

**POWER RANGERS MAGIX:  
EPISODE 20 - THE NINJA  
STRIKES**

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FADE IN:

INT. THE MAIN HALL - DAY

WALKER and SAMSON sit at the Taurus House table. Walker is eating breakfast, as is Samson, but Samson clearly looks wrapped up in the book that he is reading. The Magix Lamp sits in front of Samson on the table. KEITH, BOWIE, MARIA, and ABBY come into the hall, they walk up to the Taurus table, and sit down.

KEITH

Samson, what are you reading?

Samson closes the book and places it flat on the table to his right, with the spine pointing at him. On the cover the title reads "MAGIX: A HISTORY".

SAMSON

That answer your question Keith?

KEITH

Yes, but why are you reading that book?

SAMSON

To see if it had any information on the Catacomb of Mystery, and maybe even Cheshire.

KEITH

Does it?

SAMSON

No.

CHESHIRE pops his head out of the Lamp.

CHESHIRE

You know they called it the "Catacomb of Mystery" for a reason.

SAMSON

And that'd be?

CHESHIRE

If I told you it wouldn't be a mystery.

Cheshire goes back into the Lamp.

KEITH

Have you found anything useful?

SAMSON

Not really other than the word "Magix" is actually an acronym.

BOWIE

What?

SAMSON

Yeah, the founders needed a name so they just combined their first initials.

MARIA

That makes sense now. After all the founders are Madeline Merfolk, Alastair Taurus, Gamma Pixee-

KEITH

Ignatius Firebird.

Maria shoots Keith an evil eye.

MARIA

And Xavier Goldenbird. And thanks Keith for interrupting me like that.

KEITH

No problem. Anyway, what else was said in the book Samson?

SAMSON

Apparently when the five founders were about our age, they stumbled upon five beings called "Mage Spirits".

WALKER

The Mage Spirits must be where our own powers come from.

BOWIE

It's probably more along the lines of that we tap into their power.

SAMSON

Actually it says here that the five founders tapped into the power of the Spirits, so Bowie you're right.

ABBY

Does it say anything about why Magix does the student mage thing every hundred years?

SAMSON

It's mostly so that the power of the Spirits isn't lost. I think it's one of those once you use the power you have to continue using it or else it goes away.

MARIA

That's right, because my dad is actually losing his magic due to not being able to use it as much as he'd like.

ABBY

It's the same with my mom.

KEITH

What else does the book say?

SAMSON

Well, let's take a look.

Samson opens up the book.

FADE OUT.

FADE IN:

INT. THE LAIR - DAY

MUMANKAMON rises from the throne. He starts to pace around Demos' portal, while watching the Solaria Express Megazord defeat Quake Hammer on the mirrored section of his fan. After watching it for too long Mumankamon shakes the fan, somewhat violently, which causes the image to vanish from the fan.

MUMANKAMON

Curse that Solaria Ranger and his Megazord! Just when I thought that I was going to be able defeat the Rangers this guy has to show up. Which is why I have called for your services.

Mumankamon turns to face a wall, which seemingly has nothing in front of it. NIGHT and MARE creep around and watch Mumankamon seemingly talk to no one.

MARE

Who's he talking to?

Night shrugs her shoulders.

NIGHT

I don't know, but let's keep watching him.

Mumankamon continues to pace around Demos' portal.

MUMANKAMON

The mission I have for you is to infiltrate the Magix castle, hunt down the Solaria Ranger, and steal his Solaria Express Trainzord card, as well as the card that he uses to form his Megazord. With both of these cards we can summon and form the Solaria Express Megazord to use it against the Rangers.

Night and Mare come up to Mumankamon clearly not looking amused.

NIGHT

That's enough of this.

MUMANKAMON

What?

MARE

Just who are you talking to?

MUMANKAMON

Show yourself.

In the corner that Mumankamon was staring at, a sheet designed to look like the wall of the lair is flung to the side to reveal the SHURIKAGE monster. Shurikage walks up to Night and Mare, and bows.

SHURIKAGE

Shurikage, at your service ladies.

NIGHT

So you were talking to the new monster all along.

MUMANKAMON

You don't think that I'm insane enough to talk to myself do you?

MARE

Well...

MUMANKAMON

That's enough of that.

NIGHT

But why use this thing, as opposed to the previous monsters?

MUMANKAMON

The previous monsters relied too much on brute strength. However only a ninja such as Shurikage has the stealth we need to infiltrate the Magix castle to obtain the Solaria Ranger's two Zord cards.

SHURIKAGE

How would you like me to do it Mumankamon?

MUMANKAMON

Just use your imagination. Hunt down the Solaria Ranger and directly take the cards from him, capture one of the other Rangers and use the cards as ransom to free the Ranger you took. I don't care how you do it. Just do it!

SHURIKAGE

As you command my Pharaoh.

Shurikage vanishes.

MUMANKAMON

Excellent. The perfect amount of  
loyalty! Which is more than I can say  
for some of my other minions.

Mumankamon turns to look at Night and Mare. They turn their  
backs to him, and walk away.

INT. AN AREA OF THE LAIR WITH BRIGHT RED LIGHTS - DAY

WOLZARD stands before a black magic circle, which is  
hovering above the ground. Mechanos' sword lies on the  
circle, and Wolzard is pounding on the sword with a hammer.

WOLZARD

Magix mages, what are you going to do  
now...

Wolzard stops pounding on the sword. The circle is absorbed  
into the sword changing it into Wolzard's old sword.  
Wolzard picks up the sword, holds it out, and stares at it.

WOLZARD

...that I have re-forged Mechanos'  
sword into my own?

FADE OUT.

FADE IN:

INT. THE HALLS OF MAGIX - DAY

Samson walks around trying to get to his next class. Shurikage has made himself invisible and is closely following Samson. Shurikage very steadily gets close to Samson and extends his right arm to try to swipe at Samson, but Samson bends over to tie his right shoe.

SAMSON

I could've sworn I felt some kind of a draft just now. Oh well.

Samson gets back up, and continues to walk. Samson walks for quite some time and eventually checks his watch.

SAMSON

Great, I'm now late for this class. Where is that map of the castle Keith gave me?

Samson reaches into his backpack, and pulls out a very old map drawn on a piece of parchment. The map shows a small portion of the school, the one Samson is standing in. Samson looks down and sees a dot on the map labeled "S. KNIGHT". Samson points to that dot.

SAMSON

Okay so I'm here, and I need to get to Professor Noche's classroom, which is...

The map unfolds itself to reveal a much wider view of the map. A broken line starts to form from Samson's dot on the map to Noche's classroom, which is clearly on the other side of the castle.

SAMSON

Great, there's no way I'll be able to make it. But I'm sure Professor Noche will understand if I say I got lost.

From out of nowhere a shuriken flies from behind Samson, and hits the map. The shuriken causes the map to fly at the nearby wall, and even holds up the map on the wall when the shuriken hits the wall. Samson turns around.

SAMSON

What was that?

Shurikage reveals himself.

SHURIKAGE

Well, well, well. So you must be the Solaria Ranger.

SAMSON

You're one of Mumankamon's goons aren't you?

SHURIKAGE

Clever boy. Now hand over your two Megazord cards.

SAMSON

And I should do that because?

SHURIKAGE

You wouldn't want the other Rangers to fall victim to my ninja abilities would you?

SAMSON

Well no, but I'm still not handing over my cards.

SHURIKAGE

Very well, but be prepared to see your friends suffer. The next time we meet will be your undoing.

SAMSON

You say that now, but you'll be singing a different tune when the Rangers defeat you.

SHURIKAGE

Interesting sentiment. See you in Little Tokyo.

Shurikage vanishes.

SAMSON

Better tell Professor Firebird about this.

Samson goes off.

FADE OUT.

FADE IN:

INT. PROF. FIREBIRD'S OFFICE - DAY

PROF. FIREBIRD and NOCHE sit in two chairs facing each other.

NOCHE

Athena you really do not have to do this.

PROF. FIREBIRD

But I want to. Now what is it that you wanted to talk about?

NOCHE

That transfer student from Solaria.

PROF. FIREBIRD

What about Samson?

NOCHE

He was a no show for my class this morning.

PROF. FIREBIRD

I see.

A knocking is heard.

PROF. FIREBIRD

Come in.

Samson enters.

SAMSON

Professor I really need to talk to you.

Samson walks up to Prof. Firebird and Noche.

NOCHE

As a matter of fact Samson I would also like to talk to you.

SAMSON

Actually I wanted to talk to Professor Firebird, but what would you like to talk about Professor Noche?

NOCHE

Why did you not come to my class this morning?

SAMSON

I got lost on the way.

NOCHE

That is understandable.

PROF. FIREBIRD

Now what do you want to talk about Samson?

SAMSON

I had a run in with a monster.

PROF. FIREBIRD

Where?

SAMSON

In the halls of the castle.

PROF. FIREBIRD

This cannot be. No monsters have the ability to penetrate the castle, unless they had some sort of camouflage or cloaking abilities.

SAMSON

I think this monster is able to turn itself invisible.

PROF. FIREBIRD

Then that would explain why this one was able to find you here. Did the monster say anything to you?

SAMSON

It wants my two Megazord cards.

PROF. FIREBIRD

Did the monster give you an ultimatum if you do not give it the cards?

SAMSON

The other Rangers are going to be in a world of hurt if I don't give it the cards.

PROF. FIREBIRD

This is most troubling.

SAMSON

Now I've got a question.

PROF. FIREBIRD

What?

SAMSON

Keith mentioned to me something about you having Ranger powers; will the monster try to get you too?

PROF. FIREBIRD

While I do have powers, they are currently reenergizing, and the process is only at sixty-five percent. Plus I do not think that Mumankamon, and by extension the monster knows about my powers, so I think I should be safe.

SAMSON

Okay good.

PROF. FIREBIRD

Samson, for now just take it easy and go to your classes like you normally would. I will inform the other Rangers of what is going on.

SAMSON

Okay.

Samson leaves.

FADE OUT.

FADE IN:

INT. THE HALLS OF MAGIX - DAY

Keith and Abby walk around.

ABBY

So how serious do you think this threat to the five of us is?

KEITH

Well my mother wouldn't tell us to be careful otherwise.

ABBY

True enough, but aren't you worried about this monster's invisibility?

KEITH

Well that is a bit of a gimme.

Slowly an invisible Shurikage starts to creep up behind Keith and Abby. Abby pauses for a minute. Keith stops as well.

KEITH

What?

ABBY

I could've sworn I just felt something creeping up behind us.

KEITH

You're just paranoid. Just because we've got to be a little more careful than usual doesn't mean that there is actually something out there.

ABBY

I guess you're right.

KEITH

C'mon we've got class in a few minutes.

Keith and Abby continue to walk down the hall. Shurikage still follows them very slowly. Keith and Abby walk down the hall until coming up to a classroom door. As Keith opens it, Shurikage grabs Abby. Abby tries to let out a scream but Shurikage muffles her mouth before any sound can come out. Shurikage and Abby disappear leaving behind the books Abby has been carrying. Keith turns around, and sees the books on the floor.

KEITH

Where'd she go?...Wait a minute the  
monster must have been following us.

Keith takes out his Wand Morpher and opens it up. He dials  
a number.

KEITH

Walker, Bowie, Maria come in.

WALKER

(FROM THE PHONE SPEAKER)

What Keith?

KEITH

Abby just disappeared.

MARIA

(FROM THE PHONE SPEAKER)

What?

KEITH

I think the monster must have been  
following us as we were walking down  
the hall.

BOWIE

(FROM THE PHONE SPEAKER)

So Firebird's warning was serious.

KEITH

Do you think she'd actually joke around  
about something like this?

BOWIE

(FROM THE PHONE SPEAKER)

Well no.

KEITH

Anyway guys, just be careful, because  
any of the four of us could be next.

Keith ends the call, and puts his Wand Morpher away. He  
enters the classroom.

FADE OUT.

FADE IN:

INT. ANOHTER AREA OF THE CASTLE - DAY

Walker, Bowie, and Maria exit a classroom and start to walk through the hall. They walk for a few minutes until Maria can no longer take the awkward silence.

MARIA

So who do you think the next one of us to go is?

WALKER

This is unlike you Maria. Why would you ask that?

MARIA

I couldn't take the silence anymore. With this threat looming over us, and Abby now missing it's hard not to ask questions like that.

BOWIE

Well if I had to choose I'd say maybe Keith.

WALKER

Why Keith?

BOWIE

It's only because he's not here to put up some kind of a fuss.

MARIA

Bowie this is serious, who knows what that monster could do to us?

WALKER

Not to mention that it's a decision between Samson's two Megazord cards or us.

BOWIE

Then maybe Samson should give the monster the cards.

MARIA

Bowie you know we can't let those cards get into Mumankamon's hands. There's no telling what he could do if he had access to the Solaria Express Megazord.

BOWIE

True, Mumankamon's bad enough without Samson's Megazord.

WALKER

I think maybe we should just try to take out minds off of our potential kidnapping by the monster.

MARIA

But how? It's not like this isn't a big deal.

WALKER

Maria, chill. Even if the five of us do get captured Samson will come to save us.

BOWIE

Walker's got a point. Even if Samson didn't want to save us, Firebird would force him either way.

WALKER

Besides if and when we are captured, when Samson frees us it's not like that monster won't be going down.

BOWIE

We've done it plenty of times before, and we'll do it again.

MARIA

I guess you guys are right.

WALKER

Of course we're right. Although I won't argue that we do need to keep our guards up if the monster is after us.

Shurikage starts to creep up behind them while invisible.

BOWIE

So what do we want to do now? I don't have another class for a while.

MARIA

Well I am getting kinda hungry.

WALKER

Okay to the main hall it is.

Walker starts to stumble a little bit. He looks down and notices a shoelace has become untied.

WALKER

Oh great.

Walker crouches down. Maria and Bowie stop to wait for Walker. As Walker ties his shoe a net from behind the three of them flies out and covers Bowie and Maria. When Walker gets back up Bowie and Maria have disappeared.

WALKER

Where'd they go?...Oh no.

Walker pulls out his Wand Morpher, opens it and dials a number.

WALKER

Keith, Bowie and Maria are gone.

KEITH

(FROM THE PHONE SPEAKER)

What?

WALKER

I'm not kidding. The monster must've gotten to them.

KEITH

(FROM THE PHONE SPEAKER)

I don't think we should tell Samson about this.

WALKER

Why?

KEITH

(FROM THE PHONE SPEAKER)

He's all ready a little worried that the disappearances are because of him.

WALKER

I see where you're going but I do think it'd be better if we told him.

KEITH

(FROM THE PHONE SPEAKER)

Fine. Whatever.

Walker ends the call, and puts his morpher away. Walker continues down the hall until eventually coming up to Samson.

SAMSON

Walker, have you seen Abby, Bowie or Maria?

WALKER

Actually Samson there's something we need to tell you.

SAMSON

What?

WALKER

I think maybe it'd be better to tell you in Professor Firebird's office.

SAMSON

Okay. When?

WALKER

Right now.

Walker takes his morpher out again.

WALKER

Keith, meet Samson and myself in your mother's office.

KEITH

(FROM THE PHONE SPEAKER)

Okay, see you there.

FADE OUT.

FADE IN:

INT. PROF. FIREBIRD'S OFFICE - DAY

Prof. Firebird sits at her desk doing some work. A knocking is heard.

PROF. FIREBIRD

Come in.

Keith, Walker, and Samson enter.

KEITH

Mother, there's something we need to tell you and Samson.

SAMSON

What?

WALKER

A few minutes ago Bowie and Maria were captured.

PROF. FIREBIRD

This is the first I have heard of this.

WALKER

Like I said it only happened a few minutes ago.

PROF. FIREBIRD

Does Samson know about Abby as well?

SAMSON

Abby got captured too?

KEITH

She was the first one to go.

SAMSON

This is all my fault, isn't it?

PROF. FIREBIRD

No it is not.

SAMSON

How so?

PROF. FIREBIRD

You cannot help it if Mumankamon wants the power you possess.

KEITH

Yeah, those who are allied with darkness are only considered about getting more power. And just be glad that you haven't met a guy by the name of Wolzard yet.

SAMSON

Who's Wolzard?

WALKER

He's bad news, and that's all you really need to know about him right now.

PROF. FIREBIRD

Now Rangers, we need to come up with some sort of plan. Samson, did the monster mention anything to you that seemed a little out of place?

SAMSON

What do you mean?

PROF. FIREBIRD

Did the monster mention something that could be his undoing?

SAMSON

The only thing that sticks out in my mind is that he said, "See you in Little Tokyo".

WALKER

What is so important about Little Tokyo?

SAMSON

Could that be where he's taken the others?

PROF. FIREBIRD

Possibly. Well the three of you know what you have to do now.

KEITH

Right. Let's go guys.

FADE OUT.

FADE IN:

EXT. THE STREETS OF GANDALF CITY - DAY

Keith and Walker (both morphed) ride on their Broom Cycles, while Samson (morphed) follows on the Carpet Glider. The Rangers turn left and enter Little Tokyo. The Rangers stop and get off of their vehicles. They start to wander around.

KEITH

Keep an eye out for anything. The monster's got to be hiding somewhere around here.

They continue to walk through Little Tokyo. A black magic circle appears on the ground, and a platoon of Infelshias comes out.

WALKER

So how are we going to do this?

SAMSON

You two take care of the Infelshias; I'll find the others.

KEITH

Good luck.

Samson runs off. Keith and Walker start to fight the Infelshias. They split up the Infelshias into two groups. Keith starts out by first fighting against the Infelshias with his Sword. He slashes at a few causing some to fall down. However there are a few remaining.

KEITH

Draiocht, draiocht, arm! Magix Gloves!

The Gloves form over his hands. Keith then starts to rapidly punch the remaining Infelshias in his group. The remaining Infelshias fall down. Walker fights against his group with his Axe. All of the Infelshias that Walker is fighting fall victim to the many slashes from the Axe. The Infelshias in Walker's group fall down.

INT. AN ABANDONED BUILDING IN LITTLE TOKYO - DAY

Bowie, Maria, and Abby (all unmorphed) lie on the floor tied up with rope. Shurikage stands up and paces around, standing a few feet away from the three of them.

SHURIKAGE

Well it appears that the Solaria Ranger has decided to not to give me his Megazord cards.

BOWIE

Like he would ever hand them over to one of Mumankamon's goons.

SHURIKAGE

Such impudence Yellow Ranger, too bad it won't get you anywhere with me.

BOWIE

Tell me something.

SHURKAGE

What?

BOWIE

Since you've managed to capture the three of us, what are you planning on doing with us?

SHURIKAGE

Whether or not I get the cards from the Solaria Ranger I'm going to destroy you one way or another. In fact now that I have the three of you here I might as well do it now.

Shurikage draws one of his swords with his right hand, and walks up to Bowie, Maria, and Abby with his back to a nearby door. As he walks to them he raises his sword. Samson very slowly enters the room through the door carrying the Magix Lamp. Samson converts the Lamp into Blaster mode and rubs it with his right hand. Samson aims at Shurikage's sword and fires. The blast hits the sword causing it to fall out of Shurikage's hand. Shurikage turns around.

SHURIKAGE

So you've come.

SAMSON

Too bad you're not getting the cards.

SHURIKAGE

Then it looks like I'll have to get them the hard way.

SAMSON

Fine by me.

Samson rubs the Lamp.

SAMSON  
Cheshire I need you.

Cheshire comes out of the Lamp.

CHESHIRE  
What do you want?

SAMSON  
Free Bowie, Maria, and Abby as I take care of the monster, and I need you for a plan later.

CHESHIRE  
No problem.

Cheshire hovers over to Bowie, Maria, and Abby as Shurikage confronts Samson. Samson and Shurikage start to fight in unarmed combat exchanging punches that each other end up blocked. Samson and Shurikage continue to fight as Cheshire cuts the ropes on Bowie, Maria, and Abby with one of his claws. Bowie, Maria, and Abby get to their feet and watch the fight between Samson and Shurikage.

ABBY  
Why doesn't Samson just use the Lamp Blaster?

CHESHIRE  
Because I need to be in the Lamp for the Blaster to work. Speaking of which.

Cheshire turns himself into smoke and enters the Lamp. Bowie, Maria, and Abby continue to watch the fight between Samson and Shurikage.

MARIA  
I have a question.

ABBY  
What?

MARIA  
Why aren't we morphed right now?

BOWIE  
Good question. Now let's take care of that.

Bowie, Maria, and Abby take out their Wand Morphers and convert them to wand mode.

BOWIE, MARIA, AND ABBY  
Magix Metamorphosis! Arthraigh, duine,  
marbhan!

Bowie, Maria, and Abby all morph. They charge at Shurikage knocking him to the ground.

SAMSON  
You guys take care of the monster.

ABBY  
What about you?

SAMSON  
I have a plan. Don't worry.

Samson leaves the building. Shurikage gets back to his feet.

SHURIKAGE  
You Rangers are going to pay for this!

BOWIE  
I don't think so.

Bowie, Maria, and Abby sidestep to their right and circle around with Shurikage until his back is to the windows. Bowie, Maria, and Abby then charge at Shurikage again, knocking him through the windows, and out into the streets of Little Tokyo. Shurikage crashes to the ground and lies there for a few moments. Bowie, Maria, and Abby land on their feet as Keith and Walker come up to them.

WALKER  
Where's Samson?

MARIA  
He said he has a plan.

BOWIE  
So let's finish this thing!

The Rangers stand in a line (going from left to right) in the order of Bowie, Maria, Keith, Abby, and Walker. They all draw their Wand Staffs with the Keith, Walker, and Bowie's Staffs converted into their signature weapons. Keith, Walker, Maria, and Abby charge at the monster giving it slashes from all of their weapons. Keith, Walker, Maria, and Abby get back a little as Bowie fires a few shots from his Crossbow. The Rangers jump up and extend their right legs.

KEITH, WALKER, BOWIE, MARIA, AND ABBY  
Five Mage Kick!

Keith, Walker, Bowie, Maria, and Abby give the monster a flying kick, which makes contact, and sends Shurikage flying back a few feet. He lands in front of a building. Cheshire comes out of the building dressed in a kimono and carrying a samurai sword. Shurikage gets up and sees Cheshire.

CHESHIRE

The Solaria Express Megazord is coming.

A train whistle can be heard as the Solaria Express Megazord appears behind the building. Shurikage looks up to see the Megazord.

SHURIKAGE

You're not getting away with this!

Shurikage performs a few hand movements, and jumps up. He turns himself into a ball of dark purple smoke, and the smoke reforms into a gigantic Shurikage. Shurikage draws one of his swords with his right hand and charges at the Solaria Express Megazord. Shurikage slashes at the Solaria Express Megazord but the slashes do nothing.

SAMSON

It's no use.

The Solaria Express Megazord punches Shurikage with its right hand and the monster goes flying back as explosions engulf its body.

SAMSON

I'll tell you this much. If you want the Solaria Express Megazord, I'll give you the Solaria Express Megazord.

Panels open up on the Solaria Express Megazord's legs. Mini versions of the engine come out.

SAMSON

Rail Trap!

The mini engines fly around Shurikage entrapping the monster in rail tracks.

SAMSON

Furnace Tractor Beam!

The front part of the engine comes down and an orange colored beam shoots out at Shurikage. Shurikage shrinks and gets sucked into the furnace of the Solaria Express Megazord, and is destroyed.

SAMSON

Checkmate!

The Solaria Express Megazord lets out some steam.

FAFE OUT.

FADE IN:

INT. THE LAIR - DAY

Mumankamon sits in his throne. He watches the fight between the Solaria Express Megazord and Shurikage on the mirrored portion of his fan. He gets up angrily.

MUMANKAMON

This happens every time, doesn't it?

He turns to Night and Mare who are standing to the right side of the lair.

NIGHT

Of course, there hasn't been a monster yet that can take down the Rangers.

MUMANKAMON

Has anyone ever come close to finishing them off?

MARE

You did when we first revived you.

NIGHT

And don't forget the number of times that Wolzard has come extremely close to defeating them off.

MUMANKAMON

Just who is this Wolzard that the two of you are always talking about?

A black magic circle appears vertically in the lair. Wolzard steps through it. Night and Mare see Wolzard.

NIGHT AND MARE

Wolzard! You've returned!

Wolzard turns to Mumankamon.

WOLZARD

And you are?

MUMANKAMON

I am Pharaoh Mumankamon the new ruler of the underground kingdom. So you're the Wolzard these two won't shut up about.

WOLZARD

I guess I would be.

MUMANKAMON

Why have you come now?

WOLZARD

I have finished re-forging Mechanos' sword into my own, as well as serve Lord Demos.

MUMANKAMON

Excellent, from what I've heard you will be a perfect minion.

WOLZARD

I only serve Lord Demos.

MUMANKAMON

So do I. Ally yourself with me Wolzard and I can promise you together we will revive Lord Demos.

WOLZARD

Very well, I will ally myself with you for Lord Demos' sake.

MUMANKAMON

Excellent.

Wolzard walks away. He walks until he has completely left the main chamber.

WOLZARD

Mumankamon, eh? This new ruler is exactly like Mechanos. Little does he realize that I possess both Lord Demos' fang and eye, and together the Rangers will not know what hit them!

END