

**POWER RANGERS D.A.T.A.
TREK: EPISODE 26 –
COMBINATION CRUSH**

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FADE IN:

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

MARK and DOC walk into the room. Doc sits down at a workbench.

DOC

So what's the problem Mark?

Mark takes out his morpher.

MARK

I don't know what it is, but my morpher doesn't seem to be working.

DOC

Let me see.

Mark hands Doc the morpher. Doc rotates the screen and presses the launch button. The voice from the morpher says, "la-la-la-lanch-ch-ch-ch". Doc presses the "2" button. The voice says, "for-for-for-for-formu-la-la-la".

DOC

I see what you mean. What about the communications circuitry?

MARK

I can barely get a signal, and for once it has nothing to do with my cell phone network.

DOC

What about morphing?

MARK

I actually tried morphing three times.

DOC

And?

MARK

The first time put me in suit, but without the helmet. The second time just gave me the boots, gloves and helmet. And I'd prefer to not talk about what happened with the third time.

DOC

So it nearly-?

MARK

Pretty much, yeah.

DOC

Don't worry it's fixable, but it'll take a while.

MARK

What about if Insidia attacks?

DOC

How's your D.A.T.A. Scope working?

MARK

Fine.

DOC

Then you'll have to try to use that. But it might expose your identity.

MARK

And I know we're both worried about that.

DOC

I know. I'll try to have everything fixed as soon as I can, but in the meantime...

Doc gets up and walks over to a small box. He opens it and what appear to be five duplicate Digital Morphers lie in (from left to right) red, black, blue, yellow, and pink colored foam. Doc pulls out the one that is contained in the black foam, and walks back over to Mark. He hands the "morpher" to Mark.

MARK

What's this?

DOC

It's a loaner, but it only has the Digital Morpher's communication capabilities.

MARK

So what's with these duplicates?

DOC

Just a "Plan B" in case something like this ever happened. It's only so you can keep in touch with the other Rangers, push come to shove.

MARK

So this is no different that your "cell phone".

DOC

Actually it pretty much is my "cell phone". Either way, I need to get to work on your morpher, and from what you told me, you have a busy day as well.

MARK.

Yeah. Anyway I gotta go, and thanks for doing this.

DOC

It's what I'm here for.

Mark leaves the inventing room, and Doc starts to get to work.

FADE OUT.

FADE IN:

INT. THE COFFEE SHOP - DAY

PAUL is standing behind the counter. RACHEL and KIA are sitting on the couch.

KIA

I had another Mark dream last night.

RACHEL

This is like the fourth night in a row since that whole Cinderella thing.

KIA

I know, but there's something about everything he did that I just can't get out of my head.

RACHEL

Why don't you just tell him how you feel?

KIA

I, I-

RACHEL

You're not sure if he feels the same way, are you?

KIA

No.

Paul walks over to the couch.

RACHEL

What do you think of this whole Kia/Mark thing?

PAUL

What about it?

KIA

Do you think-?

PAUL

Well there is one thing that has stood out in my mind since after your first night here.

KIA

What?

PAUL

It's when I introduced you to him as "YourDreams". He actually said something along the lines of "I know she's 'my dreams'".

KIA

I remember that now.

PAUL

But that could've just been him trying to get you to go out with him or something. But I can't help but not wonder why he was acting the way he was with the glass slipper thing.

KIA

Anyway I've got class in a few minutes.

Kia gets up and starts to walk toward the door, just as Mark enters. Mark goes to his left to try to get out of Kia's way, but she moves to her right. Mark then goes to his right, but Kia goes to her left. Finally Mark grabs onto Kia's arms, picks her up a few inches, and moves her to the side. He walks over to Paul and Rachel, and Kia leaves the shop.

MARK

What's going on with Kia?

RACHEL

What do you mean?

MARK

I don't know. She was kinda getting in my way there for a minute.

Paul and Rachel look over at each other for a minute.

PAUL

I'm not sure how to tell you this but-

The sound of the door opening can be heard as a man dressed in khaki colored cargo pants, and a matching shirt enters the shop. He walks over to Mark.

MAN

Are you ready to go Mark?

MARK

I just need to grab something quickly, Professor Livingstone.

LIVINGSTONE

All right.

PAUL

What do you need to get?

MARK

I think you know.

Paul walks over to the counter, and moments later he returns with a cup of coffee. Paul hands the cup to Mark.

MARK

Now I'm ready.

Mark and Livingstone leave the shop.

RACHEL

Who was that?

PAUL

One of Mark's archaeology professors, I think they're going on a dig or something today.

INT. A HANGER SOMEWHERE - DAY

A gigantic robot rests crouched down on one knee. Inside of the robot, TIGRAS sits at the controls while JAGUAS stands in front of his chair.

TIGRAS

It's about time Venge finished this thing.

JAGUAS

Yes. Finally we can go after that set of armor, and maybe destroy the Rangers once and for all.

Jaguas sits down.

TIGRAS

Hopefully this new Artillery Negazord can do the trick.

Jaguas and Tigras pull on the controls. Outside the Artillery Negazord activates.

FADE OUT. OPENING CREDITS.

FADE IN:

INT. DR. VENGE'S PERSONAL LAB - DAY

DR. VENGE sits at a workbench. MALEVALA walks in.

MALEVALA

So tell me, what did you do to this new Negazord?

DR. VENGE

What are you babbling about?

MALEVALA

The last Negazord you built had that self-destruct mechanism in it. And if I know you the way I think I do, you've done something to this new one.

DR. VENGE

And what's that supposed to mean?

MALEVALA

I can tell you don't like making these things for Jaguas and Tigras, so spill it what's the problem with this one?

DR. VENGE

Please Malevala I'm a scientist, and I don't purposely build shotty merchandise, except that one time.

MALEVALA

Fine, fine whatever. So you actually built something that works perfectly for once.

DR. VENGE

But it'd be a shame if Jaguas and Tigras were to overwork this new Negazord.

MALEVALA

What do you mean?

DR. VENGE

There's always a chance of it overheating.

MALEVALA

So you-

Dr. Venge taps his nose with his right index finger. DRAGOS enters the lab.

DRAGOS
Did you get it Venge?

DR. VENGE
Just a minute.

Dr. Venge gets up and walks over to the bookcase. He picks up a rolled up map that is lying on one of the shelves, and walks over to Dragos. Dr. Venge then hands the map. Dragos unrolls the map.

DRAGOS
These symbols look awfully similar to my planet's language.

DR. VENGE
So you'll be able to figure it out?

DRAGOS
Yes. But why not give this to our resident archaeologists?

DR. VENGE
For the same reason I gave you the map to that hammer.

DRAGOS
I see.

CHAOTROS enters to lab. He notices the small gathering.

CHAOTROS
Is the main lab not good enough for anyone anymore?

MALEVALA
I just wanted to talk to Venge in private.

CHAOTROS
Venge, I was doing some thinking, and it might be a good idea to make a few more Vengines.

DR. VENGE
But what would they run on?

CHAOTROS
I've been collecting the energies of some of the recent fallen monsters.

DR. VENGE

I'll do them. Now if you all don't mind, I should probably start doing some work.

MALEVALA

Fine whatever.

DRAGOS

Very well.

CHAOTROS

I need to meet Insidia for something anyway.

Chaotros, Malevala, and Dragos leave the lab. Dr. Venge walks back over to the workbench, sighs a little, and sits down.

FADE OUT.

FADE IN:

INT. THE COFFEE SHOP - DAY

EDDIE, and Rachel sit at the couch while Paul is behind the counter. ISABEL walks in with a partially concerned look on her face. She walks up to Paul, and he notices her expression.

PAUL

What?

ISABEL

Did you know that someone's building another coffee shop down the street?

PAUL

What? Who?

ISABEL

It looks like they're just about to start to build it, and there were some people in there.

PAUL

I think I'll go pay them a little visit now that you're here.

Paul walks from out from behind the counter.

EXT. THE COFFEE SHOP - DAY

Paul steps out of shop. He then walks up to another building that looks like there is a little bit of construction going on in it. Paul presses on the door and it opens. He knocks on the door as he steps into the building.

PAUL

I'm the owner of Rossi's, and I'd just like to welcome you to the-

FEMALE VOICE

So we meet again Mr. Rossi.

Paul turns his head in the direction of the voice and sees CRITTENDEN, and Chaotros as KERNs.

PAUL

I should've known that only Mindset would build a rival shop down the street from mine.

CRITTENDEN

And when we're done with it, you'll wish you would've sold your shop to me.

PAUL

We'll just see what happens.

Paul takes a look at the inside of the building.

PAUL

Yes, we'll just have to wait and see how well you'll do, especially considering that this building used to be a Starbucks.

KERNS

I'm sure there's nothing wrong with a little friendly competition. Am I right Rossi?

PAUL

You know, you're right Kerns, but as long as the competition stays friendly. And doesn't become Mindset's usual tactics. Right Ms. Crittenden?

Crittenden shoots Paul an evil look.

CRITTENDEN

Right Mr. Rossi.

KERNS

Adrienne, if you don't mind, I'd like to talk to Rossi alone for a minute.

CRITTENDEN

Fine.

Crittenden walks off.

KERNS

Look, I know who you really are.

PAUL

What are you talking about?

KERNS

Don't play dumb with me. I know you're the Red Ranger.

PAUL

Me, the Red Ranger? Unlikely. I think I'll be going now.

Paul leaves the building. Just as he steps out, the ground starts to shake, and the warning sound on his morpher goes off. Paul takes out his morpher, and looks at the screen.

PAUL
It's fairly close.

Paul dials "5" on his morpher and presses the phone button. Kia appears on screen.

KIA
Yeah Paul?

PAUL
There's an attack.

KIA
I'm on my way.

Paul presses the phone button again to end the call. He then dials "2" and presses the phone button. Mark appears on screen.

MARK
I know about the attack but I can't.

PAUL
Why not?

MARK
Doc's fixing my morpher, and what I've got is little more than a cell phone.

PAUL
Okay fine.

Paul ends the call. He starts to run down the street a little catching up with Eddie and Rachel as they leave the coffee shop.

EDDIE
I all ready contacted Scott, and he's on his way.

PAUL
Good, we just got to wait for Kia now.

RACHEL
What about Mark?

PAUL
He's unable to morph at the moment.

FADE OUT.

FADE IN:

EXT. DOWNTOWN LINCOLN PARK - DAY

Numerous buildings get destroyed as the Artillery Negazord, stands in the wake of the destruction.

JAGUAS

Venge wasn't kidding when he said this one would pack some serious artillery.

TIGRAS

Let's see what else this thing can do.

Artillery Negazord unleashes a barrage of missiles that hit numerous buildings destroying them. The Artillery Negazord takes a couple of steps, just as the D.A.T.A. Trek Megazord flies in with its right leg extended. The D.A.T.A. Trek Megazord's flying kick makes contact and the Artillery Negazord falls back. The D.A.T.A. Trek Megazord hovers in the air.

PAUL

Whatever you're up to ends now.

TIGRAS

A likely story.

JAGUAS

Take this!

The Artillery Negazord aims its arm cannons at the D.A.T.A. Trek Megazord and fires a few lasers. The D.A.T.A. Trek Megazord dodges every shot.

JAGUAS

Try this!

The Artillery Negazord unleashes a barrage a missiles, and while the D.A.T.A. Trek Megazord is able to dodge some of them, some missiles make contact with the D.A.T.A. Trek Megazord knocking it of kilter in the air. Inside of the cockpit, Paul turns on his steering wheel hard. Outside the D.A.T.A. Trek Megazord straightens out and lands.

PAUL

Let's finish this.

EDDIE, RACHEL, AND KIA

Roger!

Inside of the D.A.T.A. Trek Megazord, Eddie looks down at his controls.

EDDIE

We're losing a little bit of power from
Jet 10. Mark-

Eddie turns his head to his to his right.

KIA

Don't worry about it. I think we have
enough power for now.

PAUL

Make sure we do.

Outside the D.A.T.A. Trek Megazord raises its right arm,
and tries to strike the Artillery Negazord, but the
Artillery Negazord dodges the attack. The D.A.T.A. Trek
Megazord tries its left arm, but the Artillery Negazord
dodges that attack, attacks, and grabs onto the D.A.T.A.
Trek Megazord.

PAUL

What?

TIGRAS

You haven't seen anything yet.

JAGUAS

Full power!

The Artillery Negazord flings the D.A.T.A. Trek Megazord
around, and the D.A.T.A. Trek Megazord falls back a little.
The Artillery Negazord aims its cannons and fires numerous
shots at the D.A.T.A. Trek Megazord. The shots make
contact. The Artillery Negazord then unleashes another
barrage of missiles, all of which make contact on the
D.A.T.A. Trek Megazord. The D.A.T.A. Trek Megazord steps
back a little after the attacks.

PAUL

We've got to take this to the sky.

The D.A.T.A. Trek Megazord takes off into the sky. It
swoops around to the Artillery Negazord, and powers up.

PAUL, EDDIE, RACHEL, AND KIA

Flying Blast!

The D.A.T.A. Trek Megazord fires a Flying Blast attack at
the Artillery Negazord, but the Artillery Negazord jumps up
getting out of the way of the attack.

PAUL

Where'd they go?

JAGUAS

Right behind you.

The D.A.T.A. Trek Megazord turns around a little, only to find that the Artillery Negazord has taken to the sky.

TIGRAS

You're not the only ones who can fly.

JAGUAS

Take this!

The Artillery Negazord lands a two-foot flying kick on the D.A.T.A. Trek Megazord hitting it in the back. The D.A.T.A. Trek Megazord flies face first into the ground, and takes out a few city blocks. The Artillery Negazord lands as blue energy bolts start to go over Jet 10. The Artillery Negazord starts to close in on the D.A.T.A. Trek Megazord.

KIA

Jet 10's been completely trashed.
There's no getting out of this one.

The Artillery Negazord stops, raises its right arm, and aims the cannon at the D.A.T.A. Trek Megazord.

JAGUAS

All too easy Rangers. Goodbye.

From out of nowhere several bolts of energy start to come out of the Artillery Negazord. The Artillery Negazord backs down a little.

RACHEL

What's going on?

JAGUAS

We've overheated. Try to fix it.

TIGRAS

I am.

The sound of sirens can be heard in the distance, as Fire 11, Aider 12, and Police 13 make their way to the scene.

JAGUAS

Great, he's here.

TIGRAS

We need to retreat, now.

The Artillery Negazord turns around and starts to take off, as the Siren Blast Megazord walks up to the D.A.T.A. Trek Megazord. SCOTT (morphed) sits inside of the Siren Blast Megazord.

SCOTT

Hey, you guys okay? And where are
Tigras and Jaguas going?

EXT. FORESTED AREA - DAY

Jaguas stands in front of the Artillery Negazord, which is sitting down.

JAGUAS

What did you do this time Venge? And
this better not interfere with us
trying to get the Armor of Kurosawa.

Tigras jumps out of the Artillery Negazord.

TIGRAS

We can't do anything with the Negazord
right now. Venge must've did something
to this one too, and it'll take a while
to repair.

JAGUAS

I know, but this shouldn't be that big
of a problem. Besides we're just about
where we need to be to find the Armor.

FADE OUT.

FADE IN:

EXT. ANOTHER PART OF THE FOREST - DAY

Mark and Livingstone make their way through the forest. Livingstone has map out that is in the form of a scroll.

LIVINGSTONE

Tell me Mark, have you done your homework on this expedition?

MARK

Let's see in the mid-nineteenth century a Buddhist monk from Japan, on a personal exile, brought over a set of samurai armor somewhere around here.

LIVINGSTONE

Very good. What else can you tell me?

MARK

The armor belonged to a disgraced samurai, by the name of "Kurosawa" who had entrusted the armor to his friend, the monk, to make sure that no one would get his or her hands on it. However the armor is said to be booby-trapped to further prevent people from getting it.

LIVINGSTONE

Now tell me this, how was the samurai disgraced, and why would he not want anyone to get their hands on his armor?

MARK

The samurai had felt that he failed his emperor, and as such felt disgraced by this. As for the armor, well it's said to make its wearer invincible. Is that everything?

LIVINGSTONE

Yes, and you've also proven something to me.

MARK

What?

LIVINGSTONE

Why you're the best student to be helping me with this.

MARK

Actually I've been a little fascinated with Japanese relics like this ever since I met a friend's uncle, who's also an archaeologist, and historian.

LIVINGSTONE

Anyone I'd know?

MARK

Dr. Isaac Morita.

LIVINGSTONE

Yes that's someone I know.

Mark gets a head of Livingstone a little, and pauses for a minute. Just as Livingstone comes up behind him, Mark sticks out his right hand to stop Livingstone.

LIVINGSTONE

What?

MARK

Look down.

Mark and Livingstone look down to find a tripwire between two trees. Mark and Livingstone slowly and carefully step over the wire, but just as Livingstone brings his left foot down, he accidentally hits the wire. A whooshing sound can be heard, and Mark and Livingstone run from it as several small branches with pointed ends fire down to the ground. Mark and Livingstone continue on their way until they exit the forest only to find a pile of rocks. Livingstone checks the map.

LIVINGSTONE

According to the map this is it.

MARK

There has to be more to it than that.

Mark and Livingstone walk up to the pile and start to inspect it a little in separate directions. Mark sees a clump of moss and moves it revealing a circular hole within one of the rocks.

MARK

I think I found something.

Livingstone goes over to Mark, and inspects the hole.

LIVINGSTONE

It must be some kind of keyhole, but I don't think there's a key.

MARK

Can I see the map for a minute?

Livingstone hands Mark the map. Mark rolls the map up, and places it within the hole. A yellow light starts to come out of spaces between the rocks as the rocks start to break apart revealing a set of samurai armor.

LIVINGSTONE

Why didn't I think of using the map itself as the key? Either way there it is the Armor of Kurosawa.

MALE VOICE

Too bad you won't be able to have it for long.

Mark and Livingstone turn around to see Jaguas.

JAGUAS

I guess I should be thankful to you humans for doing all the hard work for me.

MARK

You're not getting that armor.

JAGUAS

And who's going to stop me? It's not like you're one of the Power Rangers.

LIVINGSTONE

Yes Mark, he seems very dangerous. It might be best to let him have the armor.

Mark takes out his D.A.T.A. Scope. Jaguas notices it.

JAGUAS

And what is that?

Mark points the Scope at the Armor.

MARK

Take one step and I'll destroy the Armor.

JAGUAS

You wouldn't let an archaeological find like this go to waste, would you?

MARK

I might.

LIVINGSTONE

Mark, think about what you're doing.

Mark places his thumb on the top button near the end of the Scope. His thumb starts to shake a little as he presses the button. A light comes on, but nothing happens to the armor. Mark points the end of the Scope at Jaguas.

JAGUAS

I knew you were bluffing.

Jaguas steps forward, but numerous lasers are fired at him. Jaguas turns to the direction of the laser fire to find Paul, Eddie, Rachel, Kia, and Scott (all still morphed) holding their D.A.T.A., and Detect Blasters.

LIVINGSTONE

Thank goodness. The Power Rangers are here.

JAGUAS

Wait a minute, there's someone missing.

PAUL

Don't worry he'll be here eventually here. But for the time being, I think it might be best for a couple of people here to get to safety.

LIVINGSTONE

Agreed Red Ranger. Come Mark.

Mark and Livingstone start to run from the area, and enter the forest. As Mark, and Livingstone run through the forest they accidentally split up. Mark tries to look for Livingstone, but is unable to see him. Mark's loaner morpher rings, and he answers. Doc appears on the screen.

DOC

The repairs to your morpher are complete.

MARK

Great.

DOC

I'm sending it now.

From out of nowhere Mark's Control Case flies toward him with his morpher in the slot. Mark catches the Case, and puts the loaner morpher away. Mark then grabs his real morpher, rotates the screen, and presses the morph button.

MARK

Go digital!

Mark revs the digitize gear on the Control Case, and morphs. He then runs back toward the other Rangers carrying the Case. The other Rangers are fighting Jaguas, but stop when Mark gets back.

JAGUAS

About time you showed up.

MARK

I was a little busy.

The ground starts to shake, as the Artillery Negazord appears.

TIGRAS

All repairs are complete. There should be nothing stopping us now.

The Artillery Negazord aims its left arm cannon and fires a shot at the Rangers. The Rangers dodge the attack, and the shot creates an explosion. When the flames clear Jaguas and the Armor have vanished. Inside of the Artillery Negazord, Jaguas sits down in his seat.

JAGUAS

Excellent, now let's see what this armor can do.

TIGRAS

If everything's true then there really should be nothing that can stop us.

Outside, the Artillery Negazord opens its right hand revealing the Armor. The Armor starts to glow in a golden light and separates. Each piece of the Armor equips onto the Artillery Negazord, and its arm cannons retract a little.

TIGRAS

And now that we have the Armor of Kurosawa, maybe we should call this thing the "Samurai Negazord".

On the ground the Rangers look up at the Samurai Negazord.

MARK

This can't be good.

JAGUAS

Let's test out the power that we have with the Samurai Negazord.

PAUL
We need the Trekkers.

Paul's morpher rings, and he takes it out. Doc appears on screen.

DOC
Rangers, this is just a warning, but I haven't been able to make any repairs to Jet 10.

PAUL
Why not?

DOC
Fixing Mark's morpher was more important.

PAUL
We'll manage.

Paul ends the call, and rotates the screen of his morpher. Mark, Eddie, Rachel, and Kia take out their morphers and rotate the screen. Scott opens his morpher to command mode.

PAUL, MARK, EDDIE, RACHEL, AND KIA
D.A.T.A. Trekkers venture forth!

SCOTT
Rescue Trekkers venture forth!

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

Dump 1, Formula 2, Gyro 3, Dozer 4, Marine 5, Drill 6, Shovel 7, Mixer 8, Crane 9, Fire 11, Aider 12, and Police 13 activate, and take off.

EXT. THE RANGERS' AREA - DAY

The Trekkers make their way to the Rangers. The 9 D.A.T.A. Trekkers combine, and the 3 Rescue Trekkers combine.

PAUL, MARK, EDDIE, RACHEL, AND KIA
D.A.T.A. Megazord, Auxiliary Mode!

SCOTT
Siren Blast Megazord, online!

The two Megazords confront the Samurai Megazord.

JAGUAS
There's nothing you can do Rangers.

SCOTT

Knuckle Shot!

The Siren Blast Megazord aims its knuckles at the Samurai Negazord, and fires a few shots, but the shots do nothing. The Samurai Negazord walks through the kicked up dust, and the D.A.T.A. Megazord walks up to it. The Samurai Negazord fires a few blasts at the D.A.T.A. Megazord, but the D.A.T.A. Megazord walks through them. The D.A.T.A. Megazord then strikes the Samurai Negazord with both of its arms. The Samurai Negazord takes the hits and falls back a little. The cannon on the Siren Blast Megazord's head flips out and the Siren Blast Megazord grabs onto its shoulder cannons.

SCOTT

Tidal Blast!

The Siren Blast Megazord fires the Tidal Blast attack at the Samurai Negazord, and it appears destroyed.

SCOTT

Did we do it?

PAUL

What the-?

The Samurai Negazord walks through the dust kicked up by the Siren Blast Megazord's attack.

SCOTT

Oh no.

JAGUAS

We can't be defeated *that* easily.

TIGRAS

Not to mention that the Armor of Kurosawa makes us invincible.

PAUL

Impossible.

JAGUAS

It's true Rangers.

The Samurai Negazord extends its right hand and the handle of a sword appears in it. A flame comes out of the handle creating the blade of the sword. The Samurai Negazord jumps up, and over to the two Megazords and gives them both a hard slash. The Samurai Negazord turns around and gives the D.A.T.A. Megazord a hard slash. The Siren Blast Megazord tries to punch the Samurai Negazord, but the Samurai Negazord blocks the attack with its sword, and goes on to give the Siren Blast Megazord a few slashes. The Siren Blast Megazord falls back a little.

JAGUAS AND TIGRAS

Cross cut!

The Samurai Negazord gives the Megazords two powered slashes, one horizontal, and the other vertical. The Megazords fall down. Inside of the D.A.T.A. Megazord Kia looks at the screen on front of her.

KIA

We've lost quite a bit of power. This robot is too strong.

EDDIE

And we can't form the D.A.T.A. Trek Megazord since Jet 10's down.

PAUL

Just hang on.

Mark pounds his left fist on the control panel. He stands up.

MARK

We've got to do something. I think if we tried using every combination of the Megazords and the Auxiliary Trekkers we might get somewhere.

PAUL

You're right.

KIA

So what's the plan?

MARK

I'll take over here, everyone else get into one of the Auxiliary Trekkers. We'll try to crush this robot with every combination. But at the very least we should be able to wear it out.

PAUL

Think you can handle the Megazord on your own?

MARK

If you could do it that one time I should be fine.

Paul, Eddie, Rachel, and Kia pick up their Control Cases, and their seats lower. Mark presses on one of the secondary controls. Outside the D.A.T.A. Megazord stands up again, and the Auxiliary Trekkers detach with Rachel in Drill 6, Kia in Shovel 7, Eddie in Mixer 8, and Paul in Crane 9. Jaguas sees what the Rangers are up to.

JAGUAS

Just what do they think they're doing?

The Siren Blast Megazord comes up behind the Samurai Negazord grabs onto it. Shovel 7 drives up to the Samurai Negazord.

KIA

Shovel Arm!

Drill 6 rushes to the scene.

RACHEL

Take this!

Drill 6 and Shovel 7 strike the Samurai Negazord simultaneously.

JAGUAS

Why you!

The Samurai Negazord breaks free of the Siren Blast Megazord's grip, and slashes it a couple of times. Mixer 8 drives up to the Samurai Negazord.

EDDIE

Mixer Lasers!

Mixer 8 fires a few lasers at the Samurai Negazord, which make contact.

PAUL

Crane Jab!

Paul extends the arm on Crane 9 to jab the Samurai Negazord. The Samurai Negazord falls back a little just as the D.A.T.A. Megazord comes in with the D.A.T.A. Saber in hand. The D.A.T.A. Megazord tries to slash the Samurai Negazord, but the Samurai Negazord blocks the attack with its sword, and holds it against the D.A.T.A. Megazord's.

MARK

It's right where I want it. Scott,
attach a couple Auxiliary Trekkers.

SCOTT

Got it.

Aider 12, and Police 13 detach from the Siren Blast Megazord, and Drill 6 and Shovel 7 take their place. The Samurai Negazord breaks free of the hold the D.A.T.A. Megazord has on it, just as the Siren Blast Megazord tries to strike it with Drill 6. The attack is dodged and the Samurai Negazord tries to slash at the Siren Blast Megazord, but the Siren Blast Megazord grabs onto the Samurai Negazord with Shovel 7. Mixer 8 attaches to the D.A.T.A. Megazord.

MARK AND EDDIE

Cement Blast!

The D.A.T.A. Megazord shoots some cement at the Samurai Negazord, but it jumps out of the way.

SCOTT

Aider 12, Police 13, attack!

Aider 12, and Police 13 fly in and fire lasers at the Samurai Negazord. The shots make contact, and the Samurai Negazord falls to the ground. Shovel 7 attaches to the D.A.T.A. Megazord.

MARK AND KIA

Shovel Punch!

The D.A.T.A. Megazord tries to punch the Samurai Negazord numerous times with Shovel 7, but the Samurai Negazord blocks the attack with its sword.

JAGUAS

I don't know what you're trying
Rangers, but it's an empty gesture, and
you will be destroyed.

The Samurai Negazord pushes the D.A.T.A. Megazord back.

JAGUAS AND TIGRAS

Cross cut!

The Samurai Negazord does another cross cut attack, and it makes contact with the D.A.T.A. Megazord. The Siren Blast Megazord comes up behind the Samurai Negazord with Drill 6, and Mixer 8 attached. The Siren Blast Megazord strikes the Samurai Negazord with Drill 6, followed by a quick hit from Mixer 8. The Siren Blast Megazord then pushes the Samurai Negazord back with Mixer 8, and tries striking it with Drill 6 again. The Samurai Negazord quickly ducks under the attack, and gives the Siren Blast Megazord a slash as it comes back up. The Siren Blast Megazord falls to the ground. The Samurai Negazord closes in on the Siren Blast Megazord.

JAGUAS

Time to finish you.

The Samurai Negazord raises its sword, just as the hook from Crane 9 flies in and grabs onto the sword. The Samurai Negazord turns around to see the D.A.T.A. Megazord with Crane 9 attached.

PAUL

Scott now!

SCOTT

Water Blast!

The Siren Blast Megazord fires jets of water at the Samurai Negazord from its shoulder cannons. The D.A.T.A. Megazord pulls on the wire from Crane 9, making the Samurai Negazord fall on its back. The Siren Blast Megazord gets back to its feet, and tries to strike the Samurai Negazord simultaneously with the D.A.T.A. Megazord. The Samurai Negazord blocks both of the attacks, and puts a good hold on the two Megazords.

JAGUAS

Finally we can finish them.

An explosion starts to occur on the Samurai Negazord.

TIGRAS

We've overheated again.

JAGUAS

The Rangers must've been waiting for this to happen again.

MARK

Okay, let's get them!

The two Megazords push the Samurai Negazord back, and strike it with Crane 9 and Drill 6. The Samurai Negazord falls to the ground.

MARK

Paul now!

PAUL

All right. Hook Shot!

The D.A.T.A. Megazord fires the hook from Crane 9 at the Samurai Negazord. The hook grabs onto the Armor and rips it off making the robot the Artillery Negazord again.

MARK

Nice work.

The Armor shrinks down and goes into the D.A.T.A. Megazord's right hand, where a Guard Crate forms over top of it.

MARK

We've got the armor.

The D.A.T.A. Megazord puts the Crate away.

JAGUAS

Why you!

TIGRAS

Nothing's working.

MARK

Okay let's finish this off. Scott!

SCOTT

Right.

Drill 6, and Mixer 8 detach from the Siren Blast Megazord, and Dozer 4 and Marine 5 take their place.

SCOTT

Siren Blast Megazord, Dozer and Marine!

Crane 9 detaches from the D.A.T.A. Megazord, and Aider 12, and Police 13 attach onto it.

MARK

D.A.T.A. Megazord, Aider and Police!

SCOTT

Time to finally finish this. D.A.T.A. Saber!

The Siren Blast Megazord takes out the D.A.T.A. Saber, charges at the Artillery Negazord, and slashes at it a couple of times.

SCOTT

D.A.T.A. Saber, power up!

The Siren Blast Megazord crosses the Saber over to its other side, and brings it up in a circular counter clockwise maneuver. An energy version of the D.A.T.A. compass symbol appears behind the Siren Blast Megazord. The needle on the compass starts to spin and the Siren Blast Megazord brings the Saber back and slashes at Artillery Negazord.

MARK

Knuckle Shot!

The D.A.T.A. Megazord aims its fists and fires numerous lasers from Aider 12, and Police 13. Energy bolts start to go over the Artillery Negazord, and a few explosions occur. Jaguas and Tigras escape just as the Artillery Negazord falls down and explodes. The D.A.T.A. Megazord turns around, and the Siren Blast Megazord, and the Auxiliary Trekkers come up beside it.

FADE OUT.

FADE IN:

INT. INSIDIA'S LAB - DAY

Dr. Venge, and Malevala pace around a little. Jaguas and Tigras enter, and walk up to Dr. Venge. Tigras takes out and aims his blaster at Dr. Venge.

TIGRAS

What did you do to that last Negazord?

DR. VENGE

Absolutely nothing. It's not my fault that you overheated it. It had some very sensitive circuitry.

Tigras puts his blaster away.

JAGUAS

Fine Venge whatever, but mark my words if we ever find out that you've purposely added some defect to any of the Negazords we will destroy you.

Jaguas and Tigras leave the lab. Malevala shoots Dr. Venge a somewhat sinister smile.

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

Doc and the Rangers stand around.

DOC

Well that armor's being stored here for now.

PAUL

And it's eventually going to go to the SGS, right?

DOC

More than likely.

KIA

What was the danger level on the armor?

DOC

Three thirty. And I don't think I need to tell you that it was a powerful artifact.

Mark's morpher rings, and he answers.

MARK

Hello? (pause) Hi Professor Livingstone, sorry we kinda got split up after the Power Rangers showed up. (pause) Actually I'm at the coffee shop you picked me up at today. (pause) How about I meet you at your office in fifteen minutes? (pause) Okay great. See you then.

Mark ends the call and puts his morpher away.

DOC

Who's this Professor Livingstone?

MARK

Just an archaeology professor of mine. I actually went with him today to find the Armor.

DOC

I see. Well it sounds like you need to get going.

Mark leaves the monitoring room. A strange look goes over Doc's face. Paul notices.

PAUL

You're not thinking of having Jones extend Livingstone an invitation to join the SGS are you?

DOC

I might, because after all he's been in contact with a powerful artifact.

END