

**POWER RANGERS D.A.T.A.
TREK - EPISODE 22 - HAMMER
STRIKE**

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Written by

Phil Ricciotti

Contact:

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"POWER RANGERS D.A.T.A. TREK - EPISODE 22 - HAMMER STRIKE"

FADE IN:

INT. THE COFFEE SHOP - DAY

PAUL is mopping the floors and washing the tables. A pair of earbud style headphones can be seen in his ears with the cord leading into one of his front pockets. A knocking can be heard at the front door, but due to the headphones, Paul does not hear it. The knocking gets louder and Paul takes out his MP3 player, pauses it, and takes the headphones out. With the headphones out of his ears, Paul is able to hear the knock. He walks to the front and opens the door. JULIA is on the other side and steps into the shop.

JULIA

Paul, have you seen Eddie at all?

PAUL

Can't say that I have. Why?

JULIA

I've been trying to call him all day, but he wasn't at home, and he's not answering his cell.

PAUL

I think he said something about checking out that game Scott was working on.

JULIA

Scott Sterling?

PAUL

Yeah, why?

JULIA

Why would Eddie be hanging out with Scott all of a sudden?

PAUL

Maybe they found some kind of a "common ground" that put an end to their stupid little rivalry. Why?

JULIA

Eddie and Scott being friends all of a sudden just seems a little weird.

PAUL

Like something out of that twilighty show about that zone?

JULIA

Pretty much.

PAUL

What exactly do you have against Scott?

JULIA

Nothing really. He asked me out once, and I turned him down, but he just couldn't take "no" for an answer, and has still been asking me out even though I'm going out with Eddie.

PAUL

(sighs) To be eighteen again, and go through something that sounds like something Dawson spat out.

JULIA

What do you mean?

PAUL

Even you could admit what you've been going through with Scott almost sounds like you're still in high school.

JULIA

What do you mean?

PAUL

On second thought what you're going through sounds more like a bad soap opera than a teen drama. You're just going to have to get used to the fact that two people who you thought were enemies are now friends. But then again, there's something telling me that you actually kinda liked having Scott doing what he was doing.

JULIA

You couldn't be more wrong.

PAUL

I'm just calling it like I see it. But you're the one who needs to figure out what's what.

FADE OUT.

FADE IN:

INT. DR. VENGE'S PERSONAL LAB - DAY

DR. VENGE stands in front of workbench frantically working on blueprints. DRAGOS walks in.

DRAGOS

So this is the lab Chaotros gave you.

DR. VENGE

What do you want Dragos?

DRAGOS

Since this place is no longer going to be a secret between you, Chaotros, and Ninjrex I thought I'd just check it out.

DR. VENGE

Well you're here, and you saw it. Now if you don't mind, I'm in the middle of something. And it needs to be done quickly.

DRAGOS

What exactly are you working on?

DR. VENGE

(sighs) A new robot for Jaguas and Tigras, and to make matters worse they're running me fairly ragged. Now is there anything else you're in here for?

DRAGOS

Actually I am. I'm not sure if you've noticed, but I've lost some favor with mistress Insidia.

DR. VENGE

And you want to get back on her good side.

DRAGOS

Exactly.

DR. VENGE

And what does you trying to regain Insidia's favor have to do with me?

DRAGOS

Surely you must have some kind of device or weapon I could use against the Rangers.

DR. VENGE

Unfortunately I don't, but I do have something else you could use.

Dr. Venge goes over to a nearby bookshelf, and picks a rolled up piece of paper. He hands it to Dragos.

DRAGOS

What is this?

DR. VENGE

Don't tell Jaguas or Tigras, but this is a map to what appears to be a weapon of great power. The boys in Mindset R and D found it. I was going to give it to our aforementioned colleagues, but given the way they've been treating me as of late, I think it's best that someone else gets it.

Dragos unrolls the map.

DRAGOS

This looks like it's fairly close to the city.

DR. VENGE

From what the boys in R and D told me the weapon it leads to, is supposedly apart of a few aboriginal legends around the area. However there's only one way to find out.

DRAGOS

Agreed.

FADE OUT. OPENING CREDITS.

FADE IN:

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

DOC stands in front of a computer terminal doing some work. The Red, Black, Blue, Yellow, and Pink Ranger designs are on a monitor above him, as well as readouts on Dump 1, Formula 2, Gyro 3, Dozer 4, Marine 5, Drill 6, Shovel 7, Mixer 8, Crane 9, and Jet 10. As Doc does his work a strange energy reading pops up.

DOC

What the-?

KIA walks in.

KIA

What's up?

DOC

I'm just finishing off the repairs to the D.A.T.A. Trekkers after that fight you guys had with that robot, but this strange energy reading is popping up.

KIA

What kind of energy reading?

DOC

Can't say, although I'm not without a theory at the moment.

Doc brings up energy readings of all of the Rangers' enemies starting with Insidia, which does not result in a match. Malevala's reading comes up next, and like Insidia, there is no match. Kia notices the readings.

KIA

You have energy readings on all of our enemies?

DOC

You never know when this sort of thing is going to come in handy. But the readings come automatically when someone attacks.

Doc goes on to compare the energy readings for Dr. Venge, Dragos, Chaotros, and Ninjrex, and there is no match for either of them. Finally, Doc brings up an energy reading for Jaguas and Tigras in Quest Form, and the word "MATCH" appears over the screen.

KIA

If that energy matches Jaguas and Tigras, then maybe that energy is from the Vengine.

DOC

Perhaps. I think what may have happened is that when you, Paul, Mark, Eddie, and Rachel were fighting against Jaguas and Tigras your suits and Trekkers absorbed some of the energy from the Vengine. And if I remember correctly, didn't you guys get hit by massive amounts of that energy?

KIA

We did actually. So could this mean that we might actually be able to fight against Jaguas, and Tigras and not have to rely on Scott that much?

DOC

Possibly, but the only way to know for sure is to fight against Jaguas and Tigras.

KIA

And there's no telling when they could show up again.

FADE OUT.

FADE IN:

INT. THE COFFEE SHOP - DAY

Paul, and Julia are sitting at the couch area with MARK and RACHEL. They all have coffee cups in front of them, and the four of them are talking, as EDDIE and SCOTT enter the shop.

SCOTT

I thought I told you that idea just wouldn't work.

EDDIE

Like having a bunch of Ran-

Eddie notices that Julia is in the shop.

EDDIE

Julia, what are you doing here?

JULIA

Looking for you. Why weren't you answering your cell?

EDDIE

I didn't hear it ring.

JULIA

And why not?

EDDIE

Well, it was a little loud in Scott's room.

SCOTT

You did want to experience all of the sound I was putting into it. It's not my fault that I practically had to blast my speakers.

JULIA

You should've called me about what you were planning on doing.

Julia pulls Eddie to another part of the shop. Mark notices as he takes a very casual sip from his cup.

MARK

(to Paul) I almost forgot, what it's like to be eighteen again.

PAUL

All ready said that to Julia.

RACHEL

What exactly do the two of you mean?

MARK

Please Rachel, you were that age two years ago; surely you remember some of the stupid little teenybopper problems you probably had when you were eighteen.

RACHEL

But I never had any of those problems.

PAUL

That's not what Laura told me when she was here.

RACHEL

You asked her about me?

PAUL

Had to get some dirt on you that I could use to burn you with later.

Rachel shoots Paul a venomous look.

SCOTT

So what kind of dirt did you find out?

PAUL

Apparently someone in the past has gone out with guys who ride bikes. Not that *that* has given me any ideas.

Julia partially storms out of the shop. Eddie chases after her.

EDDIE

Julia, please! It won't happen again.

Julia slams the door as she exits the shop.

PAUL

So what'd you do to get her mad?

EDDIE

Who says it's my fault?

RACHEL

Let's see, you didn't bother to tell her where you were going today. You didn't bother to answer your phone when she called you.

SCOTT

You actually listened to me when I said that you didn't need to call her about today or bother to answer her when she called.

EDDIE

Wait a minute. You didn't say that so that she'd pick a fight with me, did you?

SCOTT

Maybe.

Eddie makes a fist with his right hand. He starts to go over to Scott to try to punch him, but Paul quickly gets up and stops Eddie.

PAUL

Stop it before you break something, like the furniture.

RACHEL

Now Scott, this wasn't another attempt at you trying to move in on Julia, was it?

SCOTT

A little bit, yeah.

EDDIE

I though we had taken care of that, since you became a Ranger.

SCOTT

I don't remember agreeing to anything like that.

PAUL

Maybe you should, and I think a nice "written agreement" should be in order. In fact I could probably write it up for you guys.

RACHEL

Since when are you a lawyer?

PAUL

I've been thinking about maybe going to law school after I graduate at the end of the year.

RACHEL

For what kind of law?

PAUL

What else? Corporate.

MARK

It'd be a perfect fit for you.

RACHEL

Actually it would.

The morphers ring. Paul takes his out, rotates the screen, and hits the answer button.

PAUL

Yeah Doc? (pause) We'll be there in a few. Bye.

Paul ends the call.

MARK

What was that about?

PAUL

Doc wants to see us at D.A.T.A. Base.

FADE OUT.

FADE IN:

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

Doc works a little frantically. Kia watches. Paul, Mark, Eddie, Rachel, and Scott enter. Doc stops working and turns around.

DOC
Good you're all here.

MARK
So what exactly is this about?

KIA
We've been doing some tests and it appears that we might have a partial resistance to the Vengine's power.

SCOTT
What?

RACHEL
That wouldn't be too surprising.

PAUL
We did get hit, by quite a bit of that power.

SCOTT
So what's this mean about me?

DOC
Absolutely nothing. You'll still be needed Scott for extra help.

PAUL
So is that all you wanted to talk to us about?

DOC
For the most part yes.

The alarm goes off and one of the monitors displays the words "DANGEROUS ARTIFACT DETECTED".

EDDIE
What is this alarm?

DOC

Whenever one of those artifacts I told you about has either been discovered, or is about to be discovered the alarm here goes off.

PAUL

What about when Insidia attacks?

DOC

That too, but in this case it's about an artifact.

SCOTT

So what do you want us to do about it?

DOC

What else? Go out, retrieve it, and bring it back here. I think the five-

Scott clears his throat loudly.

DOC

Sorry Scott, I think the six of you know what to do know.

Paul, Mark, Eddie, Rachel, and Kia take out their morphers and rotate the screens up. Scott presses the crown on his watch, which causes his watch to turn into silver binary code that becomes the Digitize Morpher. Paul, Mark, Eddie, Rachel, and Kia press the morph button on their morphers, and Scott opens his up.

PAUL, MARK, EDDIE, RACHEL, AND KIA

Go digital!

SCOTT

Siren, digitize!

All six Rangers morph.

FADE OUT.

FADE IN:

EXT. A BEACH NEAR A CLIFF - DAY

Part of the ground opens up as the D.A.T.A. Tracker comes out. All six Rangers (still morphed) climb out of the vehicle.

EDDIE

We've got to talk Doc into building another vehicle.

KIA

Yeah, it's crowded enough in the back seat with three people, let alone four.

SCOTT

Well if Doc did make another vehicle, I'm sure it'd be for me.

RACHEL

Does someone have plans for his own "Siren Cycle"?

SCOTT

Maybe I do, but what's it to you?

PAUL

Guys please, I know it was a little crowded in the back, but we've got work to do.

MARK

Besides I wasn't crowded at all. And I'm sure Red wasn't either.

SCOTT

That's because you were in the front seat.

PAUL

And I had to drive. But like I said enough of this fighting. Try to save it for whoever might pop up.

EDDIE

So where's this artifact?

Rachel takes out her morpher, rotates the screen, and presses a few buttons. A map appears on the screen.

RACHEL

From what Doc said, it's somewhere in this general area.

KIA

We'll be able to cover more ground if we split up.

PAUL

I was thinking the same thing.

MARK

What's the plan fearless leader?

PAUL

Pink you're with me. Yellow you go with Black. And since the two of you have been getting along so well in the past few days, Blue you're with Siren.

The Rangers split off into their groups; Kia goes over to Paul. Rachel takes off with Mark. Eddie takes off with Scott. Paul waits for a few minutes as Mark, Eddie, Rachel, and Scott all get out of site.

PAUL

Okay let's go.

Paul and Kia start to walk towards a forested area.

KIA

So why'd you break us up the way you did?

PAUL

No particular reason other than Eddie and Scott still seem like they need to work out whatever it was they had between them.

KIA

Like what?

PAUL

I thought Eddie mentioned his former rivalry with Scott over Julia.

KIA

I knew that, but you sound as if something else has happened.

PAUL

Well Eddie and Julia kinda got into a fight today, and surprise, surprise someone other than Eddie's at fault.

KIA

So Scott was trying to break them up?

PAUL

Maybe not that severe, but at the very least he was trying to weaken what Eddie has with Julia.

KIA

Which would be a shame because they do make a nice couple. Not unlike two other people I can think of.

PAUL

Who?

KIA

Let's just say that you'll find out soon enough.

FADE OUT.

FADE IN:

EXT. ANOTHER PART OF THE FOREST - DAY

Mark and Rachel (both still morphed) wander through the area.

MARK

I bet you're a little upset that Paul didn't pair you off with himself.

RACHEL

And what's that supposed to mean?

MARK

I thought we've discussed it to death before Scott joined with us. It was also the reason why you didn't want Laura to go out with somebody.

RACHEL

Mark please, for the last time that isn't true. And even if it were, then maybe a few actions by that "certain someone" has caused his stock to be lowered recently.

MARK

Okay I get it now, for like every one thing he does to make you like him there's going to be something else that he'll do that'll counter it.

RACHEL

You couldn't be further from the truth.

MARK

Or am I?

RACHEL

When are you people going to stop that?

MARK

Depends.

Mark and Rachel continue on their way until they see a small platoon of Dragonites in the distance.

RACHEL

Is Dragos going after whatever this thing is?

MARK

Could be, but it might be a good idea to get a closer look.

Mark and Rachel start to creep toward where the Dragonites are. Mark moves a bush ever so slightly and sees Dragos holding the map.

DRAGOS

It should be around here somewhere.

RACHEL

So Dragos is going after the same thing we are, but why?

MARK

Probably to use whatever powers it has.

RACHEL

You're a history major, are there any relics around here that could be of use to Insidia?

MARK

No idea. And I can't even think of anything from any of the archaeology classes I've taken.

Mark and Rachel continue to watch Dragos closely.

DRAGOS

The Dragon Hammer is around here somewhere. Search for it and don't return until it's found.

All of the Dragonites go off in different directions, while three stay with Dragos. Mark and Rachel try to creep in a little more, but they inadvertently kick a few rocks. Dragos turns to the direction of the sound of the rocks, and sees Mark and Rachel.

DRAGOS

There's no use in hiding anymore, I see the two of you.

Mark and Rachel walk out to Dragos.

MARK

What exactly is this Dragon Hammer?

RACHEL

And more importantly, what are you planning on using it for?

DRAGOS

The Dragon Hammer is an old aboriginal weapon said to have great power. I'm plan-

MARK

No need to tell us. You're going to use it for evil, blah, blah, blah.

DRAGOS

You're just as bad as your leader, Black Ranger.

Dragos draws both of his swords.

DRAGOS

No let's see if you're as skilled as he is.

MARK

Mach Hammer!

RACHEL

Scoop Claws!

The Mach Hammer forms in Mark's hands, while the Scoop Claws form on Rachel's hands. Dragos swipes at Mark with the sword in his right hand, but Mark quickly blocks the attack. Rachel comes in on Dragos quickly, but he swipes at her with the sword in his left hand. Rachel blocks the attack with her Claws. Dragos breaks free of the grip Mark and Rachel have on him, and gives them both a hard slash. Mark and Rachel fly back a little and Dragos runs off.

MARK

Well at least we know that it's Dragos going after this thing.

RACHEL

But there's still no telling what this thing is.

MARK

Well one thing's for sure it's a hammer and it has something to do with dragons.

Mark takes out his morpher and rotates the screen. He dials a number.

FADE OUT.

FADE IN:

EXT. ANOTHER PART OF THE FOREST - DAY

Paul and Kia (both still morphed) are fighting a small platoon of Dragonites. They both have their D.A.T.A. Swords out and using them against the Dragonites. Paul is also holding his morpher (screen up) in his left hand.

PAUL
(sarcastically) Thanks for warning us
about the Dragonites.

MARK THROUGH THE COMMUNICATOR
And the reason for your sarcasm is?

PAUL
We're fighting some right now. Either
way we'll both keep an eye out for it.

Paul puts his morpher away, and gives a Dragonite a hard slash.

KIA
What was that about?

PAUL
We're going after something called the
"Dragon Hammer", and Dragos is after it
too.

KIA
Like Black really needed to tell us
that.

PAUL
I know.

Paul and Kia continue to fight the Dragonites.

EXT - A CLIFF OVERLOOKING WATER - DAY

Eddie and Scott (both still morphed) walk along the side of the cliff. Scott has the top part of his morpher flipped up.

SCOTT
Okay, got it.

Scott flips the top of his morpher down.

EDDIE
And?

SCOTT

It's some kind of a hammer. Either way we need to go.

EDDIE

About what happened in the coffee shop...

SCOTT

Oh for crying out loud Morita, will you give it up?

EDDIE

No, why are you still trying to do what you've been doing?

SCOTT

Old habits die hard. Besides I still find it kinda odd that we're supposed to be friends now.

EDDIE

You're not the only one.

Eddie and Scott continue on their way, until seeing a strange structure in the distance.

SCOTT

What is that?

EDDIE

No idea.

Eddie and Scott make their way to the structure. The structure is a rectangular stone slab with an indent in it, and partially circular extensions sticking out of it. Two of the extensions have spiked columns sticking out of them. Scott takes out his Detect Blaster and converts it to search mode. He places the end of it over top of the slab. The red light on the end flashes, and the voice says, "hit". Scott puts his weapon away.

SCOTT

Looks like this is it.

EDDIE

But how do we get into it?

Scott reaches out and starts to turn the right column clockwise. The slab opens up half way, but slams shut quickly.

SCOTT

So much for that idea.

EDDIE

Let me see.

Eddie reaches out and grabs onto the left column and tries to turn it clockwise, but it does not move. Eddie then tries moving it counterclockwise, and the slab opens up halfway, before slamming shut again.

SCOTT

(sarcastically) Nice try.

EDDIE

Let's just try this together. It's not like either of us go anywhere by just turning one.

SCOTT

Fine.

Scott turns the right column clockwise, while Eddie turns the left column counterclockwise. The slab opens up all the way, and a hammer with a dragon-like design is seen. Scott picks up the hammer.

SCOTT

That's it?

EDDIE

We did all of this, for that stupid little hammer?

A red colored bolt of energy is fired at both Eddie and Scott. They both take the hit, and Eddie falls to the side, while the hammer flies out of Scott's hand and he falls onto the edge of the cliff. Dragos and three Dragonites appear.

DRAGOS

At last, the Dragon Hammer. I guess I really should thank the two of you for getting it for me.

Eddie gets back to his feet. Once up Eddie sees Scott trying to hang onto the edge of the cliff with his right hand. Eddie goes over to Scott, but a Dragonite goes toward the hammer. Eddie continues to move toward Scott.

SCOTT

What are you doing? Get the hammer!

EDDIE

I know I'm going to regret this, but-

Eddie reaches down, grabs Scott's right hand, and pulls him up. Once Scott is back up, Dragos and the Dragonites have disappeared with the hammer.

SCOTT

Why didn't you grab the hammer?

EDDIE

We're supposed to be friends now,
aren't we?

SCOTT

Yeah, but that doesn't explain why you
didn't grab the hammer.

EDDIE

That wasn't important, besides we can
always regroup with the others and get
it.

FADE OUT.

FADE IN:

EXT. A BEACH NEAR A CLIFF - DAY

Paul, Mark, Rachel, and Kia (all still morphed) are fighting Dragos and a platoon of Dragonites. Paul slashes at a few of the Dragonites with his D.A.T.A. Sword taking them out. Mark also has his D.A.T.A. Sword out, and slashes at the Dragonites taking them out. Kia and Rachel slash at a few Dragonites taking them out and leaving only three Dragonites left in the group. The three Dragonites regroup behind Dragos.

DRAGOS

Cowards. But soon the Rangers will know the power of the Dragon Hammer.

Dragos takes out the Dragon Hammer and starts to raise it above his head. Just as he is about to bring it down, a light blue colored laser is fired at the Hammer and it flies out of Dragos' hand. Dragos looks up to Eddie and Scott (both still morphed) on the top of the cliff. Scott also has the Detect Blaster out.

EDDIE

Okay Dragos, this ends right now.

SCOTT

And you're going to pay for almost knocking me off that cliff.

Scott puts his Blaster away, and he and Eddie jump off of the side of the cliff and go down to the other Rangers.

PAUL

Good, the gang's all here. Now let's get him!

DRAGOS

Dragonites attack!

The three remaining Dragonites, charge at the Rangers. The Rangers in turn charge at the Dragonites. The headlights on Paul's helmet flash for a second.

PAUL

Grapple Staff!

The Grapple Staff appears, and Paul extends it out to his left.

PAUL

Tri-mode!

The Staff converts to Tri-mode. Paul brings the Staff above his head and starts to spin it around.

PAUL

Heat slash!

Paul brings down the Staff and slashes at the Dragonites. The lights on Rachel's helmet flash for a second.

RACHEL

Scoop Claws!

The Scoop Claws form on Rachel's hands. She brings her arms out to her sides and releases powered slashes from them.

RACHEL

Strength crush!

The slashes hit the Dragonites. The headlights on Eddie's helmet flash for a second.

EDDIE

Wind Knuckle!

The Wind Knuckle forms on Eddie's right hand, and he aims it at the Dragonites.

EDDIE

Sky blast!

A massive tornado is released from the Knuckle and hits the Dragonites. The headlights on Kia's helmet flash for a second.

KIA

Sub Blaster!

The Sub Blaster forms in Kia's hands, and she aims it at the Dragonites.

KIA

Depth charge!

Kia fires a high-powered blast at the Dragonites, and it makes contact. The headlights on Mark's helmet flash for a second.

MARK

Mach Hammer!

The Mach Hammer forms in Mark's hands and he brings it up above his right shoulder.

MARK

Speed crash!

Mark swings his hammer twice and the hits make contact with the Dragonites. The headlights on Scott's helmet flash for a second.

SCOTT

Detect Blaster!

Scott takes out and aims his Detect Blaster.

SCOTT

Silver shot!

Scott fires a high-powered shot at the Dragonites. The Dragonites take the final attack and fall down and explode. Dragos walks back to the area with the Dragon Hammer in his hands again.

PAUL

How?

DRAGOS

I got it while the six of you were fighting the Dragonites now witness the power of the Dragon Hammer.

Dragos raises the hammer and brings it down. A golden energy is released.

DRAGOS

Dragonites revive and grow to gigantic size!

The pieces of the fallen Dragonites absorb the energy, combine and grow to gigantic size.

MARK

They grew?

DRAGOS

Excellent. With this I can create and enlarge all sorts of monsters. This should put Ninjrex, Malevala, and Venge out of business. Not that Venge has created any monsters recently.

PAUL

Not going to happen.

Paul takes out his morpher, rotates the screen, presses the launch button, and all of the numbers. Dump 1, Formula 2, Gyro 3, Dozer 4, Marine 5, Drill 6, Shovel 7, Mixer 8, Crane 9, and Jet 10 make their way toward the Rangers. Paul, Mark, Eddie, Rachel, and Kia jump up and into their primary Trekkers. Inside of Dump 1 Paul places his Control Case in the front panel.

PAUL

D.A.T.A. Trek formation!

Dump 1, Formula 2, Gyro 3, Dozer 4, Marine 5, Drill 6, Shovel 7, Mixer 8, Crane 9, and Jet 10 combine.

PAUL, MARK, EDDIE, RACHEL, AND KIA

D.A.T.A. Trek Megazord, online!

The D.A.T.A. Trek Megazord lands and faces the Dragonites. Dragos looks up at the Dragonites and the D.A.T.A. Trek Megazord.

DRAGOS

Time to make it more difficult for them.

Dragos swings the hammer again, and the Dragonites grow even larger.

RACHEL

This isn't good.

MARK

They're way too big.

PAUL

We gotta try something. Flying Blast!

The D.A.T.A. Trek Megazord takes to the sky and flies toward the Dragonites. Before the D.A.T.A. Trek Megazord can get near them, one Dragonite fires a blast at the D.A.T.A. Trek Megazord. The D.A.T.A. Trek Megazord takes the hit and falls to the ground.

DRAGOS

Dragonites finish them!

A Dragonite starts to close in on the D.A.T.A. Trek Megazord. Inside of the D.A.T.A. Trek Megazord Kia looks at the screen in front of her.

KIA

We've taken too much damage.

Outside the Dragonite closes in on the D.A.T.A. Trek Megazord even more.

DRAGOS

Do it, destroy their Megazord!

The Dragonite raises its right foot and starts to slowly stomp on the D.A.T.A. Trek Megazord. On the ground Dragos raises the hammer up, but receives a few shots that knock the hammer out of his hands. Scott jumps up and catches the hammer. When Scott lands he swings the hammer.

SCOTT

Grow D.A.T.A. Trek Megazord.

The golden energy goes over the D.A.T.A. Trek Megazord, and grows to gigantic size just as the Dragonite is about to stomp on it.

RACHEL

We're growing?

The Dragonite falls to the ground and the other two Dragonites come up behind it. The D.A.T.A. Trek Megazord gets back to its feet.

MARK

But how did this happen?

SCOTT

You can thank me later.

The D.A.T.A. Trek Megazord turns around and bends over to see Scott.

MARK

Not bad Scott.

All three Dragonites are on their feet as the D.A.T.A. Trek Megazord turns around and takes to the sky.

PAUL, MARK, EDDIE, RACHEL, AND KIA

Flying Blast!

The D.A.T.A. Trek Megazord powers up and fires the Flying Blast attack at the Dragonites. One Dragonite moves out of the way as the attack hits the two other Dragonites destroying them.

SCOTT

Don't hog all the fun.

Scott raises his left arm and opens his morpher to command mode. He presses the launch button.

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

Fire 11, Aider 12, and Police 13 activate and launch.

EXT. THE D.A.T.A. TREK MEGAZORD'S AREA - DAY

The Rescue Trekkers make their way to the area. Scott grabs his control case and jumps up and into Fire 11. Inside Scott places the Case in the panel.

SCOTT

Control Case set. Rescue formation!

Scott opens up his morpher, presses combine button, turns the dial to "11", "12", and "13", and presses the digital chronograph. Outside the Rescue Trekkers combine and transform.

SCOTT

Siren Blast Megazord, online! Here goes nothing.

Inside of the Siren Blast Megazord, Scott pushes the jack down. Outside the Siren Blast Megazord lowers. Inside Scott quickly pulls up the jack.

SCOTT

Jump!

The Siren Blast Megazord quickly jumps up and goes flying towards the final Dragonite. Once the Siren Blast Megazord gets near the Dragonite it forcibly opens its mouth and enters. The Dragonite recoils in pain while the Siren Blast Megazord is inside of it. Inside of the D.A.T.A. Trek Megazord Mark loads up a program on his screen.

MARK

So what's it like in a Dragonite's stomach?

The program scans the Dragonite and shows an x-ray of it with the Siren Blast Megazord inside.

SCOTT

It feels a little weird.

Outside the Dragonite grabs onto its stomach, and then moves its hands to its head. Inside of the Dragonite the Siren Blast Megazord attacks. Outside the Dragonite starts to explode as the Siren Blast Megazord flies out of it. Once the Siren Blast Megazord is out of it, the Dragonite falls down and explodes. The Siren Blast Megazord lands on the D.A.T.A. Trek Megazord's right shoulder. Dragos looks up at the two Megazords.

DRAGOS

Curse you Rangers. This isn't over!

Dragos disappears. The Rangers jump down to the ground, and Scott takes out his compact Guard Crate. It expands to its flat form and Scott places the Dragon Hammer on top of it. The rest of the Crate forms over top of it. Scott picks up the Crate.

SCOTT

Looks like that takes care of everything.

EDDIE

I wouldn't say everything.

SCOTT

Okay fine, I'll leave Julia alone from here on in. And consider this a "thanks" for not letting me fall.

RACHEL

Good to see that the two of you have worked out your differences.

PAUL

Good, maybe we can we can all work in peace for once.

MARK

We'll see.

PAUL

And that's supposed to mean?

KIA

Exactly what the phrase "we'll see" means.

END