

**POWER RANGERS D.A.T.A.  
TREK: EPISODE 3 - MORE  
THAN A GAME PART 3**

POWER RANGERS D.A.T.A. TREK: EPISODE 3 - MORE THAN A GAME  
PART 3

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FADE IN:

INT. RACHEL'S BEDROOM - NIGHT

RACHEL sits in front of her laptop doing some typing. After a few moments she gets up and leaves the room. As she leaves the room the face that contacted the Rangers appears on the screen. Rachel returns to the room carrying a glass of water. Upon seeing the face she drops the glass.

RACHEL

Great just great, I've got a virus.

FACE

I am no virus.

RACHEL

Okay, there's got to be a perfectly good explanation for this. It's late, you're trying to pull an all-nighter Rachel, and it's just some hallucination. Probably nothing a good night's sleep wouldn't fix.

FACE

I'm no hallucination either.

RACHEL

Then what are you?

FACE

A simple messenger. I am here to tell you that your presence is required at this address.

The face disappears as the address to Doc's house appears on the screen. Rachel grabs a piece of paper and a pen, and writes down the address. Once Rachel has written the address the face appears on the screen again.

RACHEL

What exactly is this for?

FACE

You will see in due time. However time is of the essence. So the sooner you can come to this address the better.

RACHEL

Why do you want me?

FACE

That will be explained soon enough.  
I'll leave you now, but please come to  
the address you wrote down as soon as  
possible. Tomorrow if you can.

Rachel does some thinking for a second.

RACHEL

I think tomorrow will work.

FACE

Excellent. See you then.

The face disappears, and the screen goes back to what it  
once was. Rachel walks over to her laptop and inspects the  
area around it, but only finds the power cord attached to  
it.

FADE OUT. OPENING CREDITS.

FADE IN:

INT. THE COFFEE SHOP - LATE MORNING

PAUL walks around bussing tables by picking up any cups customers may have left, and putting them in a small plastic tub. ISABEL is in the back doing some accounting. MARK and KIA sit on the couch, while EDDIE sits at a table near them playing a game on a PSP-like portable gaming device. Eddie has a bottle of apple juice on the table and takes an occasional sip. Paul makes his way over to where the others are sitting. He sets the tub down.

KIA

I've been wondering something.

MARK

What?

KIA

Where'd all of your screen names come from?

MARK

Well, "BlackKnightmare" comes from my color.

KIA

I figured that much. What about the "Knightmare" part?

MARK

It's just a pun on knight and nightmare. Plus add black to it, and you've got something that kinda deals with chess. Now where'd "YourDreams" come from?

KIA

When I first started playing the game I thought it'd mostly be people like Eddie playing. So if all of those geeks wanted to ask me out, my answer would naturally be "in your dreams".

PAUL

Makes sense.

KIA

What about "pikapix58"?

PAUL

Just an old user name I've had for years. I don't remember where it came from. I think it might've dealt with an anime about a bunch of odd-looking animals.

KIA

Hey Eddie, where'd "aoi\_otaku" come from?

Eddie does not hear, and is mostly in his own little world while playing the game.

PAUL

Hey GeekStation Portable, where'd your screen name come from?

EDDIE

Just a sec.

Eddie pauses the game.

KIA

What's "aoi\_otaku" mean?

EDDIE

Well like Paul it's an old user name of mine, but unfortunately my Japanese isn't what it used to be.

PAUL

It means "the blue geek".

EDDIE

You know Japanese Paul?

PAUL

Just a little.

KIA

Why'd you learn it?

PAUL

Partially because my business major requires me to learn a foreign language, so I figured since there's a lot of commerce with Japan these days, go with Japanese.

MARK

Tell them the other reason why you learned it.

PAUL

The other part of it was so I could understand what a former sensei of mine was yelling at me back when I was still doing martial arts.

EDDIE

So what happened with this sensei?

PAUL

I dated his daughter for a while, but I ended up dumping her sometime down the line. This angered him a little, and that led to a small falling out.

KIA

There's just one thing I still want to know.

PAUL

What?

KIA

If Isabel's your aunt, then why don't you call her "aunt Isabel"?

PAUL

I'll show you. Oh aunt Isabel...

Isabel gets up and walks over to Paul.

ISABEL

Paul, how many times do I have to tell you? Calling me "aunt Isabel" always made me feel old.

PAUL

And now you know Kia.

ISABEL

What exactly was this about?

PAUL

Kia just wanted to know, why I don't add the "forsaken word" in front of your name.

ISABEL

I see.

KIA

So why does it make you feel old?

ISABEL

My own aunts were old ladies, and since I'm only eleven years older than Paulie-

PAUL

You know I hate it when anybody calls me that.

ISABEL

Consider us even now. Anyway I've got to get back to work.

Isabel goes back to the back.

EDDIE

Is it just me, or does it seem like Isabel isn't Paul's aunt?

KIA

What do you mean?

PAUL

Eddie's right, we've got more of an older sister/younger brother thing going. Besides like she said, she is only eleven years older than me. Speaking of Isabel, I've doing some thinking.

MARK

About what?

PAUL

That maybe we should let her in on our "little secret".

KIA

Why? Isn't Doc's knowledge about us, enough?

PAUL

Yeah, but he's not always going to be around, so I think it'd be nice to have at least one other person know about us. Besides she could start wondering why we're always rushing out of the shop. Especially when we're both working Kia.

MARK

Sounds like a good idea to me, but I think it might be a good idea to tell Doc about this first.

PAUL

I wasn't going to do anything about this before getting the okay from Doc.

KIA

I have no problem with Isabel knowing. Plus, like you said Paul, it'd be a bonus for the both of us while we're working.

PAUL

What about you Eddie?

EDDIE

What do you mean?

PAUL

Would you mind if Isabel knows about who you are?

EDDIE

I don't see a problem.

PAUL

Okay I'll pass it by Doc, and see what he says.

Paul checks his watch. He then picks up the tub and starts to rush toward the back of the shop.

KIA

What's the rush Paul?

PAUL

I'm going to be late for my only class today.

Paul sets the tub down in the kitchen area, grabs his backpack and rushes out of the shop.

FADE OUT.

FADE IN:

EXT. A QUAD AT LINCOLN UNIVERSITY - DAY

Paul, carrying his bike helmet, walks out of one of the buildings and makes his way through the quad toward one of the parking lots. A distance in front of Paul, Rachel is walking around holding her new Digital Morpher and carrying a few books. Rachel stares at her morpher not really paying much attention to anything else in front of her.

DISSOLVE TO:

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

Rachel stands around while DOC walks in carrying the morpher and a holder. He hands them both to her.

DOC

And here you go. Welcome to the team.

RACHEL

When am I going to meet the others?

DOC

Soon enough. Actually I think they usually hang out at Rossi's Coffee Shop, so you should be able to find them there.

RACHEL

Is there anything else that I should know?

DOC

Try to keep your identity as secret as possible. I especially don't want our enemies to find out about us.

Rachel checks her watch.

RACHEL

I've got class in an hour, so I need to go now.

DOC

That's okay. I'll see you later.

Rachel leaves the monitoring room.

DISSOLVE TO:

EXT. THE QUAD AT LINCOLN UNIVERSITY - DAY

Rachel continues to walk through the quad while staring at her morpher. Eventually she bumps into Paul. Neither one of them get a look at each other. Rachel's books fall down, and her morpher flies a distance away from her.

PAUL  
Sorry about that.

RACHEL  
Don't worry about it. It's my fault.

They both crouch down to pick up the books and see each other.

PAUL  
We've got to stop meeting like this.  
Rachel, right?

RACHEL  
Yeah. You're Paul aren't you?

PAUL  
Yeah.

Paul and Rachel have gathered the books and Paul hands the ones he gathered to Rachel.

PAUL  
That everything?

RACHEL  
I think I dropped my (unsure pause)  
cell phone too.

Paul looks over to his right and sees Rachel's morpher lying on the ground. He walks over to it and picks it up with his right hand. He then goes back over to Rachel.

PAUL  
You don't by chance play the *Power Rangers D.A.T.A. Trek* video game, do you?

RACHEL  
Actually I do, but what's that got to do with anything?

PAUL  
This cell phone, as you call it, looks a little interesting.

Rachel quickly snatches her morpher from Paul.

RACHEL

Well that's all you're going to see of it.

Rachel starts to walk away from Paul.

PAUL

But then again my own cell phone looks exactly like that.

Rachel stops and turns to Paul. She walks back to him.

RACHEL

What do you mean?

Paul takes out his morpher, and shows it to Rachel.

PAUL

This.

RACHEL

You're-?

PAUL

Not here, there are too many people around, but yes I am.

RACHEL

Why'd you want to know about that game?

PAUL

Because I got that cell phone because of my high score on it. I play as "pikapix58".

RACHEL

I'm "psyche\_babe".

PAUL

I'm not sure about the psyche part, but you definitely are-

RACHEL

Finish that sentence, and I'll smack you.

PAUL

Fine. What are you doing now?

RACHEL

Actually I was going to go to the library to study, why?

PAUL

I was just wondering if you'd like to-

RACHEL

You're not asking me out, are you?

PAUL

No, I was wondering if you wanted to meet the others.

RACHEL

Okay I guess. But where exactly are we going?

PAUL

Let's see, last time I checked they were all at my coffee shop, but they could be anywhere now.

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

PAUL

Where are you?

MARK

Still in the coffee shop, why?

PAUL

Just wondering. Where are Kia and Eddie?

MARK

They're here too, why?

PAUL

Again, just wondering. Stay there, because there's someone the three of you need to meet.

Paul ends the call.

PAUL

Shall we?

FADE OUT.

FADE IN:

INT. INSIDIA'S LAB - DAY

DR. VENGE works on his equipment, adding the final touches to it. INSIDIA walks over to him.

INSIDIA

Well?

DR. VENGE

Almost finished. And I think you'll love these changes I've made to it.

INSIDIA

What kind of changes?

DR. VENGE

I was able to weaponize it, making it much more portable. Despite its size, it still packs the right kind of punch.

INSIDIA

Excellent. I'm going to look forward to seeing the first creation with it Venge. In fact I want you to test it out as soon as it's finished.

DR. VENGE

As you command Insidia.

DRAGOS walks into the lab.

DRAGOS

Insidia I-

INSIDIA

Dragos, I don't care what you may be up to, since the quality of your work hasn't exactly been stellar recently.

DRAGOS

Malevala failed you yesterday mistress.

INSIDIA

Malevala failed because of your interference. Not to mention that an additional Ranger appeared as well. I don't want to hear any more of whatever excuses you may have Dragos, and that's final.

DRAGOS

Yes mistress.

Dragos walks away. Dr. Venge finishes up the final touches to his equipment.

DR. VENGE

There finished.

Dr. Venge holds up a sizable bazooka-like device with barrel that has a semi-spherical end.

INSIDIA

What exactly do you call this thing?

DR. VENGE

The Transmutation Ray. With it we can turn anything into a creature that can destroy the Rangers.

INSIDIA

Can it also create gigantic monsters as well?

DR. VENGE

As a matter of fact it can, why?

INSIDIA

If the Rangers' defeat of Dragos the other day was any indication, they could potentially destroy any human-sized creature we send them. However if we send them something that's much bigger...

DR. VENGE

Then there could be no stopping us.

INSIDIA

Exactly.

DR. VENGE

What exactly do you have in mind mistress?

INSIDIA

Just come with me.

Insidia and Dr. Venge leave the lab.

FADE OUT.

FADE IN:

INT. THE COFFEE SHOP - DAY

Mark, and Kia continue to sit on the couch while Eddie sits at the same nearby table playing a game on his handheld device. Paul and Rachel walk in. Paul leads Rachel over to the others.

PAUL

Eddie, pause it for a sec, okay?

Eddie pauses his game.

MARK

So who do we have here?

RACHEL

I'm Rachel.

KIA

Isn't she the girl you bumped into yesterday Paul?

PAUL

Yeah.

EDDIE

What exactly does she have to do with us?

Mark gets a good look at Rachel and sees the morpher holder clipped onto a belt loop on the right side of Rachel's pants.

MARK

She's yellow Eddie.

EDDIE

So we're a full team now?

RACHEL

Apparently.

MARK

You are yellow, right?

RACHEL

I think so. How would I know if I was?

MARK

Which Ranger did you play as in...

Mark points toward the *D.A.T.A. Trek* game.

RACHEL  
I was the Yellow Ranger.

EDDIE  
So are you "psyche\_babe"?

RACHEL  
Yes. Why do you ask?

Eddie gets up and starts to head over to the *D.A.T.A. Trek* game. Rachel looks at Eddie somewhat funny.

EDDIE  
You coming or what?

RACHEL  
What's-?

MARK  
Looks like someone wants to play you.

Rachel goes over to the game and sits down on the left side. Eddie sits on the right. They both put their stats disks in, their characters load up, and they take the controls. The Blue Ranger in the game charges at the Yellow Ranger. The Blue Ranger jumps up and performs a flying kick, which the Yellow Ranger blocks. The Yellow Ranger counters the attack sending the Blue Ranger flying back a little. The Blue Ranger gets back to his feet and summons the Wind Knuckle. The Blue Ranger aims the weapon at the Yellow Ranger. The Yellow Ranger then calls for her signature weapon. She pounds both parts of the weapon on the ground causing some rocks to start to somewhat shower her. The Yellow Ranger then flings the rocks at the Blue Ranger. The Blue Ranger dodges the rocks, by levitating himself with his Knuckle. The Yellow Ranger stops flinging the rocks, puts away her weapon, and draws her *D.A.T.A. Sword*. The Blue does the same and the two Rangers start to charge at each other clashing swords. Eventually they press up and hold their swords against each other. The timer runs out, and neither of their health bars has had anything drained from them. The words "tie game" are displayed through the holographic imaging.

EDDIE  
You play a tough game.

RACHEL  
So do you, but I'd expect that from the third highest player.

The Digital Morphers ring. Paul takes his out. The word "Doc" appears on the caller ID. Paul rotates the screen and answers the call.

PAUL  
Hello?

Doc appears on the screen of the morpher.

DOC  
Paul, have you met up with Rachel yet?

PAUL  
As a matter of fact she's here with me in my coffee shop.

DOC  
What about Mark, Eddie, and Kia?

PAUL  
They're here too.

DOC  
Good, you're all acquainted. Anyway, I want the five of you to come to D.A.T.A. Base immediately.

PAUL  
See you in a few.

Paul ends the call and puts his morpher away.

MARK  
What was that about?

PAUL  
Doc wants the five of us to go to D.A.T.A. Base.

KIA  
For what?

PAUL  
Didn't say. But there's something telling me that Mindset could be up to something. (to Eddie and Rachel) We gotta go.

Eddie and Rachel get up from the game. All five Rangers leave the shop.

FADE OUT.

FADE IN:

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

Doc looks at a few screens. Insidia and Dr. Venge (holding the Transmutation Ray) are seen at a beach near a cliff. The screen only shows their backs. The Rangers walk in.

PAUL

So what's going on?

DOC

The scanners are detecting some activity at this beach.

Doc points to the screen that has Insidia and Dr. Venge.

MARK

Who are they?

DOC

I can't tell as you can see only their backs are shown.

Insidia turns around on the screen and her face is shown.

PAUL

Wait a minute that's Adrienne Crittenden, only she's blonde.

DOC

So Insidia herself is there.

RACHEL

Who exactly is this Insidia?

DOC

One of the most ruthless beings in the universe. I think she may have given her minions some token jobs within Mindset.

PAUL

I know for a fact that Malevala chick is Crittenden's assistant.

KIA

What makes you say that?

PAUL

Yesterday when we were fighting her, I thought she looked familiar, and sure enough she's Crittenden's assistant Karen Wyatt.

EDDIE

So who's that dragon guy from yesterday in Mindset?

DOC

That's not important right now Eddie.

RACHEL

Yeah, besides I think it might be a good idea to go to where Insidia and that guy with the freaky hair are.

DOC

Thank you Rachel. So I think the five of you know what you have to do now.

Paul, Mark, Eddie, and Kia nod.

RACHEL

What do we have to do now?

MARK

What else? Morph.

RACHEL

How-?

DOC

Just watch the others Rachel.

Paul, Mark, Eddie, and Kia take out their morphers, rotate the screen, press the morph button and rev the digitize gear.

PAUL, MARK, EDDIE, AND KIA

Go digital!

Paul, Mark, Eddie, and Kia morph. Rachel takes out her morphers, and does the same as the others.

RACHEL

Go digital!

A yellow wire frame person appears and rotates on the screen of Rachel's morpher. Yellow binary code goes over the wire-frame. The person stops rotating, the binary code disappears, and reveals Rachel in suit without the helmet. A translucent version of Dozer 4 appears over Rachel's head forming the helmet. Rachel is now morphed. The Rangers head toward the D.A.T.A. Tracker. They all climb in with Paul in the driver's seat. Mark in the front passenger's seat, and Kia, Eddie, and Rachel (from left to right in that order) in the back seat. The D.A.T.A. Tracker drives off.

FADE OUT.

FADE IN:

EXT. A BEACH NEAR A CLIFF - DAY

Dr. Venge aims the Transmutation Ray at a part of the cliff. He fires a beam and it hits the cliff.

INSIDIA

So what now?

DR. VENGE

We wait.

INSIDIA

Why do we have to wait?

DR. VENGE

A creature of that size takes a lot of energy, which means that it also takes some time for it to form. So please be patient mistress.

INSIDIA

Very well.

A section of the ground opens up, and the D.A.T.A. Tracker drives out of it. The D.A.T.A. Tracker parks and the Rangers (still morphed) get out. Insidia looks at the five of them.

INSIDIA

There's a yellow one now?

RACHEL

That's right, and whatever you're planning, it ends now.

INSIDIA

Hmm. It actually doesn't matter if there are five of you now, because momentarily you'll be crushed under the foot of our Stone Titan.

MARK

Stone Titan?

DR. VENGE

A creature of great strength and stature. Also permit me to introduce myself Rangers; I am Dr. Venge, Insidia's top scientist. (to Insidia) I think my work here is done, so I'm going to go back to the lab now.

INSIDIA

As you wish Venge. I'm going to stay here to make sure that the Rangers meet their end with the Stone Titan.

Dr. Venge leaves.

INSIDIA

Dragonites!

A massive platoon of Dragonites appears.

INSIDIA

Get them!

The Dragonites charge at the Rangers. The Rangers in turn charge at the Dragonites. In one area Paul is fighting against the Dragonites unarmed. Paul swipes at a few with his right arm hitting them, and then does a quick roundhouse kick with his right foot. Paul unleashes a barrage of punches from both of his fists taking out the remaining Dragonites. More Dragonites start to close in on Paul, and he draws his D.A.T.A. Blaster and converts it to the D.A.T.A. Sword. Paul starts to confront these new Dragonites. In another area Mark has his Mach Hammer out and swipes at the Dragonites with it, hitting them numerous times. Mark puts the Hammer away and draws his D.A.T.A. Blaster, and fires numerous lasers at the Dragonites taking them out. Mark then converts his Blaster in the D.A.T.A. Sword and starts to slash at the remaining Dragonites. In another area near a cliff, Eddie fights the Dragonites with his D.A.T.A. Sword. He slashes at a few of them before converting his Sword back to his Blaster and firing numerous shots at them. Eddie puts his Blaster away.

EDDIE

Wind Knuckle!

The headlights on Eddie's helmet flash, and the Wind Knuckle forms on his right hand. The Dragonites charge at him. Eddie uses his Knuckle to levitate himself over the Dragonites. Eddie lands, and the Dragonites turn to face him. Eddie aims his Knuckle at the Dragonites and unleashes a burst of wind at them, which causes the Dragonites to fall off of the cliff. In another area, Rachel and Kia are fighting against the Dragonites with their Swords. Rachel slashes at a few Dragonites.

RACHEL

Is this fighting going to get any easier?

Kia slashes at a few Dragonites.

KIA

I don't think it is, but I'm sure we'll eventually get used to it.

Rachel slashes at a few more Dragonites.

RACHEL

It better, or this is going to get difficult.

Kia slashes at more Dragonites.

KIA

Yeah. The last thing that I want to do is break a nail while fighting these things.

In the first area, Paul now has his Grapple Staff out, and converted to Tri-mode. The headlights on Paul's helmet flash.

PAUL

Grapple Staff, Red Zone Crush!

Paul starts to power up a little, eventually sliding on the ground toward the Dragonites. When he approaches the Dragonites Paul slashes at them taking them out. The Dragonites fall down and explode. Paul puts the Grapple Staff away. The other Rangers come up behind Paul, and they all face Insidia who is standing before a cliff.

PAUL

You're next Insidia.

INSIDIA

I don't think so Red Ranger.

The ground starts to shake as the Stone Titan rises from behind the cliff. Stone Titan gets to its feet, and Insidia levitates up to its right shoulder.

INSIDIA

Stone Titan, crush them!

Stone Titan walks forward. The Rangers dodge its foot as it walks. The Rangers get back to their feet.

RACHEL

What are we going to do?

MARK

We've never fought anything that big.

KIA

And there's no way we'll be able to take it out like this.

EDDIE

If only we had the Zords from the mini-games that were in *D.A.T.A. Trek*.

PAUL

Eddie, you're a genius.

EDDIE

I am? How?

PAUL

Think about it, if Doc created the main game to train us to be Rangers, then those mini-games were meant to train us to pilot the Zords.

Paul takes out his morpher, rotates the screen and dials a number.

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

Doc sees the Stone Titan on the screen and rushes out of the room. Moments later he comes back carrying three Control Cases in his left hand, and two in his right. He sets the Cases in his right hand down, and presses a button on a panel near the screens. The panel opens up revealing five vertical multicolored (from top to bottom: red, black, blue, yellow, and pink) cubbyholes. Doc places a Case in each of the holes.

DOC

If only they had more time to practice with them.

Paul appears on screen.

PAUL

Doc, we need some help.

DOC

Don't worry Paul. I've all ready set up the program to launch your Zords, the *D.A.T.A. Trekkers*. So all the five of you need to do now is, press the "go" button on your morpher, press your number, rev the digitize gear, and call out "*D.A.T.A. Trekkers, venture forth*".

PAUL

Okay got it.

Paul disappears from the screen. Doc hits a button and the Control Cases start to take off one by one, from top to bottom, from their cubbyholes.

EXT. THE BEACH - DAY

The Rangers have their morphers out. They all press the "GO!" button on their morphers. A voice emanating from the morphers, says, "launch!" Paul presses the "1" on his morpher and the voice says "dump". Mark presses the "2", and the voice says "formula". Eddie presses the "3", and the voice says "gyro". Rachel presses the "4" and the voice says "dozer". Kia presses the "5" and the voice says "marine".

ALL FIVE RANGERS  
D.A.T.A. Trekkers, venture forth!

The Rangers rev the digitize gear on their left arms. The Control Cases make their way to the Rangers, and each one takes a case.

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

Dump 1, Formula 2, Gyro 3, Dozer 4, and Marine 5 launch from their resting places.

EXT. A CONSTRUCTION SITE WITHIN LINCOLN PARK - DAY

Dump 1 drives through the site. Paul jumps up and into Dump 1. Inside of Dump 1 Paul places his Control Case in the front panel.

EXT. AN F1-STYLE RACE TRACK - DAY

Formula 2 turns on the track. Mark jumps up and into the Formula 2. Inside he places his Case in the front panel.

EXT. DOWNTOWN LINCOLN PARK - DAY

Gyro 3 flies through the sky. Eddie jumps up and into it. Inside he places his Case in the front panel.

EXT. A CONSTRUCTION SITE OUTSIDE OF LINCOLN PARK - DAY

Dozer 4 bursts through some rock at the site. Rachel jumps up and into it. Inside she places her Case in the front panel.

EXT. A RIVER WITHIN LINCOLN PARK - DAY

Marine 5 drives through the river. Kia jumps up and into it. Inside she places her Case in the front panel.

EXT. A BEACH FRONT RESORT - DAY

Stone Titan walks toward the resort. Insidia has a very pleased look on her face. Moments later Gyro 3 swoops in and fires numerous lasers at Stone Titan. Gyro 3 comes up to the other D.A.T.A. Trekkers and they all fire lasers at Stone Titan. Stone Titan turns around.

MARK

If you think you're getting away with this you're wrong.

RACHEL

After all that's what we're here for.

EDDIE

We're here to protect Earth from whatever you may be planning.

KIA

Besides that's what we were also trained for.

PAUL

Let's do it guys. Don't let this thing get away.

Dozer 4 drives toward Stone Titan. It gets its shovel underneath one of its feet, and lifts the shovel tripping Stone Titan a little. Formula 2 speeds up and toward Stone Titan. The front of the vehicle lifts up revealing a missile launcher. Mark fires numerous missiles at Stone Titan. The impact of the missiles causes Insidia to fall off of the creature, and Stone Titan to fall down as well.

PAUL

Okay guys; time to combine these things.

KIA

Really? Are you sure we can do it?

PAUL

Well there's only one way to find out.

MARK

True.

Inside of Dump 1 Paul presses the Megazord button. The voice says, "combine". Each of the Rangers presses their numerical button, and the voice says what their Zord is. Paul revs the digitize gear, and the voice says, "Megazord formation". Outside (from left to right) Marine 5, Dump 1, and Dozer 3 have lined up. Dozer 4 sticks its shovel into the ground and the rear of the vehicle flips out. The rear of Marine 5 closes in, and its front claws flip up. Both Dozer 4 and Marine 5 attach themselves to Dump 1. The rear of Dump 1 flips out. Formula 2 drives up to Dump 1, Dozer 4, and Marine 5, just as Dump 1 is making the combo so far rise up. Formula 2 drives up the combo and attaches itself to Dump 1. The front of Formula 2 flips down, and the basic Megazord head pops up. Gyro 3 approaches the others and the Megazord helmet comes out of the rear of the vehicle. Inside of Dump 1, Paul takes his morpher out of his Case. He then picks up the Case itself, and his chair lowers. Outside, the helmet attaches to the head of the Megazord, and the remainder of Gyro 3 attaches to the Megazord's back. Inside the Megazord cockpit, the chairs of all five Rangers pop up to each Ranger's position. The Rangers place their Cases in the panel.

PAUL

D.A.T.A. Megazord...

ALL FIVE RANGERS

ONLINE!

On the ground Insidia gets up and sees the Megazord confront Stone Titan.

INSIDIA

Great they have a Megazord now. However this still isn't over Rangers, not by a long shot.

Insidia disappears. Inside of the Megazord the Rangers place their Morphers in their cases.

PAUL

Okay, let's try first gear.

Each of the Rangers presses on the secondary controls of the Cases.

PAUL

D.A.T.A. Axe!

The Megazord uses the D.A.T.A. Axe to pick at the ground a little. A line of dust comes up and at the Stone Titan.

MARK

I think we did it.

RACHEL

I sure hope so.

Stone Titan walks through the kicked up dust. It comes up to the Megazord and grabs onto it, pushing it back.

EDDIE

We gotta get free!

The gears on the Megazord start to pump up and the Megazord punches Stone Titan numerous times freeing itself of Stone Titan's grip. Stone Titan falls back a little.

PAUL

D.A.T.A. Scoop!

The Megazord places the Scoop in a crack on the ground and starts to shovel some of the ground, until it flips Stone Titan on its back.

PAUL

Okay, let's finish this!

KIA

Right. Combining both weapons.

The Megazord holds the D.A.T.A. Axe in its right hand, and the D.A.T.A. Scoop in its left. It touches both of them together and they combine into D.A.T.A. Saber. The Megazord holds the D.A.T.A. Saber out to its right.

ALL FIVE RANGERS

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

The 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 Megazord. The needle on the compass starts to spin and the Megazord brings the Saber back and slashes at Stone Titan. Stone Titan takes the hit and falls down and starts to explode. The Megazord turns its back to Stone Titan just as it explodes.

FADE OUT.

FADE IN:

INT. INSIDIA'S LAB - DAY

Insidia returns and goes over to her throne. Dragos, Malevala, and Dr. Venge come up to her and bow before her.

DRAGOS

How did it go mistress?

INSIDIA

Those blasted Rangers will never defeat us. I want them to meet their end swiftly and painfully.

MALEVALA

It'll be a pleasure to do that mistress.

DR. VENGE

Anything else Insidia?

INSIDIA

I also want you to find out who they are, because maybe we could try exploiting their true selves somehow.

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

The Rangers (now unmorphed) walk in and stand before Doc.

DOC

Excellent work Rangers!

MARK

It was nothing.

EDDIE

Speak for yourself.

RACHEL

Yeah, that was kinda tough.

KIA

It'll probably get easier.

PAUL

I wouldn't count on it. Mindset's attacks will probably only get worse now that we've got a Megazord.

DOC

Right you are Paul-

PAUL

But?

DOC

But, the five of you will mostly have to figure everything out on your own.

EDDIE

Why?

DOC

I'm leaving tomorrow to go on an expedition. That's why you've all been given keys to upstairs.

RACHEL

What key?

PAUL

I'll give you yours later, Rache.

RACHEL

Don't ever call me that again.

PAUL

Okay Rache.

Rachel makes a tight fist with her right hand, and growls ever so slightly. Paul notices this.

PAUL

You get kinda ugly when you're mad.

RACHEL

Well if someone didn't make me mad to begin with, we wouldn't have this problem.

MARK

Rache, he's just doing it to sort of haze you into the group. Kinda like he kept calling Eddie "kid" yesterday.

RACHEL

Great, now you're doing it too Mark?

PAUL

C'mon lighten up a little.

END