

**POWER RANGERS D.A.T.A.
TREK: EPISODE 1 - MORE
THAN A GAME PART 1**

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PART 1

Written by

Phil Ricciotti

Contact:

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PART 1"

FADE IN:

INT. ROSSI'S COFFEE SHOP - DAY

Outside it is raining fairly hard. Two geeky looking teenagers come into the shop carrying umbrellas. The geeky teens put their umbrellas aside and take off their jackets. One of the teens is dressed almost entirely in blue, while the other is dressed in various colors. The teens hang their coats up on a nearby rack and go over to the *Power Rangers D.A.T.A. Trek* video game and sit down at the two control areas. The teens both take off their glasses and wipe off any remaining rain from them. They then take out and insert their *D.A.T.A. Trek* stats disks into the slot on the game. The holographic imaging loads up their two characters. The Blue Ranger with the screen name "aoi_otaku" for the teen in blue. The Red Ranger with the name "ProfessorChaos" for the other teen. The two teens grab onto the joysticks with their left hands, and place their right hands by the buttons. They start to have their bout. The Red Ranger on the game starts out by firing a few shots with his Blaster at the Blue Ranger. The Blue Ranger dodges the shots and fires back at the Red Ranger. The shots from the Blue Ranger make contact. The Red Ranger then converts his Blaster into Sword mode and charges at the Blue Ranger. The Blue Ranger takes out his signature weapon and fires a small tornado at the Red Ranger. The Red Ranger goes flying back to the edge of the playing field. The Red Ranger then takes out his signature weapon and converts it to tri-mode. The Red Ranger charges at the Blue Ranger and starts to slash at the Blue Ranger with the blade end of the staff. The Blue Ranger takes the hits and falls back a little. The Blue Ranger then uses his signature weapon to levitate himself a little and gets over the Red Ranger. Once on the playing field again the Blue Ranger fires some more shots from his Blaster at the Red Ranger. The Red Ranger dodges the shots and returns fire to the Blue Ranger. The shots make contact, but the timer on the game runs out. The words "MATCH OVER" appear on the imaging, soon followed by the words "TIE GAME".

PROFESSORCHAOS
(disappointed) Great we tied.

AOI_OTAKU
It's better than nothing. We at least
get some points for ties.

The leader board on the game's imaging appears. The name "pikapix58" appears next to a picture of the Red Ranger at the top. The name "BlackKnightmare" appears next to a picture of the Black Ranger, underneath "pikapix58". The name "aoi_otaku" appears next to a picture of the Blue Ranger underneath "BlackKnightmare". The name "psyche_babe" appears next to a picture of the Yellow Ranger underneath "aoi_otaku". Finally the name "YourDreams" appears next to a picture of the Pink Ranger underneath "psyche_babe".

PROFESSORCHAOS

Great I'm still nowhere near the top five, unlike some people.

AOI_OTAKU

Well if someone tried a little harder to get his score up maybe you'd be in the top five too. Although I'd love to play against this "pikapix58", some time.

PROFESSORCHAOS

I know. It'd be a pleasure to play against the top player. I almost wonder who he is.

AOI_OTAKU

Could be anybody.

INT. A TAXICAB - DAY

PAUL sits in the backseat. The driver sits in his seat driving the cab. The windshield wipers are going to clear the rain off. After several moments the driver starts to grow tired of the silence in the cab.

DRIVER

So what are you going to Mindset for?

PAUL

A meeting.

DRIVER

What kind of a meeting? Job interview?

PAUL

No it's about selling my coffee shop.

DRIVER

(surprised) Your coffee shop?

PAUL

I lost my parents in a car crash a few years ago. So I inherited the shop when I turned eighteen.

DRIVER

I see. What do you do there?

PAUL

For the most part I manage it with my aunt. But I'm also in college.

DRIVER

What are you taking?

PAUL

What else, business.

DRIVER

So what are you going to tell them about your shop?

PAUL

I'm not selling.

DRIVER

But why not just tell them over the phone that you're not going to sell?

PAUL

Because I want to see the look on Adrienne Crittenden's face when I tell her no.

DRIVER

I see. Well we're just about here.

The cab drives to the front gate of the headquarters of Mindset Industries. A security guard taps on the driver's window.

GUARD

What are you here for?

DRIVER

Dropping someone off here.

The guard looks into the cab and sees Paul.

GUARD

He'll have to walk to the main building from here. Is that okay?

PAUL
It's fine. (to the driver) What do I
owe you?

DRIVER
Thirty-five.

Paul reaches into his wallet and pulls out two twenty-dollar bills. He hands them to the driver.

PAUL
Keep the change.

DRIVER
(enthusiastically) Thank you sir.

Paul gets out of the cab and it drives away. The guard hands Paul an umbrella.

GUARD
Courtesy of Mindset Industries.

Paul opens the umbrella and starts to walk toward the main building.

FADE OUT. OPENING CREDITS.

FADE IN:

INT. THE LOBBY IN MINDSET'S MAIN BUILDING - DAY

Paul enters and shakes off the excess water from the umbrella. He sees a nearby copper umbrella stand and places the umbrella in it. Paul looks at his surroundings and sees a small bubble protruding from the wall.

PAUL

What's with that bubble? It's probably nothing.

Paul walks up to the reception desk. A receptionist is working there.

PAUL

Excuse me, what floor is Ms. Crittenden's office on?

RECEPTIONIST

Top floor.

PAUL

Thanks.

Paul walks over to the nearby elevators and hits the button. One of the doors opens up and Paul walks in. He hits a button and the elevator doors close.

INT. TOP FLOOR OF THE BUILDING - DAY

Half of the floor is mostly dedicated to Crittenden's office. Posh furnishings surround the area as well as lush plants, and gold trimming. The elevator doors open up and Paul steps out. He takes in his surroundings.

PAUL

Looks like I'm dealing with the female Trump.

Paul walks over to the desk where Crittenden's assistant, MISS WYATT is working. She sees Paul.

MISS WYATT

Can I help you?

PAUL

Yeah, I've got a meeting with Ms. Crittenden.

MISS WYATT

You must be Mr. Rossi.

Miss Wyatt hits a button on her desk phone.

CRITTENDEN THROUGH THE INTERCOM
Yes Karen?

MISS WYATT
Ms. Crittenden, Mr. Rossi is here to
see you.

CRITTENDEN THROUGH THE INTERCOM
Send him in.

MISS WYATT
Just through those doors.

Paul walks through the doors and into the office.
CRITTENDEN sits at her desk, but rises and walks over to
Paul when she sees him.

CRITTENDEN
Mr. Rossi welcome. It's a pleasure to
have you here.

She extends her right hand. Paul takes it with his and they
shake for a few moments.

PAUL
Let's get down to business.

CRITTENDEN
You're a man who knows what he's here
to do. I like that.

PAUL
Can we just skip the pleasantries?

CRITTENDEN
Now I know you're here to give me your
answer about selling, but allow me to
personally make one last effort to
convince you to sell.

Crittenden walks back to her desk. Once there she presses a
button on it. A circular panel opens up on the floor and a
holographic projector rises from the opening. A projection
of a two-story coffee shop is displayed. Paul walks over to
the projector, as does Crittenden.

CRITTENDEN
What you see here is what we will do to
the building if you decided to sell.

PAUL

You're going to get rid of the apartment above it?

CRITTENDEN

How else could we make the shop two stories high? Either way our design has worked in many other cities, and we feel that the two-story design brings in a vast number of customers, more than you could ever hope to get yourself. Now what do you say? Are you going to sell?

PAUL

That's a nice projection Ms. Crittenden-

CRITTENDEN

Please call me Adrienne.

PAUL

As I was saying, it's a nice projection, but I'm not selling. And if you don't mind I can show myself out.

Paul starts to walk out of the office.

CRITTENDEN

You're going to regret this decision.

Paul stops and turns to Crittenden.

PAUL

I'm not going to regret it, but I will both rue and lament it.

Paul turns around and walks out of the office. Crittenden goes over to her desk again and presses a button on her desk phone.

CRITTENDEN

Karen, can you send some guards to the lobby to "take care" of Mr. Rossi?

FADE OUT.

FADE IN:

INT. MINDSET'S LOBBY - DAY

Outside the rain has stopped as Paul stands in the lobby making a call on his cell phone. The receptionist from before is no longer at the reception desk.

PAUL

Hi, I'd like to get a cab out to
Mindset. (pause) Rossi's coffee shop.
(pause) Okay thanks.

Paul ends the call. Numerous security guards start to enter the room and surround Paul.

PAUL

Did I do something wrong?

The guards turn into Dragonites.

PAUL

Who or what are you guys?

Paul loads the camera function on his phone and takes a quick picture. Once the picture is took Paul puts his phone away and takes a fighting stance.

PAUL

I guess all those years of martial arts
are finally going to come in handy.

The Dragonites close in on Paul even more. One Dragonite raises its sword and swipes at Paul. Paul dodges and gives the Dragonite a swift kick. Paul then back flips over the Dragonites behind him and lands on one of the chairs in the lobby. He then jumps off of the chair and lands a flying kick with his right foot on another Dragonite. The Dragonite flies back. Two Dragonites charge at Paul and he unleashes a barrage of punches on the both of them. Both of those Dragonites fall down. Four more Dragonites charge at Paul and he performs a roundhouse kick with his right foot, which hits all four Dragonites. They all fall down. Two Dragonites charge at Paul from either side of him and he gets down, and trips the one coming at him from the left. The Dragonite goes flying into the other Dragonite. One final Dragonite remains. Paul stands up and looks at the Dragonite.

PAUL

Only one left, eh? No problem. I guess
I should probably thank you guys for
this work out today.

Paul gets into another fighting stance with his right hand extended in front of him. He flicks his right hand fingers back and forth to make the Dragonite charge at him. The Dragonite charges, but succumbs to a hard kick from Paul's right foot. The Dragonite falls down. All of the fallen Dragonites disappear. Faint applause can be heard. The applause gets louder as DRAGOS enters the lobby. Dragos stops applauding.

DRAGOS

Nice work human. You must be tough to handle a platoon of Dragonites like that.

PAUL

Would you mind telling me what's going on here?

DRAGOS

That is none of your business.

PAUL

Well considering that your lackeys here just tried to take me out, I think otherwise.

DRAGOS

Very well. If you want to know, defeat me.

Dragos draws his sword. Paul picks up a sword from a fallen Dragonite that is still on the ground. Paul and Dragos charge at each other. They clash swords, but it is clear that Dragos has an upper hand. Paul kicks Dragos, which causes Dragos to loosen his hold against Paul. Paul falls back a little. Dragos comes at Paul with his sword drawn back. He swipes at Paul with the sword, but Paul ducks and rolls over to the coffee table by the chairs. Paul picks up the table and throws it at Dragos. Dragos slashes at the table, which causes it to cut in half. The two halves of the table fall to the ground. Dragos walks over to Paul.

DRAGOS

Here I thought you some kind of great warrior, but resorting to throwing furniture at me, is highly...cowardly.

PAUL

Well it was the best attack I could think of.

DRAGOS

Obviously it wasn't good enough. I think I'll finish you off by hand.

Dragos drops his sword. He charges at Paul. Dragos launches a punch at Paul, but Paul blocks it. Paul launches his own punch against Dragos, but Dragos catches Paul's fist and throws Paul back a little. Paul starts to charge at the wall. He jumps up, kicks the wall with his left foot, and performs a flying kick with his right foot. Dragos catches Paul's foot, and throws Paul to the ground. Paul gets back to his feet.

DRAGOS

It appears that you're better without a weapon. However it's not enough.

Dragos walks over to Paul. Paul throws a punch at Dragos with his right fist, but Dragos catches it and punches Paul in the gut, hard. Paul falls to the ground unconscious. More Dragonites enter the lobby.

DRAGOS

Take him out of here. In fact throw him in the dumpster beside his beloved coffee shop.

The Dragonites pick up Paul and leave the lobby.

INT. A MONITORING ROOM SOMEWHERE - DAY

A man watches Paul in Mindset's lobby.

MAN

This is happening sooner than I expected.

The man then looks over at a screen that has the five top players of the *Power Rangers D.A.T.A. Trek* video game displayed on it.

MAN

It's time to contact them.

FADE OUT.

FADE IN:

INT. THE COFFEE SHOP - DAY

Numerous customers flood the store. ISABEL looks after them, but also looks over at the three bags of garbage that are piled up near the back door.

ISABEL

Excuse me just a second.

Isabel gets out from behind the counter and walks over to MARK who is drinking a cappuccino.

ISABEL

Mark, I need a big favor from you.

MARK

What?

ISABEL

I need you to take out a few bags of garbage for me. Paul's not back yet, and I'm swamped.

MARK

No problem.

Mark puts down his cup and walks over to where the bags are. Isabel goes back behind the counter. Mark grabs the bags and goes through the back door. He walks through the alley beside the shop and goes over to the dumpster. The lid is up on the dumpster. Mark throws in the three bags. After the third bag is in, a moaning can be heard. Mark goes over to the edge of the dumpster, and sees Paul who is regaining consciousness.

MARK

Paul, what are you doing in there?

PAUL

(sarcastically) Oh nothing much, just practicing my Oscar the Grouch impression. (somewhat angrily) What do you think I'm doing in here?

MARK

I don't know. What are you doing in here?

PAUL

All I know is that I was in Mindset's lobby fighting against these...things, and now I'm here.

MARK

What things?

PAUL

These dragon-like things that carried swords.

MARK

Dude, I think you might've hit you head a little too hard.

PAUL

Wait a minute.

MARK

What?

PAUL

I just remembered that I took a picture of them on my cell phone. Get me down and I'll show you upstairs.

Mark helps Paul out of the dumpster. Mark sniffs Paul.

MARK

You are going to shower, right?

PAUL

(sarcastically) Let me think, I just spent some time in a dumpster, so no.

MARK

You're getting sarcastic, as always, so I'll take that as a "yes".

Paul and Mark start to go into the building.

FADE OUT.

FADE IN:

INT. THE APARTMENT ABOVE THE COFFEE SHOP - DAY

Mark sits in front of Paul's laptop with Paul's cell phone. Mark puts a USB connector into the phone, and then puts the end of the cord into an open USB port on the laptop. Mark loads the software to upload the pictures. He loads the only picture on the phone, which is the picture of the Dragonites in Mindset's lobby. Mark stares at the picture as Paul comes out of the bathroom wearing a bathrobe, and drying his hair off with a towel. Paul walks over to Mark.

PAUL

Well?

MARK

You're right, but what are those things?

PAUL

This other dragon thing called those things "Dragonites".

MARK

But what's it all mean?

PAUL

Who knows? I guess all that matters now is that someone has to stop Mindset at whatever they're doing.

MARK

I guess. But I think now would be a good time for you to hit the shower again.

Paul sniffs himself.

PAUL

Great! I still smell like dumpster.

Paul goes back into the bathroom. Mark gets up and heads downstairs.

INT. THE COFFEESHOP - DAY

Paul comes out from upstairs. KIA enters the shop. Paul checks his watch, and he looks over at Kia. He walks up to her.

PAUL

You must be Kia.

KIA
Hi, are you Paul?

PAUL
I am.

KIA
If you don't mind my saying but you look too young to own your own coffee shop.

PAUL
It's inheritance from years ago.
Anyway, shall we?

Paul and Kia walk over to a table near the back of the shop. They both sit down.

PAUL
Looking at your resume, everything seems all right, you've got some great experience, but I'm still not overly sure about you.

KIA
How so?

PAUL
Well your availability isn't really what I want, are you sure you can't move a couple of things around?

KIA
I'll see.

PAUL
Okay good. Any questions?

KIA
Was that a *D.A.T.A. Trek* video game I saw at the front of the store?

PAUL
It is why?

KIA
Just wondering. Do you play?

PAUL
(slyly) A little. You want to do a match?

KIA
Sure.

PAUL

Tell you what; if you beat me you've got the job.

KIA

And if I lose?

PAUL

(slyly) We'll just have to see about that.

Paul and Kia get up, and walk over to the *D.A.T.A. Trek* game. Paul gets on the right side of the game, and Kia gets on the left side. They both sit down, and insert their stats disks. Kia's character loads up as the Pink Ranger with her screen name "YourDreams". Paul's character loads up as the Red Ranger, and his screen name "pikapix58".

KIA

(surprised) YOU'RE pikapix58?

PAUL

Is there a problem YourDreams?

KIA

No, it's just that I'm playing against the top player in the game. When you said you played a little I thought you were casual.

PAUL

See that guy over there.

Paul points to Mark who is sitting at a table with another cappuccino.

KIA

Yeah.

PAUL

That's my friend Mark. He plays this too as "BlackKnightmare".

KIA

He's the second highest player?

PAUL

Yeah. Anyway, shall we?

Kia nods, and they both take the controls. The Pink Ranger in the game starts out by firing shots from her signature weapon. The Red Ranger dodges the shots and fires a few of his own from his side arm in blaster mode. The Red Ranger converts his side arm to sword mode, and starts to slash at the Pink Ranger a few times. The Pink Ranger goes flying back a little. The Pink Ranger recovers by launching a few punches at the Red Ranger, which does some damage. The Red Ranger falls back a little, but then starts to punch the Pink Ranger numerous times. The punches continue until the clock runs out. With more of a health bar than Kia's, Paul wins the bout. Kia looks a little down.

PAUL

Don't worry; you've got the job. By the way, can you start tonight?

KIA

Actually as a matter of fact I can.

FADE OUT.

FADE IN:

INT. THE COFFEE SHOP - MIDNIGHT

Paul and Mark are playing the game, as Kia sits at a table counting her tips, and Isabel closes up the register. Paul and Mark's bout ends in a tie. Isabel walks over to Paul.

ISABEL

Paul, the register's closed, so all you have to do is lock up.

PAUL

Okay.

Isabel turns around and heads toward the door to upstairs. She passes by Kia for a quick second.

ISABEL

Good job tonight.

KIA

Thanks.

Isabel continues on her way to the apartment. Kia gets up and heads over to Paul and Mark.

KIA

Anyone wanna play me?

MARK

Why should I?

PAUL

She's YourDreams.

MARK

I know she's "my dreams", but why should I play her?

PAUL

"YourDreams" is her screen name.

MARK

Okay, I get it now.

Paul and Mark get up. From out of nowhere the room darkens. Paul, Mark, and Kia stand in a row. A laser comes out of the game and scans the three of them. The words "Rossi, Paul. Age: 22. Screen name: pikapix58. Character: Red Ranger. Crichton, Mark. Age: 22. Screen name: BlackKnightmare. Character: Black Ranger. Smith, Kia. Age: 21. Screen name: YourDreams. Character: Pink Ranger" are displayed through the holographic imaging.

KIA

Why is it displaying our vitals?

MARK

No idea.

Paul, Mark, and Kia's vitals disappear as a face appears through the imaging. While the face has no distinct resemblance to anyone in particular, the shape and size of it clearly make it a male face.

PAUL

I don't know what it is, but that face just looks so, so (pause) 1993.

FACE

Good evening all of you.

MARK

What exactly are you?

FACE

A messenger. I am here to inform the three of you that your presence is required.

KIA

Where?

A white card comes out of a slot on the game. Paul goes over and picks it up.

FACE

Just come to this address tomorrow, and all else will be explained.

The face disappears, and the lights turn on again. Paul stares at the card.

FADE OUT.

FADE IN:

EXT. A BLOCK OF TOWNHOUSES - DAY

Mark and Kia pull up to one townhouse in Mark's car. Paul (wearing a red and white leather bike jacket) soon follows on his sport bike. Paul parks, takes off his helmet, and sticks it in Mark's car. The three of them then walk up to one of the townhouses. Paul rings the doorbell.

VOICE ON THE INTERCOM

Who is it?

PAUL

We got this card out of a video game last night and this address was on it.

A trap door opens up underneath Paul, Mark, and Kia. They slide through a long tube, until coming into a cave-like area. The compass symbol that is on the *D.A.T.A. Trek* video game is carved into the rock.

MARK

Wait that symbol...

KIA

It's on the game.

Paul looks a head, and sees a passage.

PAUL

Looks like there's more to this than someone's personal Bat Cave.

The three walk through the passage. They pass by a decent sized laboratory with plenty of state of the art equipment. Kia gets a good look at this.

KIA

Looks like I'll be in heaven here.

MARK

How so?

KIA

I'm a science major.

PAUL

C'mon there's more.

They continue on passing by a massive library decorated with old maps, treasure charts, and an old fashioned globe. Mark pops in for a quick second.

MARK

Looks like that library will be my heaven. There's a ton of history and archaeology books in there.

KIA

So I take it you're a history major.

MARK

Yeah, and I want to get into archaeology later.

PAUL

Hey Indiana Jones, can we go on?

Paul leads Mark, and Kia. Paul gets a few foot lead ahead of them.

KIA

Is Paul in school?

MARK

He is.

KIA

What's-?

MARK

Business. You can tell, can't you?

KIA

Yeah.

The three of them enter a circular monitoring room. Numerous screens are on the walls, and the same compass symbol is on the floor. A man walks into the room.

MAN

Welcome to D.A.T.A. Base.

PAUL

Who are you?

MAN

I am Dr. Quinn Mackenzie, but please just call me "Doc".

PAUL

Okay, Doc.

MARK

Why exactly are we here?

DOC

Maybe we should let our business major tell us a few things about Mindset Industries. Paul?

PAUL

How do you know my name?

DOC

I'll explain later, but now tell us about Mindset.

PAUL

Let's see, they're the top corporation in the country. They're a bit of a monopoly, and they've been buying out numerous businesses.

DOC

That's good, but what *else* can you tell us? Maybe about those creatures you fought yesterday?

PAUL

What exactly do you know?

DOC

Mindset is actually an alien organization, and they'll stop at nothing to conquer Earth. I discovered this a few years ago, but was laughed at when I tried to go public with the information. That led to the creation of a video game. Now can I have your stats disks, and cell phones?

PAUL

What do you want those for?

DOC

You'll see.

FADE OUT.

FADE IN:

INT. CRITTENDEN'S OFFICE - DAY

Crittenden paces around.

CRITTENDEN

I guess there's only one thing to do now.

Crittenden goes over to the bookcase on the left side of the room. She finds a copy of The Art of War and pulls on it. The bookcase slides to its right revealing an elevator. Crittenden steps into the elevator.

INT. A LAB DEEP BENEATH MINDSET H.Q. - DAY

An elevator opens up and Crittenden steps out in her true form of INSIDIA. Insidia makes her way to her throne. Her servants Dragos, MALEVALA, and DR. VENGE bow before her.

INSIDIA

It has become apparent after yesterday's escapade that the time for our "hostile takeover" of Earth must happen now.

DR. VENGE

But Insidia, I still haven't built my equipment.

INSIDIA

I want Dragos to go with some Dragonites to attack Lincoln Park.

MALEVALA

What about me mistress?

INSIDIA

Malevala, you stay here for now. I think it's too early for the humans to see what you're capable of.

MALEVALA

As you command.

INSIDIA

Excellent, let the takeover begin!

FADE OUT.

FADE IN:

INT. THE MONITORING ROOM OF D.A.T.A. BASE - DAY

Paul, Mark, and Kia stand around. Doc comes in carrying a tray with three cell phone-like objects on it. He gives each of them one of the objects.

MARK

What are these?

DOC

These are your new Digital Morphers. You will use them to become Power Rangers.

PAUL

Whoa, whoa, whoa, the Power Rangers exist in a video game.

DOC

Yes Paul, but that game was in reality a training simulator to find candidates to become real Rangers. I need the three of you, and eventually five of you, for two purposes.

KIA

What?

DOC

The first is to defend Earth from Mindset's attacks.

MARK

And the second?

DOC

To find an ancient source that Mindset is also looking for.

PAUL

What's the deal with this "ancient source"?

DOC

For starters, Mindset is also looking for it. But more importantly, this source could be the one thing they need to completely conquer Earth. So are you in or out?

PAUL

Well if we're going to fight against Mindset I'm in.

MARK

This could give me some archaeological experience. Count me in too.

KIA

I'm in too. It looks like we might need a woman to keep these two in line.

DOC

Excellent. You are now the Digitally Armed Team of Adventurers.

KIA

Digitally Armed Team of Adventurers?

MARK

D-A-T-A. So that's why "D.A.T.A." was always an acronym on the game.

DOC

That's right Mark.

The alarm goes off. Doc checks a screen.

DOC

It appears that Mindset is attacking downtown Lincoln Park. All you need to do now is morph. You can activate your powers by pressing a button that looks like the sun, revving the digitize gear, and calling out "go digital".

PAUL

Got it.

Paul, Mark, and Kia rotate the screens on their morphers up. They hold the morphers in their right hands, and press the sun button. They then slide the bottom of the morpher on their left arms to rev the digitize gear.

PAUL, MARK, AND KIA

Go digital!

A red wire frame person appears and rotates on the screen of Paul's morpher. Red binary code goes over the wire-frame. The person stops rotating, the binary code disappears, and reveals Paul in suit without the helmet. A translucent version of Dump 1 appears over Paul's head forming the helmet. A black wire frame person appears and rotates on the screen of Mark's morpher. Black binary code goes over the wire-frame. The person stops rotating, the binary code disappears, and reveals Mark in suit without the helmet. A translucent version of Formula 2 appears over Mark's head forming the helmet. A pink wire frame person appears and rotates on the screen of Kia's morpher. Pink binary code goes over the wire-frame. The person stops rotating, the binary code disappears, and reveals Kia in suit without the helmet. A translucent version of Marine 5 appears over Kia's head forming the helmet. Paul, Mark and Kia are now morphed.

DOC

Rangers, you can get to where you need
to go by taking the D.A.T.A. Tracker.
It's in the garage behind you.

Paul, Mark, and Kia go into the garage. They climb into the D.A.T.A. Tracker; a Humvee covered in desert camouflage. The D.A.T.A. Tracker also has two compass symbols on its front doors. Paul gets into the driver's seat, Kia gets into the front passenger seat, and Mark gets into the back seat. The D.A.T.A. Tracker takes off.

DOC

Venture forth Rangers.

FADE OUT.

FADE IN:

EXT. DOWNTOWN LINCOLN PARK - DAY

Dragos leads a platoon of Dragonites in an attack on the area. Numerous people run in fear. A section of the road opens up and the D.A.T.A. Tracker with Paul, Mark, and Kia in it drives out. Paul drives up to where the attack is occurring and parks the Tracker. The three Rangers get out and confront Dragos.

DRAGOS

And just who do you think you are?

PAUL

Red!

MARK

Black!

KIA

Pink!

ALL THREE

Power Rangers!

DRAGOS

Power Rangers, eh? Insidia will not be pleased, but either way it could be nice to have a worthy adversary. Dragonites get them!

Dragos extends his sword forward and the Dragonites charge at the Rangers. The Rangers draw their Digital Arms. Paul converts his to the D.A.T.A. Sword, while Mark and Kia keep theirs as the D.A.T.A. Blaster. Paul swipes at a few Dragonites knocking them down. Mark and Kia fire lasers at the Dragonites with their Blaster, which knocks them down. Mark looks over at Paul and sees him fighting against more Dragonites with the D.A.T.A. Sword.

MARK

Let's try that out.

Mark converts his Blaster.

MARK

D.A.T.A. Sword!

Mark charges at a few more Dragonites and swipes at them with his Sword. The Dragonites fall down. Kia converts her Blaster into the Sword and starts to swipe at the Dragonites with it. In Paul's own area some Dragonites are charging at him. He charges at them, while converting his Sword into his Blaster. Paul jumps up and at the Dragonites, kicks one, which causes him to fly backwards, and starts to fire shots from his Blaster at the Dragonites. The Dragonites fall down and disappear. The Dragonites that Mark and Kia were fighting disappear as well. Paul lands.

DRAGOS

(sighs) As always if you want something done right, do it yourself.

Dragos starts to charge at the Rangers. Paul aims his Blaster at Dragos, but Dragos knocks it out of his hand. Mark and Kia try to slash at him with their Swords, but he knocks those weapons out of their hands. Paul, Mark, and Kia regroup.

KIA

What are we going to do now?

MARK

Wait a minute; the Rangers in the game had their own signature weapons.

PAUL

That's right, maybe we should try using those.

Dragos stops charging at the Rangers.

DRAGOS

It appears that the three of you are unarmed.

PAUL

I wouldn't count on that. Grapple Staff!

MARK

Mach Hammer!

KIA

Sub Blaster!

The headlights on the Rangers' helmets flash for a minute to reveal their weapons. Paul grabs his Grapple Staff, Mark grabs his Mach Hammer, and Kia grabs her Sub Blaster. Paul charges at Dragos and swipes at him a few times with his Grapple Staff. Mark then comes in and swings his Mach Hammer at Dragos a few times, hitting him. Kia then fires a few high-powered jets of water at Dragos from her Sub Blaster. Dragos takes the shots and falls back a little.

PAUL

Grapple Staff, Tri-mode!

Paul hits a button on his staff and the pincers on his Staff flip out, and a blade extends from the middle of the Staff. Paul charges at Dragos and slashes at him a few times. Dragos takes the hits and falls back. Paul goes back over to Mark and Kia.

KIA

I think we should finish him off now.

MARK

Good idea.

PAUL

So let's do it.

Paul converts his Staff back to its regular form. He charges at Dragos and grabs onto Dragos' waist with his Staff. Paul picks Dragos up and flings him over to Mark.

PAUL

There you go Black.

Mark swings his Hammer like a golf club and hits Dragos over to Kia.

MARK

He's all yours Pink.

Kia fires several shots from her Blaster at Dragos and they all make contact. Dragos falls to the ground, and struggles to get back up.

DRAGOS

You'll pay for this insult Rangers.

Dragos disappears. Numerous people start to crowd in on the Rangers in applause. The Rangers make their way through the crowd and get back into the D.A.T.A. Tracker. They drive off.

FADE OUT.

FADE IN:

INT. D.A.T.A. BASE - DAY

Paul, Mark, and Kia (now unmorphed) enter the monitoring room. Doc greets them.

DOC
Excellent work.

PAUL
It was nothing.

MARK
Yeah, those guys seemed easy.

KIA
Don't get too overconfident Mark.

DOC
That's right Kia. Don't get too overconfident, because I do have a feeling that after today, Mindset's attacks could be getting worse. But I supposed that doesn't really matter right now. So just go home and relax for the time being.

INT. INSIDIA'S LAB - DAY

Insidia sits in her throne, and Malevala and Dr. Venge stand before her. Dragos returns in shame.

INSIDIA
What happened?

DRAGOS
Three Power Rangers appeared to stop me.

INSIDIA
(angrily) POWER RANGERS?!

DRAGOS
I'm afraid so.

INSIDIA
Those stupid Dragonites of yours are obviously not enough. Although I do take solace in the fact that it could be worse, they could be made out of clay.

DR. VENGE

Does this mean you're going to need my services sooner, mistress?

INSIDIA

Of course it does my dear doctor. Next time Malevala, you're going to try to defeat the Rangers.

MALEVALA

As you command mistress.

DR. VENGE

What about my equipment? It's still incomplete.

INSIDIA

I actually had a thought about that.

DR. VENGE

What, mistress?

INSIDIA

Why don't you just use the genome technology we got in our acquisition of Anton Mercer Industries? I think it might prove to be quite...useful.

TO BE CONTINUED...