O is captured by half-blind Cave Dwellers who believe he is an Overlord an over-earth-man whose ancestors feared the Cave Dwellers' books and forced the gentle creatures to live below ground. To punish Lion-O, they try to read until his eyesight fails.



Lion-O escapes the Cave Dwellers and prevents the Mutants from destroying their books.

Meanwhile, the Thunderkittens are trapped above a fiery chasm and call for help. Even though he is sure this is just another Thunderkitten trick, Lion-O investigates. The Cave Dwellers help him rescue the Thunderkittens, who were indeed in real danger. Lion-O finally wins the race through the maze, tricking the Thunderkittens by roping them to a rock.

THE ROCK GIANT

A volcanic eruption releases the Rock Giant, a huge lava monster. Mumm-Ra suborns this Giant to destroy the Thundercats. The storm which accompanies the eruption strands the Thunderkittens in a forest. Lion-O and Panthro set out in the ThunderTank to rescue them but, before Lion-O and Panthro can reach them, Jackalman attacks the Thunderkittens in a Sky Cutter. The Thunderkittens conjure up a Flying Saucer from their magic pellets, cause Jackalman to crash and seize the Sky Cutter themselves. When Lion-O and Panthro see the Sky Cutter, they assume it is hostile - and almost shoot the Thunderkittens out of the sky. No sooner are the Thundercats safely in the ThunderTank and en route for the Cats' Lair, than the Rock Giant attacks, pursuing the



ThunderTank all the way to the Lair's doorstep. Lion-O, Panthro and the Thunderkittens manage to escape from the Tank before it is wrecked. The Rock Giant proves impervious to the Thundercats' weaponry and Lion-O eventually faces it alone. Jaga appears and urges Lion-O to recall how the ancients used the power of extreme heat and cold to split and shape even the hardest rocks. Lion-O uses the Sword of Omens to bring the Rock Giant to white heat, then lures him into the icy waters of the Lair's moat. The sudden change in temperature shatters the Rock Giant.

THE THUNDER-CUTTER

Infuriated by the Mutants' excuse that the Sword of Omens is invincible, Mumm-Ra summons Hachiman, a legendary Samurai, and his sword, the Thunder Cutter. He deceives Hachiman into believing that Lion-O is evil. Hachiman confronts Lion-O while the Thundercat is en route to the Warrior Maiden's Kingdom with Nayda. They engage in a fierce contest of egos and Nayda saves them both from destruction. Even this narrow escape does not prevent Lion-O and Hachiman from continuing their confrontation - but neither the Sword of Omens nor the Thunder-Cutter will obey its master. Lion-O and Hachiman realize that they are both honorable and that Hachiman has been deceived by Mumm-Ra. They join forces, only to be attacked by S-S-Slithe and Monkian in SkyCutters. They capture S-S-Slithe and take him to the Treetop Kingdom.



Mumm-Ra summons a Ninja who assumes the form of Gumla the Tabbutt and infiltrates the Treetop Kingdom by pretending to negotiate for S-S-Silthe's release. During the night, he transforms himself back into the Ninja, arms S-S-Silthe and warns that the Mutants will attack at dawn. The Ninja now attempts to destroy Hachiman, using Nayda as a hostage. She neutralizes his bargaining power by diving toward the ground, oblivious to the mortal danger. Lion-O hurts the Sword of Omens at a tree trunk. The Sword sticks and Nayda saves herself by grasping the hilt. Lion-O, Hachiman, the Warrior Maidens and the Thundercats defeat the Mutants' attack.



MECHANICAL PLAGUE

Panthro invents hologram-recorders to "film" the Thundercats' experiences on Third Earth for incorporation into a time capsule through which future generations can learn. Mumm-Ra overhears the plan and believes it provides an opportunity to attack each Thundercat in isolation. He summons robots and war machines from the past, creating a mechanical plague to destroy the

Thundercats. The Technopede fights Panthro; the Warbot fights Tygra; the Diller fights Cheetara - who also has to contend with Rockmen; Wilykat and Wilykit are pursued by the Mechanosect. Lion-O witnesses the Thundercats' plight through the Sword of Omens but, before he can do anything to help, he is set upon by the Mutants. He summons his colleagues, who escape their individual opponents and rally to Lion-O's side. Throughout this episode, Snarf tries to record his important domestic chores - but only succeeds in trapping himself high on a washing line. His humiliation is, of course, recorded for all to see.

THE DEMOLISHER

The Demolisher is a fearsome creature driven only by the desire to fight and destroy. If there's no one to fight for pay, then he'll fight for pleasure. His victories are witnessed - and opponents drummed up - by his side, kick the Dige. The Demolisher lands on Third Earth to challenge Mumm-Ra, not knowing that such a challenge is made futile by Mumm-Ra's immortality. When he has

defeated Mumm-Ra and is about to destroy him forever, Mumm-Ra flees into the Pyramid, summoning the Demolisher after him. There, he indicates Lion-O's image in the Cauldron, taunting the Demolisher and inciting him to challenge the Thundercat. Lion-O's initial reaction to the Demolisher's challenge is to avoid a fight, but he is eventually forced to defend himself. The fight reaches a stalemate, which Lion-O breaks by summoning the other Thundercats - not to destroy the Demolisher, but to prevent him from fighting until he effectively destroys himself. Respecting the Demolisher's prowess and courage, he tries to persuade him to fight for the Code of

ThunDera, but the Demolisher is driven only by violence and he teleports himself and the Dige back to his spacecraft, leaving Third Earth forever.

FELINER - PART ONE

Ratar-O, the most powerful of all the Mutant Warlords, comes to Third Earth and takes control of the Mutants. Ratar-O brings Snarf, Snarf's nephew, with him after capturing him on the Planet of Snarfs. Knowing that the Thundercats will help Snarf, Ratar-O allows him to escape and seek the Thundercats' help. Ratar-O uses Snarf as the bait which will lure the Thundercats into combat with his spaceship, the RatStar. The Rat's Eye is the

equivalent of the Eye of ThunDera and the conflict is reduced to a struggle between these two symbols. Allied to Lion-O's massive strength, the Eye of ThunDera wins, and Snarf is freed.

FELINER - PART TWO

The Thundercats have virtually completed their space craft, the Feliner, but cannot make it fly because they lack a Megacondensor. Desperate to return Snarf to his home, Snarf suggests that



the Thundercats might find a condenser in the wreck of the RatStar. The episode follows the Thundercats' efforts to retrieve this vital component, opposed by Ratar-O, the Mutants, and Mumm-Ra. Eventually, they succeed and blast-off for the Planet of Snarfs with Snarf. Right up until the last moment, it seems that Snarf will want to return with Snarf and will leave the Thundercats. At the last moment, however, he decides to stay with Lion-O.

EXCALIBUR

The story of Excalibur, the greatest sword in history, is revealed to Mumm-Ra. Mumm-Ra determines to obtain Excalibur and to defeat Lion-O and the Sword of Omens. Mumm-Ra transforms himself into King Arthur and summons the Lady of the Lake. Mumm-Ra goes to the Cats' Lair and at first succeeds in persuading the Thundercats that he is a most powerful and honorable knight. The Thundercats become suspicious of Mumm-Ra/King Arthur because of his un-knightly behavior and arrogance. Mumm-Ra/King Arthur taunts Lion-O and maneuvers him into a joust. Excalibur and the Sword of Omens rip themselves free of their combatants

and fight independently. But, having defeated the Sword of Omens, Excalibur refuses to obey the evil Mumm-Ra/King Arthur. Merlin appears and entrusts Excalibur to Lion-O, who returns it to the Lady of the Lake.

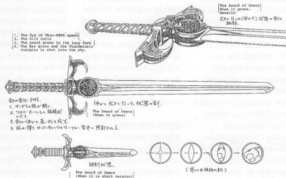
LION-O'S ANOINTMENT FOURTH DAY: THE TRIAL OF MIND POWER

Lion-O undergoes the fourth trial in his Anointment Trials, a series of tests every Lord of the Thundercats has had to pass in order to be worthy of the inherited title. This trial is Tygra's trial of

Mind Power and Lion-O's goal is to reach the Desert of Sinking Sands - not a difficult objective in itself. However, Tygra uses his mind power to create illusions which distract Lion-O: a windy blizzard on a clear day; darkest night when it is daytime; and pathways which lead nowhere. Lion-O is forced to decide what is real and what is not. The most challenging illusion is Tygra's reaction of the destruction of Lion-O's home planet, ThunDera. Lion-O relieves the fear he experienced when he was a young boy leaving his doomed planet, ThunDera. Through this illusion, Lion-O confronts and overcomes the greatest fear that has tormented him since he arrived on Third Earth. When Lion-O finally succeeds in overcoming Tygra - and his own fear of being afraid - he discovers that his final trial will match him against Mumm-Ra.

THE SECRET OF THE ICE KING

A giant Ice King is accidentally released from his glacial prison and attacks the Castle of the Snowmen, defeating the Snow Knight. The Snow Knight sends Snow Meow to ask the Thundercats for





help. After a series of confrontations and misunderstandings, it transpires that the Ice King is searching for an egg in which his one-time Princess is trapped. When he finds it, he melts away, entering the egg and reuniting himself with his Princess.

SWORD IN THE HOLE

An S.O.S. from the edge of a Black Hole in deep space sends Lion-O, Snarf and Cheetara out in the Feliner. Lion-O and Snarf are captured by Captain Shiner, a Prussian space mercenary working for Mumm-Ra. The Sword of Omens is seized and Mumm-Ra appears. He hurls the Sword into the Black Hole. Cheetara returns to the Lair to get help. She and Panthro eventually seize Captain Shiner's ship and head for the Black Hole which, it turns out, is no more than a "clean-up space device" devised by Venusians many light centuries ago. They rescue the Sword and Captain Shiner appears to go down with the ship in the aftermath of the

adventure. In the closing seconds, however, he is seen sailing his ship into deep space.

THE WOLFRAT

Mumm-Ra has a phial of miniaturization gas. Vultureman builds a mechanical Wolfrat to infiltrate the gas into the Cats' Lair. The Thundercats are immediately reduced to nine inches high. Knowing how vulnerable the Thundercats are in this state, Mumm-Ra orchestrates a Mutant attack on the Cats' Lair. The Thundercats' only hope is Snarf; they armor Snarf and use him as a battle charger while Tygra works on an antidote. The Thundercats finally take the antidote, and Snarf, getting an accidental whiff of it, grows to huge proportions. In his gigantic state, Snarf terrifies the Mutants and puts them to flight.

GOOD AND UGLY

A Terator Starship, an extremely ugly spaceship, is pursued by a Kymera Craft, a sleek and visually appealing spaceship. Manning



these two ships, respectively, are the Terator and the Kymera. Like the Terator Starship, the Terator is an ugly creature; like the Kymera Craft, the Kymera is a beautiful creature. The Terator Starship escapes the attacking Kymera Craft and descends to Third Earth landing at the Cats' Lair. When Lion-O sees the Terator Starship and it fails to respond to his request for identification, Lion-O automatically assumes that the Terator Starship is evil and attacks the spaceship. In retaliation, the Terator uses laser beams rendering Lion-O immobile blocking his attempts to signal the other Thundercats; even the Sword of Omens won't obey Lion-O. As the Terator begins to communicate with Lion-O, he insists that Lion-O attacked him first, that he means no harm, and that he is not Lion-O's enemy. The Kymera Craft reappears and the Terator Starship is shot down. The Kymera Craft returns to the Lair and the Kymera explains to Lion-O that the Terators

are his enemies and that he is searching the galaxies for survivors of the latest Terator raids on his planet. Lion-O responds that this is exactly the same story the Terator told him about the Kymera. The Kymera warns Lion-O never trust a Terator and anyone can tell by their appearance that they are evil. As Lion-O doubts the Kymera's word, the Kymera attacks him. Lion-O realizes that the Kymera is evil and the Terator is good. As the Kymera Craft begins to leave the Cats' Lair, Lion-O summons the other Thundercats with the Sword and they pursue the Kymera Craft in the Feliner. The Terator Starship returns and aids the Feliner in battling the Kymera Craft. Lion-O destroys the Kymera Craft with the Sword of Omens, and the Terator Starship is saved.

DIVIDE AND CONQUER

Vultureman invents a Voice Imitator which imitates the Thundercats' voices. He uses it to lure each of the Thundercats into perilous situations. Cheetara is attacked

by a Giant Bee; Tygra confronts a Giant Wrestling Tabbut; and the Thunderkittens are trapped in the Vortex. Lion-O does his best to rescue each of the Thundercats from their dangerous situations, and Panthro finally deduces that the cause of the confusion is Vultureman's Voice Imitator. Panthro turns the tables on the Mutants by using the Voice Imitator to steer them in to a multiple Sky Cutter/NoseDiver pile-up. Tygra speaks for all of the Thundercats when he reaffirms that they should always rely on communication with one another and try to work collectively against their attackers in the future.

MICRITS

While searching for Thundrillum, Lion-O discovers that there is a tribe of tiny people on Third Earth. They are furious with the Thundercats because every time they roar out of the Cats' Lair in the ThunderTank or battle the Mutants, or Mumm-Ra, they flatten the little people's villages, homes, and crops. The little people, the Micrits, take revenge against the Thundercats by confiscating all of their weapons and vital Thundercat equipment - thus leaving them vulnerable to the Mutants. The Mutants seize this perfect opportunity and attack the Cats' Lak. Without their weapons and machinery, the Thundercats are forced to fight barehanded. Meanwhile, the Micrits capture Lion-O and the Sword of Omens, and pin them down to the group with light strands of Thundranium. Snarf searches for Lion-O and when he finally finds him, Lion-O offers Snarf as a captive in exchange for himself. If the Micrits will let him go, Lion-O reasons that if the Micrits allow the Mutants to battle the Thundercats without their weapons and machinery, the Thundercats will be defeated and with the Mutants in charge, terror and destruction will reign on Third Earth. The Micrits agree. Lion-O signals the Thundercats with the Sword of

Omens and takes the Thundercats' confiscated weapons to the Cats' Lair. Lion-O returns the weapons to each of the Thundercats and the Mutants are defeated. Keeping his word, Lion-O returns to the Micrit village and Snarf is released. The Thundercats set up a marker system delineating the boundaries of the Micrit territory.

LION-O'S ANOINTMENT FINAL DAY:

THE TRIAL OF EVIL

The concluding trial in Lion-O's Anointment Trials, a series of tests each of the Lords of the Thundercats has had to pass in order to prove himself worthy of his inherited title, pits him against the evil Mumm-Ra. In this trial, Lion-O must face Mumm-Ra alone, without the aid of the other Thundercats and without the Sword of Omens. Jaga appears and offers Lion-O advice, but Lion-O decides to go his own way. Mumm-Ra summons the Mutants and commands them to destroy Lion-O before he gets to the pyramid. The Mutants attack him and trap him in an underground pit which is similar to Mumm-Ra's pyramid. While underground, Lion-O encounters and overcomes many of Mumm-Ra's obstacles: a faceless Boatman; a living ceiling; a huge, one-eyed cocoon; the Infiamet. Lion-O finally reaches Mumm-Ra's pyramid and engages in battle one-on-one with Mumm-Ra. During the battle, Lion-O realizes that Mumm-Ra's sarcophagus is the source of his regenerating power. Lion-O hurls the sarcophagus into the boiling Cauldron. Mumm-Ra turns to ashes. Jaga appears again and praises Lion-O for his heroism and bravery. Lion-O vindicates his own plans by defeating Mumm-Ra, thus proving that he is indeed worthy of his inherited title.

THE SUPER POWER POTION

Vultureman invents a Super Power Potion which gives him great magical powers, enabling him to mesmerize and defeat Tygra. Vultureman then makes a deal with Mumm-Ra. He will share the potion in exchange for Mumm-Ra's secret to everlasting life. Vultureman asserts his authority over the other Mutants, putting S-S-Silthe in a trance. He attacks and defeats Panthro as the latter for Tygra. S-S-Silthe recovers and commands the Mutants to search for the potion. As they discover it, Mumm-Ra materializes and confiscates the vial. Meanwhile, Vultureman challenges Lion-O and is about to defeat him when his super powers wear off. Mumm-Ra appears and denies Vultureman's plea for another dose of super power. Lion-O destroys the potion and Vultureman slinks away defeated.



THE EVIL HARP OF CHARR-NIN

The Thunderkittens discover a Magical Harp, strum it and release Char-Nin, a genie who has been imprisoned inside. Mumm-Ra sees this action in his Cauldron, transforms into a Bokin and thus disguised seizes the Harp. Mumm-Ra promises the genie freedom if only he destroys the Thundercats. Complying

the score by sealing the Sword Chamber with the Sword and all the Thundercats' weapons inside. Using primitive weapons, the Mutants attack the Cats' Lair, overpowering Cheetara and then Panthro, but not before Panthro realizes that an air-shaft will grant access to the sealed Sword Chamber. Snarf crawls through

Thundercats. Together they defeat Mumm-Ra and the Mutants.

MONKIAN'S BARGAIN

Mumm-Ra summons Monkian to his pyramid to strike a bargain: If Monkian steals the Sword of Omens, Mumm-Ra will make him ruler over part of Third Earth. Willing to pay any price for the power, Monkian accepts. Mumm-Ra gives Monkian magic spheres which give him super powers, enabling him to lay siege to the Cats' Lair. After winning a battle with Lion-O by magically turning into a giant, Monkian captures Lion-O, Snarf, and the Sword and returns to Mumm-Ra. At the pyramid, Lion-O now battles Mumm-Ra for absolute rule of Third Earth. Monkian defeats Mumm-Ra, then is reminded that his power has a price: Monkian may never leave the pyramid. Monkian gives up his power and flees. Lion-O now battles Mumm-Ra for possession of the Sword and defeats him with the help of the other Thundercats.



with Mumm-Ra's wish, Char-Nin imprisons Lion-O in the center of Third Earth and later brings the Thunderkittens to him. Lion-O directs the Thunderkittens to distract Char-Nin, allowing him time to free himself and summon the other Thundercats. But Char-Nin is able to capture them all in magical bonds. He demands his freedom from Mumm-Ra, who reneges on the deal. When the two fight, Char-Nin's powers are weakened, allowing the Thundercats to escape. They leave Mumm-Ra and Char-Nin for dead, but Mumm-Ra rises again, for he is ever-living.

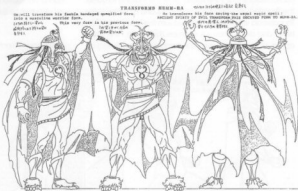
TIGHT SQUEEZE

The Mutants ambush the Thundercats, but lose the battle — and a NoseDiver. S-S-Sithe blames Vultureman's faulty technology for the loss of the vehicle. Vultureman, enraged, activates a self-destruct circuit in their weapons. Acting on S-S-Sithe's request, Mumm-Ra evers

the air-shaft, pursued by Jackalman. Meanwhile, Lion-O fights Monkian and S-S-Sithe hand-to-hand but is weakened when Mumm-Ra appears and engulfs him in a force field. Snarf arrives with the Sword. Lion-O uses it to free the other

OUT OF SIGHT

Willa is practicing her long-bow skills when a warning device alerts her to a Mutant attack. Willa and her sister Nayda fight back until a Mutant laser beam sets their roof afire. Jackalman



kidnaps Wilk and takes her to Castle Plun-Darr. The Thundercats rush to rescue her. Tygra and Noyda render themselves invisible and enter the Castle. Tygra pretends to be a ghost and frightens Jackalman into releasing Wilk. Tygra and Wilk fight S-S-Slithe and Monkian and escape to the nearby forest, where they try unsuccessfully to become visible again. They realize only the Eye of ThunDera can restore their visibility. They set out to find Lion-O and are attacked by Vultureman. They subdue him and defeat Monkian. Jackalman and S-S-Slithe, Lion-O arrives on the hijacked Flying Machine and holds the Mutants off until he can summon the other Thundercats. The Mutants are forced to retreat to Castle Plun-Darr. The Eye of ThunDera restores Tygra and Wilk to their normal states.

JACKALMAN'S REBELLION

Jackalman steals Vultureman's Flying Machine and attacks Lion-O and Panthro in the ThunderTank. The renegade Mutant then enlists Molemaster and the Driller into his own private "army" and plans to pulverize the Thundercats. First, Jackalman's "army" defeats the other Mutants in battle. Then the Driller attacks Cheetara as they tend to a Unicorn in trouble. She is able to defeat the Driller, who is rescued by Jackalman in the flying machine. A Bolin alerts the Thundercats that the Wolo Village is under siege by Jackalman's "army." Jackalman uses the

VariCannon and an Aerial Mine against the Thundercats. Lion-O battles the other Mutants, uses the Sword to summon his fellow Thundercats, and together defeat the Mutants and Jackalman's army.

THE MOUNTAIN

Mumm-Ra summons the Mutants and threatens to banish them from Third Earth unless they bring him the Sword of Omens. While Lion-O is mountain climbing, the Mutants ambush him with Thundranium cartridges. Lion-O summons Tygra and Panthro with the Sword. As the weak Lion-O hangs on the edge of the mountain's cliff, Jackalman grabs for the Sword and both of them go over the edge, into a river and over a waterfall. The other Mutants mistakenly cause a rockslide which traps them. Tygra and Panthro in the mountain's cave. They call a temporary truce — which the Mutants plan to violate as soon as they escape. Jackalman seizes the Sword from an unconscious Lion-O and climbs up the mountain. Lion-O catches up to him. Jackalman refuses to surrender the Sword and it takes him for a wild ride. The Sword flies through the air twirling and turning, with Jackalman holding on to the handle, finally embedding itself in the mountain face high above the river. Lion-O saves the dangling Mutant and commands the Sword to return to his hand. He then frees the other Mutants. Tygra and Panthro from the cave. Once free, the Mutants start

to battle the Thundercats again, only to discover that while inside the cave, Panthro and Tygra emptied the Mutants' weapons of ammunition.

EYE OF THE BEHOLDER

Jackalman ambushes Snarf and attempts to steal the Sword of Omens. This gives Panthro the idea to make a duplicate Sword as bait for the Mutants. Leaving Snarf at the Lair, the Thundercats spread the word that the Lair is unguarded. Two Trilogs overhear this and inform the Mutants. Jackalman and Monkian go to the Lair, seize the duplicate Sword and capture Snarf. They hand over the duplicate sword and Snarf to S-S-Slithe, who goes to Mumm-Ra with a deal for power. Mumm-Ra overpowers S-S-Slithe and seizes the Sword. The real Sword alerts Lion-O that Snarf is in trouble. Lion-O and Panthro rush to rescue Snarf from the pyramid. Lion-O summons the other Thundercats with the real Sword, blasts through the pyramid's wall and saves Snarf. Confused by the real Sword in Lion-O's hand, Mumm-Ra summons the Eye of ThunDera in his duplicate Sword. The Eye flickers and opens to reveal a mirror instead of the Eye of ThunDera, and Mumm-Ra is repelled by his own hideous reflection.

THE MUMM-RA BERSIL

Angry with the Mutants' failure to destroy the Thundercats, Mumm-Ra transforms into a meek Bersil

and tricks Snarf into bringing him inside the Cats' Lair. Mumm-Ra overpowers Panthro, turning him into a Zombie/Slave. Mumm-Ra enslaves Wilykat and Wilykit as they play, enslaves Cheetara as she investigates their cries of terror, and enslaves Tygra, but not before the latter realizes who is behind it all and warns Snarf. Snarf escapes to tell Lion-O, who is away camping. They split up to search the Lair. Snarf is enslaved. Under Mumm-Ra's power, all the Thundercats attack Lion-O, who is chased by Mumm-Ra, who wears a mirror mask to protect himself from the Sword's reflection. Lion-O uses the Sword to break Mumm-Ra's spell on the Thundercats. Together, they defeat Mumm-Ra.

TROUBLE WITH THUNDERKITTENS

In an effort to prove themselves worthy of being Thundercats, the Thunderkittens borrow the other Thundercats' weapons and practice with them. They are ambushed by the Mutants, who gain possession of the weapons. The Thunderkittens keep the theft a secret from Lion-O and go to Castle Plun-Darr to get the weapons back. They surprise Monkian as he vainly poses in front of a mirror with Panthro's Nun-Chuks. The Mutants attack and the Thunderkittens escape back to the Lair using their magic pellets. The Thunderkittens return later with Lion-O to engage the Mutants. Lion-O calls the other Thundercats using the

Sword—then a Mutant Heat Ball causes him to drop it. The Thunderkittens are able to subdue the Mutants first with a magic pellet which causes a tidal wave, then with another which engulfs the Mutants in laughing gas. The Thundercats reclaim their weapons.

MUMM-RANA

The Feline is attacked by the RatStar, manned by the Mutants. S-S-Sithe, Monkian and Jackalman are ejected from the RatStar and fall toward the ground. They are saved from certain destruction by Mumm-Rana, a female mirror image of Mumm-Rana, a force for good who lives in a White Pyramid. Mumm-Rana is led to believe that the Mutants are good and the Thundercats evil. Mumm-Rana, entrails her and turns her power against the Thundercats. She puts the Sword of Omens in stasis and threatens the Lair itself. Lion-O disguises himself as a wealthy Tabbutt and, with Tygra's help, sets himself up to be robbed by the Mutants. Mumm-Rana witnesses the attack, and the true and evil nature of the Mutants is revealed to her. The revelation breaks Mumm-Rana's spell and Mumm-Rana releases the Sword of Omens. Mumm-Rana, and the Thundercats now defeat Mumm-Rana, and the Mutants, but her ordeal threatens to destroy Mumm-Rana. In a desperate race for time, the Thundercats return her to the White Pyramid, where her powers are rejuvenated.

TRAPPED

Cheetara and Tygra are aboard the Feline when it is caught in a galactic meteor storm and badly damaged. Lion-O and Panthro attempt to bring the Feline in for a safe landing. Wilykat and Wilykit are stranded in the storm raging on another part of Third Earth. They seek shelter inside a Suspension Capsule (which was used during the Thundercats voyage from ThunDera to Third Earth) and get stuck in it. They call Cats' Lair for help. Their message is intercepted by the Mutants, who set out to capture them. Lion-O and Snarf take the ThunderTank to search for Wilykat and Wilykit. S-S-Sithe gets to them first and tows the Suspension Capsule with the Thunderkittens inside back to Castle Plun-Dar. Meanwhile, the galactic meteor storm sends the Feline spinning out of control. Lion-O uses the Eye of ThunDera in the Sword to guide it to safety. Mumm-Ra learns of the Thunderkittens' capture and steals them from the Mutants. The other Thundercats chase Mumm-Ra in the ThunderTank. It is Wilykat And Wilykit who turn the tide when they inflate one of their Magic Pellets into a Mirror Balloon. Mumm-Ra sees his own reflection in the balloon and returns to his Pyramid, defeated. Snarf finally frees the Thunderkittens from the capsule by giving it a good swift kick.

THE TRANSFER

A spaceship freighted with a lethal radioactive sphere is on a collision course for Third Earth. If it crashes, Third Earth will be destroyed. Lion-O and Panthro take the Feline up to intercept the spaceship and neutralize the danger. Mumm-Ra materializes before the Mutants to strike a deal: seize the sphere and they will all rule Third Earth with its threat of total destruction. The Mutants accept the bargain. Mumm-Ra creates a storm which enables Jackalman to secretly board the Feline. As Lion-O and Panthro intercept the spaceship, Jackalman takes the radioactive sphere. He later ignores the deal he has made with Mumm-Ra and the other Mutants and makes off with the sphere for himself. An enraged Mumm-Ra seizes Jackalman and takes him to his Pyramid. The Mutants, realizing they have been double-crossed, give pursuit. The Thundercats, realizing that Third Earth is in great danger, follow. Mumm-Ra fights all of them as he scales the face of the Pyramid. He is toppled from the Pyramid in a hail of Thundercat firepower, and when Panthro thrusts the sphere in Mumm-Ra's face, Mumm-Ra sees his own reflection there and flies to the safety of his crypt. The Thundercats explode the deadly sphere deep in outer space. Third Earth is safe.

THE SHIFTER

Vultureman invents the Shifter, a device which switches one person's personality into another's body. He uses it on Panthro's personality in Snarf's body. The reverse Panthro and Snarf drive the ThunderTank together and locate the other Thundercats. When S-S-Sithe questions the value of Vultureman's Shifter, an angry Vultureman switches S-S-Sithe's and Jackalman's personalities and bodies. Thus transformed, the Mutants set out to attack the Lair. They meet the ThunderTank en route and topple it into a crevasse. Snarf, in Panthro's body, is trapped beneath it. The Sword of Omens alerts Lion-O to the Mutant attack. He and Wilykat rescue Snarf in Panthro's body off for the Cats' Lair. Vultureman uses the Shifter on Lion-O and Wilykat, but together they use the



Sword to scramble the Shifter's rays and return each Thundercat to his rightful body. Then they bounce the Shifter ray toward the Mutants to switch their bodies and personalities. The Mutants retreat in confusion. Summoned by the Sword, Cheetara, Tygra, and Wilykit appear belatedly to find everything back to normal.

DREAM MASTER

Mumm-Ra transforms into "Mumm-Ra The Dream Master" and summons spectral Dream Selves from the sleeping Panthro, Cheetara, Tygra, Wilykat and Wilykit. Thus, the Dream Master defeats the "Dream Self" of each Thundercat in a nightmare-like battle of wills. He casts a spell, causing them to fall asleep during a real battle with the Mutants. They wreck the ThunderTank. Then Mumm-Ra traps their Dream Selves within golden urns. He plans to toss the urns into the Whirlpool of Infinity — thus destroying the Thundercats' real selves. But Sharf alerts Lion-O to the Sword's glow. Lion-O uses the Sword of Omens to locate Mumm-Ra the Dream Master, summon the other Thundercats, and reunite them with their Dream Selves. Mumm-Ra's spell is broken.

FOND MEMORIES

Mumm-Ra creates a museum whose paintings and statues come alive as the Thundercats' more formidable foes. As Lion-O and Sharf prospect for Thundrillium, Mumm-Ra turns into Dr. Dometone and lures Lion-O to the deadly museum. Sharf fails to stop Mumm-Ra and rushes back to the Lair for help. Inside the museum, a painting of Safari Joe comes alive and ambushes Lion-O. Lion-O defeats Safari Joe only to face Ratar-O, who jumps out of a painting and attacks. Ratar-O traps Lion-O in the electrical force of his Electro Seats, but Lion-O breaks free. Mumm-Ra appears and douses Lion-O with Warp Gas. The gas makes Lion-O too scared to fight, so he runs. Meanwhile, the other Thundercats set out in the ThunderTank to rescue Lion-O. Once within Mumm-Ra's museum, they decide Lion-O must be inside one of the paintings. Wilykat and Wilykit enter the Safari Joe painting. The other Thundercats drive the ThunderTank into a painting of Spidera, who traps the ThunderTank in her webs. Safari Joe captures the Thunderkittens in sacks. Lion-O revives to confront Mumm-Ra, who transforms into a duplicate of Lion-O. Lion-O defeats his own duplicate. Then he uses the Sword to free the other Thundercats from the evil paintings.

END

