

**POWER RANGERS D.A.T.A.
TREK: EPISODE 13 - THE
ENEMY OF MY ENEMY**

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ENEMY

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FADE IN:

INT. INSIDIA'S LAB - DAY

Several Dragonites and Abras are doing some construction in the area of Insidia's throne. INSIDIA and CHAOTROS come into the lab from the elevator. Once they both step out of the elevator the Abras and Dragonites finish their work and clean up. The Dragonites and Abras leave revealing that they have built a second throne beside Insidia's.

INSIDIA
Excellent, it's done.

CHAOTROS
Insidia, please you didn't have to do this.

INSIDIA
It was either I build you your own throne, or I get rid of my own.

CHAOTROS
And there was now that that'd you get rid of your throne.

INSIDIA
Exactly, but why don't you try the throne out before you make any decisions.

Insidia and Chaotros walk up to their thrones and sit down. Chaotros makes himself comfortable, and after doing so seems to be enjoying it.

INSIDIA
Well?

CHAOTROS
I can definitely get used to this. I must say Insidia you certainly know how to attack a planet in style.

INSIDIA
Well there's one thing left for us to do.

CHAOTROS

Can I?

INSIDIA

Be my guest.

CHAOTOS

Minions, enter!

MALEVALA, NINJREX, DR. VENGE, and DRAGOS enter the lab. They all walk over to the throne area and bow before Insidia and Chaotros.

NINJREX

You called master?

CHAOTROS

Yes, how is our new prisoner doing?

INSIDIA

Our prisoner?

CHAOTROS

I thought I told you this all ready, but either way, when Brutacas dragged home the Rangers' Megazord, it came with a "little surprise".

INSIDIA

Show me.

Insidia and Chaotros rise from their thrones. They walk out of the lab.

INT. A HALLWAY NEAR THE LAB - DAY

Chaotros leads Insidia to one of the cells. Inside of the cell PAUL (morphed) is standing around. Insidia peers into the cell.

INSIDIA

My how the mighty have fallen.

PAUL

You know I'm eventually going to get out Insidia so you might as well just let me go.

Insidia gets a better look at Paul, and sees that his D.A.T.A. Blaster is not attached to his belt.

INSIDIA

Please Red Ranger, we have your weapon there's no way you can get out. Besides, what makes you think that you can?

PAUL

Well, the situation I'm in right now would be a cakewalk for Batman. So I really don't think that this would be much of a challenge for a Ranger.

INSIDIA

We'll just have to see.

Insidia starts to walk away from the cell. Chaotros follows her.

INSIDIA

Tell me Chaotros; did you manage to get everything out of him?

CHAOTROS

Only what we could grab off of him, which means just his side arm. Plus we managed to grab this briefcase thing that he was carrying when we captured him. Although we're still trying to figure out what that lump on the back of his belt is for.

INSIDIA

Good enough...for now.

INT. PAUL'S CELL - DAY

Paul paces around. He takes out his morpher and rotates the screen.

PAUL

Mark, Eddie, Rachel, Kia, come in.

No answer.

PAUL

They must be blocking my communications. But just how are you going to get out of this Rossi?

FADE OUT. OPENING CREDITS.

FADE IN:

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

MARK, EDDIE, RACHEL, and KIA stand in front of one of the consoles. The screen in front of them displays the words, "UNAVAILABLE TO CONTACT".

MARK

Great, just great! Paul's communications must be down or something.

RACHEL

And we still haven't been able to contact Doc at all.

KIA

So how are we going to get him out?

MARK

Depends on where he's being kept. But he's got to be somewhere within Mindset H.Q.

KIA

The one thing I'm still wondering is why we haven't been able to locate the Megazord.

MARK

Knowing Paul, he probably deactivated it before he was captured.

RACHEL

I don't know what it is, but there's something telling me that Paul wouldn't let himself get captured, without a fight.

EDDIE

What makes you say that?

RACHEL

I'll admit that I haven't known him as long as you Mark, but wouldn't you agree that there's no way he wouldn't go down without a fight?

MARK

Actually you're right Rachel. There's been too many times in the past when I played him in chess where he practically took me out before I finally won the game.

KIA

I've got to say I'm impressed Rachel.

RACHEL

About what?

KIA

We've only known Paul for about four months now, but all ready you've picked up on that aspect of him. Almost makes you wonder why.

RACHEL

It's only from being so close to him.

KIA

But how close is "too close"?

RACHEL

Just what are you insinuating?

KIA

Nothing, just forget I said anything.

EDDIE

Can we get back to something more important?

MARK

Like what, voting on a new leader Eddie?

EDDIE

Why do the three of you keep throwing that back in my face? I thought I made it clear that I still think joining up with Chaotros would've been a good idea.

KIA

Were you not there when we discussed this in the coffee shop? Because I thought we pretty much agreed that Chaotros would betray us sometime down the line.

RACHEL

Besides you still can't help but show your age, can you Eddie?

EDDIE

What's that supposed to mean?

MARK

While I can't be overly sure, but I think Rachel thinks that joining up with Chaotros would've been taking the easy way out. Correct me if I'm wrong Rachel.

RACHEL

You're spot on Mark.

EDDIE

So what's wrong with taking the easy way out?

KIA

It always comes back to bite you in the butt eventually, and I'm sure Paul was thinking in terms of what would eventually happen as opposed to the quick fix.

MARK

Well that is the way he's been running the coffee shop. Anyway enough talk; we need to try to contact Doc again.

FADE OUT.

FADE IN:

INT. PAUL'S CELL - DAY

Paul paces around.

PAUL

Let's see, they're blocking out your communications so you can't call anyone or summand the Grapple Staff or D.A.T.A. Scope. There's got to be some way out of this.

Paul walks up to the door, but before he gets near it Dragos walks in carrying a tray with food on it. Dragos hands Paul the tray.

PAUL

So I'm getting room service.

DRAGOS

You must be enjoying this right now, aren't you?

PAUL

Seeing you waiting on me does bring a partial smile to my face. That is if you could actually see it.

DRAGOS

Well if you want this food you're going to have to take off your helmet.

PAUL

So that's why Insidia sent you in here with food.

DRAGOS

What do you mean?

PAUL

Well Insidia, always seemed the type who wouldn't give a prisoner this kind of treatment, so if I do get hungry I'll have to take off my helmet to eat, which would expose my identity.

VOICE

Clever boy.

Paul and Dragos look to the door of the cell, as Insidia walks in.

PAUL

What do you want?

INSIDIA

Nothing I just wanted to check up on you personally.

PAUL

You mean you wanted to see me with my helmet off.

INSIDIA

Looks like there's nothing I can get past you.

PAUL

Let's just say I know how to read people. So tell me Insidia, if I had taken off my helmet, would a picture of me be all over the papers and news stations that Mindset owns?

INSIDIA

What do you mean?

PAUL

I know that Mindset is just a front for your operations here, and I know that the reason Mindset is being the monopoly it is, is so that you can try to rule the business world of Earth.

INSIDIA

How do you know this?

PAUL

Let's just say that I've got connections Ms. Crittenden.

INSIDIA

How-?

PAUL

Like I said I've got connections. I think you'll also find it interesting that I know Malevala is your assistant Miss Wyatt, and that Venge is Dr. Conroy, the head of Mindset R and D. Although I'm still trying to figure out who you are Dragos.

DRAGOS

Then you're going to stay in the dark about my alias.

PAUL
 (sighs) Que sera, sera.

INSIDIA
 Come Dragos we'll let the wise guy here
 rot in the cell some more.

DRAGOS
 Yes mistress.

Insidia leaves. Dragos starts to follow her. Paul sets the
 tray down.

PAUL
 Dragos.

Dragos stops.

DRAGOS
 What?

PAUL
 I know things have never exactly been
 good between us, but would you mind
 doing me a small favor?

DRAGOS
 What do you want?

PAUL
 I'm a little cold.

DRAGOS
 Isn't your suit enough?

PAUL
 There's no way a thin layer of spandex
 can keep me warm in this ice box you
 call a cell.

DRAGOS
 Fine. What exactly did you have in
 mind?

PAUL
 Maybe a Mindset security guard uniform?

DRAGOS
 Why do you want that?

PAUL
 They're more fashionable than the
 uniforms at McDonald's.

DRAGOS

Fine, I'll get you a uniform.

Dragos turns to the door.

PAUL

And don't forget the hat.

Dragos pauses.

DRAGOS

Why do you want the hat?

PAUL

It's apart of the uniform, isn't it?
And before I forget, my shirt size is
XL, and I'm a size thirty-six waist.

DRAGOS

Fine, I'll get you everything you
desire.

PAUL

Thanks, Dragos I owe you one.

DRAGOS

Your debt to me will be repaid someday
on the battlefield.

Dragos leaves the cell. Once the door is locked again, Paul
paces around a little.

PAUL

Wow, I can't believe he fell for that.
Either way, Rossi looks like you've got
a bit of acting to do in a minute.

FADE OUT.

FADE IN:

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

Mark, Eddie, Rachel, and Kia continue to stand around. Mark presses a few buttons on one of the terminals, but does not get a response.

MARK

Great, still no luck!

KIA

It's not like Doc to not be around if we need to call him for something.

RACHEL

But where could he be?

VOICE

Maybe he's right here in D.A.T.A. Base.

Mark, Eddie, Rachel, and Kia turn around to see DOC in the entrance to the monitoring room.

EDDIE

Where've you been?

DOC

I received a distress signal from Paul's morpher, and as soon as I got it I got on the earliest flight back here.

KIA

But why'd it take you so long?

DOC

Kia, here to Cairo is roughly a nine-hour flight, not to mention that I did have a stopover in Chicago for about an hour.

EDDIE

But why couldn't we contact you?

Doc takes out his cell phone, which resembles a Digital Morpher.

DOC

Well they don't exactly allow the use of cell phones on planes.

Mark takes a good look at Doc's phone.

MARK

Your cell phone is a morpher?

DOC

It's just the casing and circuitry. I can't actually morph with this thing. Anyway, I noticed that the four of you were able to get the auxiliary Trekkers back to the Zord bay after all of the damage those two monsters caused.

KIA

I also ran a repair program too.

DOC

Good, because with the Megazord gone we're going to need them running perfectly.

RACHEL

But what are we going to do in the mean time?

DOC

Well there's something I've been thinking about doing to the Trekkers for a while, but it might be a little risky.

EDDIE

What?

DOC

Just follow me.

Doc leads Mark, Eddie, Rachel, and Kia out of the monitoring room. He then brings them up them up to a portion of a wall that has two parallel lines coming up from the floor, and a line that runs in between both of those lines. Doc takes out his phone, rotates the screen and presses a few buttons. The portion of the wall with the lines opens up revealing another room within D.A.T.A. Base. Doc, Mark, Eddie, Rachel, and Kia walk in. Inside of the room a model of the Wright Brothers' plane hangs from the ceiling. Posters of Thomas Edison, Alexander Graham Bell, and Leonardo DaVinci decorate the walls, as well as drawings of DaVinci's inventions, and a poster of DaVinci's "The Vitruvian Man" with a green leaf-shaped sticker in a very "strategic place". Also within the room are a computer terminal, several tools, and bits of wire. Mark, Eddie, Rachel, and Kia take in their surroundings.

KIA

What is this place?

DOC

This is the inventing room. Before the five of you were chosen, I spent too many long nights in here putting the finishing touches on all of your equipment. It's also where I keep the original blueprints for the Trekkers.

MARK

By why keep this room from us until now?

DOC

I'll admit that I wasn't sure if I could trust the five of you at first, but since we've been working together for a while now this room will be wide open.

RACHEL

So what exactly are we doing in here?

DOC

I need to double-check the blueprints for the Trekkers. There's something that I need to possibly get rid of on them that might be what you need to finish off those monsters.

EDDIE

So what exactly are you going to get rid of?

DOC

A failsafe mechanism I installed if combining the Megazord with more than two of the auxiliary Trekkers was going to be too much. But it appears that it's not enough now.

MARK

So what do you need us to do?

DOC

For the time being Mark, just hand me the blueprints, they're right behind you.

FADE OUT.

FADE IN:

INT. THE LOWER LEVELS OF MINDSET HQ, NEAR PAUL'S CELL - DAY

Dragos walks up to the cell. He looks into it to find Paul unmorphed and wearing the Mindset security uniform. Paul has the hat tilted down so that the brim covers most of his face.

DRAGOS

What is this?

Dragos walks past the door and turns into CALHOUN. Calhoun goes over to the door of the cell and opens it up.

CALHOUN

What are you doing down here?

PAUL

(in a bad Italian accent) I'm-a so sorry. It's-a my a first day. When I saw di a Red Ranger I had-a to a let him out.

CALHOUN

Where is he?

Paul continues to speak in a bad Italian accent.

PAUL

I a don't-a know. He a ran off when I opened di a door.

Calhoun opens up the door, and Paul walks out of the cell.

CALHOUN

Here you go, now get back to your post. And any more screw-ups like that will result in your termination.

PAUL

Grazie Signore Calhoun.

CALHOUN

Just don't let it happen again. Now get back to work.

PAUL

Ciao.

Paul walk off and turns into another hallway. Paul speaks in his regular voice again.

PAUL

Why is it that every time I do an Italian accent, it always sounds like a bad impression of Mario? Anyway, I think it's official. Calhoun is Dragos. But I can't help but wonder, is Dragos really that stupid, or are you a better actor than you thought Rossi? Either way you gotta find your D.A.T.A. Blaster, and Control Case. Now if I were one of Insidia's goons, where would I hide it?

Paul wanders around through the halls he eventually comes up to a door marked "ARMORY".

PAUL

Well that's oddly specific, now to get in.

Paul looks around the door, but only sees a finger print recognition scanner at the side of the door. Paul takes out his morpher and converts it to Scan Mode. Paul scans the scanner, and the screen on his morpher displays a fingerprint. Paul places the screen against the scanner, but an error light turns on. Paul then takes his morpher away from the scanner and presses a few buttons on his morpher. The image of the fingerprint flips, and Paul presses the screen to the scanner again. This time the door opens. Paul puts his morpher away, and walks in. The inside of the armory is mostly lined with extra copies of Dragos' swords and Malevala's daggers. Paul walks up to the table at the end of the room, where his D.A.T.A. Blaster and Control Case are resting.

PAUL

Couldn't even be bothered to hide it.

Paul looks around the room.

PAUL

There doesn't appear to be any security cameras, so I could be able to morph, but there could always be something hidden. Then again I just can't walk out of here with this stuff.

Paul searches around the room, and finds a big black case with Mindset's logo on it. He pulls out the case, opens it up, and places his Control Case and D.A.T.A. Blaster in it.

PAUL

Least it fit.

Paul closes the case. He picks it up and leaves the room.
He makes his way through the hallways.

PAUL

There's got to be somewhere I can
escape without anyone noticing me.

Paul continues down the hall, but he pauses when he sees a
sign that reads "SUBMARINE LAUNCHING BAY" with an arrow
pointing in a direction.

PAUL

What do they need a submarine launching
bay for? (pause) Doesn't matter Rossi;
it's your ticket out of here.

Paul heads in the direction of the arrow.

FADE OUT.

FADE IN:

INT. THE INVENTING ROOM AT D.A.T.A. BASE - DAY

Doc sits in front of the computer terminal, feverishly pressing keys on the keyboard. He does this until the words "MODIFICATIONS COMPLETE" appear on screen. Kia walks into the room.

KIA

How's it going?

DOC

Well the modifications are complete, so everything should work in theory. Then again...

KIA

It's one thing that they work in theory, but it's entirely different to put it into practice.

DOC

Spoken like a true scientist Kia.

Mark walks in.

MARK

Well?

DOC

We should be good to go. How'd the simulation go?

MARK

Everything checks out so far, but we've got to actually do it.

DOC

My only regret is that we have to test this new formation in battle.

MARK

And we still don't know where the Megazord is. Any ideas Doc?

DOC

None. Paul had to have shut it down before Insidia's goons caught him. I could try to do a scan of the nearby area, but it might not work.

MARK

Maybe Paul might get some info while
he's within Mindset.

KIA

But how's he going to get it to us?
They're blocking his communications,
and there's no telling when and if
he'll escape.

MARK

Knowing Paul, he's probably on his way
out of there right now.

FADE OUT.

FADE IN:

INT. THE SUBMARINE LAUNCHING BAY WITHIN MINDSET H.Q. - DAY

Paul (still carrying the large case) makes his way into the room. A decent sized submarine is suspended above a pool of water that leads out of the building. Paul goes over to the side of the pool and places the case down and opens it up. He takes out his Control Case and D.A.T.A. Blaster and sets them aside. Paul then takes out his morpher in scan mode and scans the room for security cameras. The screen does not display a single camera. Paul rotates the screen of the morpher into the morph position, and he presses the morph button.

PAUL

Go digital!

Paul morphs. He then places his D.A.T.A. Blaster in its holster and picks up his Control Case.

PAUL

Looks like it's going to be dark down there. Headlights on!

Paul presses the left side of his helmet with his left index and middle fingers. Just as the headlights on his helmet turn on, a short dagger is thrown at him, but it hits the submarine. Paul sets down his Control Case and turns around to see Malevala, Dragos, and Ninjrex.

PAUL

Headlights off.

Paul's headlights turn off.

PAUL

How long have the three of you been here?

DRAGOS

We came as soon as Venge's computer picked up your Ranger energy signal in here.

NINJREX

And Insidia and Chaotros have given the order to destroy you no matter what.

MALEVALA

So we figure a three on one battle will do the trick.

PAUL

Three on one, eh? Hardly seems fair-

DRAGOS

Well live with it.

PAUL

I wasn't talking about it being fair for me.

NINJREX

Such arrogance Red Ranger or should I say-

PAUL

Stop it right there, Ninjrex. I'll let you get away with knowing my name, but the last thing I want is for dragon boy over there to know. Especially since we're rivals and all.

NINJREX

Very well, I'll respect your wishes, warrior to warrior.

PAUL

Tell you what; if the three of you combined beat me I'll bow down to Insidia.

DRAGOS

And what do you get should you win?

PAUL

All I want is a little piece of information.

MALEVALA

What?

PAUL

Where those monsters of yours took the Megazord.

MALEVALA

Fine. I'm sure Insidia will love to have you on her side.

NINJREX

Don't underestimate him; I sense great skill within him. And if he's anything like the Black Ranger this battle will be a pleasure.

PAUL

I guess the only thing to do is get
this party started.

Paul runs off of the side of the pool, jumps up, and extends his right foot out. He lands a flying kick on Dragos. Dragos falls back a little. Ninjrex comes in behind Paul with both of his swords drawn, but Paul quickly draws and converts his D.A.T.A. Blaster, and blocks Ninjrex's attack with his Sword. Paul and Ninjrex press their swords against each other's, but Paul kicks Ninjrex, and Ninjrex falls back a little. Malevala comes in at Paul's side and tries to punch him, but Paul blocks the attack. Paul then gives Malevala a swift kick, which knocks her back a few feet. Dragos and Ninjrex both charge at Paul simultaneously, but Paul converts his D.A.T.A. Sword back into Blaster mode, and fires a few shots at the two of them. Dragos and Ninjrex both fall back. Malevala charges at Paul again and tries to attack, but he grabs onto her and throws her across the room. Paul looks over at Dragos, and Ninjrex who both look a little defeated. Paul then walks over to Malevala.

PAUL

I usually hate to do that to girls,
especially a cute one like you, but you
kinda left me no choice.

MALEVALA

What do you want?

PAUL

That piece of info I mentioned.

MALEVALA

It's in a quarry a few miles south of
the city.

PAUL

Thanks.

Paul rushes over to the side of the pool, turns the headlights on again, grabs his Control Case, and jumps into the water. Paul swims through the launch area.

FADE OUT.

FADE IN:

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

Paul (still morphed) appears on one of the screens.

PAUL ON SCREEN
Guys, come in! Guys, come in!

Moments later, Doc, Mark, Eddie, Rachel, and Kia enter the room.

RACHEL
You're okay.

PAUL ON SCREEN
Like I wouldn't have been. I see you got that distress signal Doc.

DOC
I came back as soon as I got it.

KIA
Did you find out where the Megazord is?

PAUL ON SCREEN
It's a few miles south of the city, but you'll know as soon as I activate the Megazord again.

MARK
We'll leave as soon as possible.

PAUL
Okay, see you then.

Paul disappears from the screen.

INT. INSIDIA'S LAB - DAY

Malevala, Dragos, and Ninjrex walk into the lab.

CHAOTROS
Looks like the Red Ranger got to them.

INSIDIA
I expect this kind incompetence out of Dragos and Malevala, but not you Ninjrex.

NINJREX
My apologies mistress.

CHAOTROS

Where has the Red Ranger gone?

MALEVALA

To his Megazord.

INSIDIA

And how did he find out its location?

DRAGOS

Malevala told him.

DR. VENGE

I'd like to make a suggestion, Insidia.

INSIDIA

What Venge?

DR. VENGE

If the Red Ranger is in fact going to his Megazord, this is a perfect time for Brutacas and Swift Wing to attack again.

CHAOTROS

Excellent idea Venge! Send them right now.

DR. VENGE

As you command Chaotros.

INT. THE ZORD BAY AT D.A.T.A. BASE - DAY

Rachel sits in Drill 6, Kia sits in Shovel 7, Eddie sits in Mixer 8, and Mark sits in Crane 9. They all hold up their morphers.

MARK, EDDIE, RACHEL AND KIA

Go digital!

They all morph. They then place their morphers in the slot on their Control Cases.

MARK, EDDIE, RACHEL AND KIA

D.A.T.A. Trekkers, venture forth!

Rachel presses the "launch" button. Within the main area of the Zord bay Drill 6, Shovel 7, Mixer 8, and Crane 9 all activate. In her Trekker Kia revs the digitize gear. The four D.A.T.A. Trekkers take off.

FADE OUT.

FADE IN:

INT. THE COCKPIT OF THE D.A.T.A. MEGAZORD - DAY

The lights are off as Paul makes his way to his seat, and places his Control Case in his panel. The steering wheel and secondary controls flip up, and the morpher slot flips out. Paul places his morpher in the slot.

PAUL
D.A.T.A. Megazord, start up!

The lights turn on. Outside the Megazord's eyes begin to glow again. In the cockpit Paul presses one of the secondary control levers up. Outside the Megazord gets to its feet. Brutacas and Swift Wing appear behind the Megazord, and the Megazord turns around to face them. Brutacas and Swift Wing charge at the Megazord. The Megazord tries to punch Swift Wing with its right fist, but the monster blocks the attack, and holds the Megazord open so that Brutacas can get a couple of punches in on the Megazord. Swift Wing presses its beak on the Megazord's right shoulder and starts to drain some energy. The energy drain causes Paul to fall face first within the Megazord's cockpit.

PAUL
Can't give up. They'll be here soon enough.

Paul sits up in his seat again.

PAUL
Yes, they'll definitely be here!

Paul presses one of the secondary controls up. Outside the Megazord is free from Swift Wing's grasp, but is receiving some fire from Brutacas. The Megazord falls back a little.

PAUL
It's not over yet.

Brutacas charges at the Megazord.

PAUL
Take this!

The Megazord extends its right foot, and tries to grab onto Brutacas with it, but Brutacas grabs onto the leg. Swift Wing comes in behind the Megazord and strikes the Megazord's left leg with its boomerang. The Megazord falls to the ground. Inside of the Megazord Paul sees a yellow triangle headed his way on the screen in front of him. The triangle becomes four, and pictures of each of the auxiliary Trekkers are displayed. Outside Brutacas and Swift Wing start to close in on the Megazord. They both look around as rumbling starts to occur.

PAUL

Good they're here.

Drill 6 bursts through the ground; Shovel 7, Mixer 8, and Crane 9 soon follow it. Inside of the Megazord each of the other Rangers appears on the screen in front of Paul.

RACHEL

Hey Paul.

MARK

So this is where you are.

EDDIE

Looks like we're just in time.

KIA

Paul.

Outside Drill 6, Shovel 7, Mixer 8, and Crane 9 speed toward the two monsters. Brutacas aims its right arm and fires a few shots, but the four auxiliary Trekkers dodge the attacks.

RACHEL

Let's go.

Drill 6 speeds up and strike Brutacas. Crane 9 raises its crane.

MARK

Hook Shot!

The hook is fired at Brutacas, and wraps around its left wrist. Inside of Crane 9 Mark pulls down on one of the secondary controls. Outside Crane 9's wire pulls Brutacas down to the ground. Shovel 7 drives up to Swift Wing.

KIA

Shovel Arm!

Just as Swift Wing is about to throw its boomerang, Shovel 7 grabs onto the weapon holding it for a moment.

EDDIE

Mixer Lasers!

Mixer 8 fires numerous lasers at Swift Wing, and the monster falls down. The Megazord steps up, and turns toward the auxiliary Trekkers.

KIA

Paul, we can now combine all nine of the Trekkers

PAUL

Well, we're going to have to try it out then. So...

EDDIE

Let's do it, right fearless leader?

PAUL

Uh-huh. Okay, here goes nothing. So let's try this out.

MARK, EDDIE, RACHEL, AND KIA

Roger!

Inside of the Megazord, Paul presses the "combine" button. In each of their Trekkers, Rachel presses the "6", Kia presses the "7", Eddie presses the "8", and Mark presses the "9". Paul revs the digitize gear and the voice from the morphers says "auxiliary formation". Outside the Megazord combines with Drill 6, Shovel 7, Mixer 8, and Crane 9. Inside of the Megazord Mark, Eddie, Rachel, and Kia come up to each of their stations. They all place their Cases in their panels.

ALL FIVE RANGERS

D.A.T.A. Megazord, Auxiliary Mode!

PAUL

You know, it's about time you guys showed up. But I always knew you'd come.

RACHEL

You know you had us all worried. Don't ever do that again.

Rachel places both of her hand together and tilts her head down. Paul lowers Rachel's hands.

EDDIE

You know it's still your fault that this happened.

MARK

Eddie, I thought we got over that.

KIA

What's the plan Paul?

PAUL

We do what we do best. D.A.T.A.
Megazord, let's go.

ALL FIVE RANGERS

Full power!

Outside the Megazord faces Swift Wing and Brutacas. They start to circle around each other. Swift Wing jumps up and lands on the other side of the Megazord. The Megazord turns to Brutacas, and Swift Wing starts to creep up behind the Megazord.

EDDIE

Oh no you don't!

The container on Mixer 8 flips out and fires some cement at Swift Wing's feet. The cement hardens holding Swift Wing in place. Brutacas fires some shots at the Megazord, but they do nothing, as the Megazord walks up the Brutacas.

PAUL

Don't underestimate our power.

Brutacas tries to hit the Megazord with its left hand, but the Megazord dodges, and strikes Brutacas with Drill 6. Brutacas falls back a little. Brutacas then swings its right arm at the Megazord, but the Megazord ducks under the attack, and hits Brutacas with Shovel 7. Brutacas falls down near Swift Wing.

PAUL

Time to show them the power of nine
Trekkers combined. And we'll definitely
take both of these things out.

MARK

Let's give it all we've got.

KIA

That's a little unlike you Mark.

ALL FIVE RANGERS

Auxiliary Mode full power!

The D.A.T.A. Megazord starts to power up. Once powers up it uses the wheels on Mixer 8 and Crane 9 to drive toward the two monsters.

PAUL

Go!

ALL FIVE RANGERS

Speed up!

The Megazord speeds up toward the monsters. The horns on the Megazord's helmet start to glow, and the Megazord gives the two monsters a head butt. The Megazord turns around.

ALL FIVE RANGERS

Here we go.

The Megazord drives toward the two monsters again.

ALL FIVE RANGERS

Double Strike!

The arms of the Megazord start to glow and they start to hit both monsters. The Megazord drives past the two monsters, and turns around to face them. The monsters fall down and explode.

FADE OUT.

FADE IN:

INT. INSIDIA'S LAB - DAY

Insidia and Chaotros stand up and face each other.

INSIDIA

The Rangers defeated your pathetic monsters!

CHAOTROS

How was I supposed to know that they could combine nine of those Zord things?

INSIDIA

I'll tell you this right here and now, you might as well expect the unexpected from them.

CHAOTROS

Well you're the first one who should take that advice.

INSIDIA

What's that supposed to mean?

CHAOTROS

I think you know.

INSIDIA

Fine.

Insidia storms out of the lab. Ninjrex walks in and up to Chaotros.

NINJREX

I don't think this is going to work.

CHAOTROS

Give it time my blue friend. I'm planning my betrayal as we speak. Now as for you, looks to me like someone deserves some punishment for his failure today.

NINJREX

I swear to you that it won't happen again, master.

CHAOTROS

I think by now you should know that saying you swear it wouldn't happen again, isn't good enough anymore.

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

The Rangers and Doc stand around.

DOC

Well it's good to know that everything worked out for you.

PAUL

Now that we're all okay, what's this going to mean for you?

DOC

I'm going to stick around here for a while. When I was going through the blueprints of the Trekkers I realized that there's some work I need to do around here. Plus I really would like to experience everything that goes on with the five of you first hand for once.

RACHEL

Now Eddie do you have anything to say to Paul?

EDDIE

No.

PAUL

What's he have to say to me?

KIA

I think someone needs to apologize for the way he's been acting recently.

PAUL

Don't worry about it Eddie, I'll just take it as yet another sign that you still need to grow up a little.

END