

**POWER RANGERS MAGIX:
EPISODES 28 & 29 - TO
PROTECT AND SERVE**

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FADE IN:

EXT. AN OPEN MARKET PLACE ON ELTARE - DAY

Hordes of aliens, and a few humans go about their day-to-day lives. A somewhat tall figure dressed in a faded brown cloak very slowly moves his way through the crowd. He continues until finally coming to a dark alleyway in a seedy looking part of the city. The figure finds a red door on a building that has faded paint and is also missing a few chips. The figure knocks on the door. A slot in the door opens up.

ALIEN 1

Who are ya, and what do ya want?

The figure pulls down his hood to reveal his head, which almost looks like a human skull.

ALIEN

Grumium I had no idea. Come in. Come in.

The door opens and Grumium walks through.

ALIEN

What are you hear for?

GRUMIUM

I was told that a holo-message was left for me here.

ALIEN

Yes right away.

The alien walks over to a crude metal bookshelf and picks up two somewhat spherical objects; one blue, the other red. The alien walks over to Grumium and hands the objects to him. Grumium looks down and sees what appears to be some kind of a lens.

GRUMIUM

Two holo-messages?

ALIEN

The red one is for you and you alone.

GRUMIUM

And the other?

ALIEN

For you and your comrades, if you know what I mean.

GRUMIUM

I see.

ALIEN

Now if you don't mind there is one matter I'd like to attend to.

GRUMIUM

And that would be?

ALIEN

Payment of my services.

GRUMIUM

I see.

Grumium draws a fairly large laser blaster with his right hand, and aims it at the alien.

GRUMIUM

How's this for payment?

Grumium fires a blast at the alien. The blast hits the alien, vaporizing him. Grumium puts the blaster away.

GRUMIUM

Now Gruum, what do you have to tell me?

Grumium holds the red holo-projector in his left hand. With the left thumb he presses a button on the projector. A holographic image of GRUUM appears.

GRUUM

Grumium, if you are watching this I have failed in my conquest of Earth, and S.P.D. has me under tight lock and key. I will not say too much in this message, except that I want you to find Markab, Nashira, and Pollux. When you have found them, go to Broodwing's underground warehouse on Edenoi, and play the message recorded on the blue holo-projector.

The image vanishes. Grumium stares at the projector for a while.

GRUMIUM

So Gruum wants me to round up the old gang, eh? Well it has been a while since I have seen them, so this should be fun.

Grumium squeezes the projector in his left hand until it breaks into pieces. He drops the pieces on the floor. A loud banging is heard at the door.

VOICE

SPD! Open up!

GRUMIUM

Time to take my leave.

Grumium teleports out of the room, just as a few S.P.D. officers burst in through the door. The officers scan the area. One of the officers takes out a communication device, and presses a button on it.

OFFICER

Supreme Commander Birdie, it appears that Grumium has left the premises.

BIRDIE ON THE COMMUNICATOR

And what of the proprietor of the establishment?

OFFICER

Nowhere to be found, but we are getting readings that a vaporizer may have been fired. What's our next course of action?

BIRDIE ON THE COMMUNICATOR

Come back to base. I will update Cruger on Earth about the situation. Is that understood?

OFFICER

Yes sir!

FADE OUT.

FADE IN:

INT. BROODWING'S UNDERGROUND WAREHOUSE ON EDENOI - NIGHT

The warehouse is practically empty except for a couple partially built robots in the distance, and shelves of Krybot, Bluehead, and Orangehead containment units. Grumium enters. He walks over to the shelves of containment units.

GRUMIUM

Excellent, there are plenty of Krybots,
plus numerous Blue and Orangeheads as
well.

Grumium hears a noise.

GRUMIUM

Who's there?

VOICE

Grumium is that you?

GRUMIUM

Depends on who's asking.

NASHIRA steps out of the shadows.

GRUMIUM

Ah, Nashira it's good-

NASHIRA

Don't even finish that sentence. Now
what's so important that you had to
drag me away from the crime world of
KO-35?

GRUMIUM

All will be explained in due time.

MARKAB, and POLLUX enter the warehouse. Pollux looks at all of the containment units.

POLLUX

Looks like we hit the jackpot. It's a
good thing that S.P.D. doesn't know
about this place.

MARKAB

Can we get this over with Grumium?
There's too much for me to do on
Miranoi.

GRUMIUM

Relax all of you. What I have for you is a message from Gruum.

NASHIRA

But Gruum has been captured by S.P.D. How is that possible?

GRUMIUM

It's a pre-recorded message.

Grumium holds out the blue holo-projector with his right hand. He presses the button on it with his right thumb. A holographic image of Gruum appears.

GRUUM

If you are watching this I have failed in my conquest of Earth. However there is still hope for the Troobian Empire. Recently I have discovered a wormhole that is capable of time travel. So my plan is-

VOICE

Gruum!

GRUUM

Not now Mora.

MORA'S VOICE

But Gruum!

GRUUM

I said...

Gruum's eyes start to brightly glow red.

GRUUM

NOT NOW!

Gruum's eyes stop glowing.

GRUUM

The plan is find another wormhole, and travel back in time and find me. Then bring me back to the present and together we shall overthrow S.P.D!

The message ends. Grumium crushes the projector in his right hand. He drops the pieces on the floor.

GRUMIUM

We have our orders.

MARKAB

But why did Gruum want us to meet here
in Broodwing's warehouse?

POLLUX

Ain't it obvious Markab? To gather
supplies.

GRUMIUM

You're right Pollux. Gather as many
Krybot, Bluehead, and Orangehead
containment units as possible. We will
then head to Earth.

NASHIRA

But why Earth?

GRUMIUM

I have an old friend there who owes me
a favor or two. And knowing the
location of a wormhole is just such a
favor. Now we must hurry, time is of
the essence.

Grumium, Nashira, Markab, and Pollux gather almost all of
the containment units.

FADE OUT.

FADE IN:

INT. THE S.P.D. COMMAND CENTER ON EARTH - DAY

CRUGER sits in his chair overseeing the cadets who are working at the other stations. KAT comes in, and notices a partial look of despair on Cruger's face.

KAT

Something wrong Commander?

CRUGER

I just received word from Birdie that Grumium is up to something.

KAT

But why would Supreme Commander Birdie need to tell you anything about that?

CRUGER

There has been a rumor going around through each of the branches that Grumium may try to break Gruum out of his confinement.

KAT

I see, but why is this troubling you so much?

CRUGER

I don't think that the Rangers can handle Grumium.

KAT

The Rangers were the ones who brought in Gruum, how could they not be able to handle Grumium?

CRUGER

It is just a feeling I am getting. The power of the Rangers, plus my own, may not be enough to stop Grumium, especially if he reunites with his old gang.

An alarm goes off. Kat goes over to a computer terminal.

KAT

The Colonial National Bank has just been robbed.

CRUGER

Call the Rangers in here for briefing.

Kat steps up to a mic.

KAT

All Rangers report to the command center for briefing.

Moments later JACK, SKY, SYD, Z, and a very tired-looking BRIDGE (in that order) come into the command center. They stand in the order (from left to right) of Jack, Sky, Bridge, Z, and Syd.

CRUGER

Rangers the Colonial National Bank has just been robbed. I want the five of you to bring in the culprits.

Bridge yawns. Cruger notices.

CRUGER

Am I boring you Carson?

BRIDGE

No sir.

CRUGER

Then what is the problem?

BRIDGE

I keep having these dreams that are keeping me up at night.

SKY

Dreams Bridge?

BRIDGE

Yeah, about a white and blue colored Ranger who wears a golden Roman numeral six on his suit.

JACK

Bridge that can wait we have a mission.

BRIDGE

But-

CRUGER

You heard what Jack said. Now move out!

Jack, Sky, Bridge, Z, and Syd salute Cruger and leave the command center.

FADE OUT.

FADE IN:

EXT. PIGGY'S PLACE - DAY

Numerous aliens sit at tables. PIGGY makes his rounds around the tables. Grumium, Markab, Nashira, and Pollux show up. The aliens see them and leave.

PIGGY

You guys are just as bad as S.P.D.

GRUMIUM

Now Piggy, you know we're worse than that.

PIGGY

What do you want?

NASHIRA

The location of a wormhole.

PIGGY

Now what do you need that for?

MARKAB

To bring back Gruum.

POLLUX

Your loyalty still lies with Gruum, don't it?

PIGGY

Well...

Grumium picks up Piggy and throws him. Piggy lands on a table. Grumium walks up to Piggy.

GRUMIUM

Now are you going to tell us the location of a wormhole or not? Because I will do a lot more than throw you across the room.

Piggy gets up and brushes himself off.

PIGGY

Fine, fine. Remember you didn't hear this from me, but there might be a wormhole in the gamma quadrant that could get you to where you need to be.

GRUMIUM

Now was that so hard?

PIGGY

Now just how are you planning on getting there?

POLLUX

We've stolen enough cash to buy us a ship that'll do the trick.

GRUMIUM

That favor you owe me Piggy is now paid off.

Grumium, Markab, Nashira, and Pollux all teleport out of Piggy's place. Z and Syd walk into it. Z is carrying a brown paper bag.

SYD

Eww, why does it always stink here?

Z

Piggy isn't the cleanest person we know. Remember?

Piggy turns around and sees Z and Syd.

PIGGY

Great now you're here.

Z

Piggy, do you know anything about the Colonial National Bank robbery?

PIGGY

And why should I tell you anything?

Z and Syd look at each other and nod. Z reaches into the bag and pulls out a can of deodorant. Syd does the same, but she takes out a bottle of cologne.

Z

I hold in my hands a can of Jack's deodorant.

SYD

And I'm holding a bottle of Sky's cologne. Now tell us about the robbery or you will get sprayed.

PIGGY

Why I-

Z and Syd point the deodorant and cologne at Piggy. Both have their fingers ready to spray Piggy. Piggy gets a very nervous look on his face.

PIGGY

Okay, Grumium and his gang caused the robbery, okay?

Z

What do they need the money for?

PIGGY

That I'm not telling you.

SYD

We're still ready to spray you.

PIGGY

To buy a ship to travel through a wormhole.

Z

Why does that sound so familiar?

SYD

I don't know. Where's the wormhole?

PIGGY

The gamma quadrant. Happy now?

Z

Thanks Piggy, it's always a pleasure doing business with you.

PIGGY

I wish I could say the same.

Z and Syd leave.

FADE OUT.

FADE IN:

INT. THE MAIN HALL AT MAGIX - DAY

KEITH, WALKER, BOWIE, MARIA, ABBY, and SAMSON sit at the Firebird table. Maria is constantly rubbing her left temple.

KEITH

What's wrong?

MARIA

This vision I had.

WALKER

What's it about?

MARIA

There were these seven human shaped blobs.

SAMSON

Seven blobs?

MARIA

Yeah, one was red, one was blue, one was green, one was yellow, one was pink-

BOWIE

You didn't have a vision about us did you?

MARIA

If you let me finish the other two blobs were black and the last one was white with some gold and blue accents.

ABBY

So what do you think it means?

MARIA

I don't know. The only other thing I can say is that in the vision these blobs held some great power.

The monster alarm goes off. Keith takes out his Wand Morpher and opens it up.

KEITH

Looks like we've got work to do.

Keith, Walker, Bowie, Maria, Abby, and Samson get up and leave the main hall.

EXT. A PROMENADE IN GANDALF CITY - DAY

The DREAM REAPER monster along with a platoon of Infelshias is terrorizing the area. Keith, Walker, Bowie, Maria, Abby, and Samson show up.

DREAM REAPER

Ah, Rangers how nice of you to show up.

KEITH

Let's do it guys.

Keith, Walker, Bowie, Maria, Abby, and Samson pull out their morphers. Keith, Walker, Bowie, Maria, and Abby convert their morphers to wand mode. Samson pulls out his morph card.

KEITH, WALKER, BOWIE, MARIA, AND ABBY

Magix...

SAMSON

Solaria...

KEITH, WALKER, BOWIE, MARIA, ABBY, &
SAMSON

Metamorphosis! Arthraigh, duine,
marbhan! (Samson only) Abeo, equus,
corporeus!

Keith, Walker, Bowie, Maria, Abby, and Samson all morph. They all take fighting stances, and rush the Infelshias. After fighting the Infelshias for a while Keith, Walker, Bowie, Maria, Abby, and Samson get distracted by a space ship flying through the air. Keith, Walker, Bowie, Maria, Abby, and Samson let down their guards. Instead of taking advantage of the situation, the ship also distracts Dream Reaper. Grumium, Markab, Nashira, and Pollux teleport down to where Dream Reaper, and the Infelshias are standing. Nashira looks over at Keith, Walker, Bowie, Maria, Abby, and Samson.

NASHIRA

So there are Power Rangers here too?

GRUMIUM

Then they'll get the same treatment
we'd given any team of Rangers.

Grumium tosses a Krybot containment unit up in the air. The unit unleashes a full platoon of Krybots. Markab then tosses out two Orangehead units, which form two Orangeheads. Pollux throws out two Bluehead units, which form two Blueheads. Keith, Walker, Bowie, Maria, Abby, and Samson look at their new opponents.

KEITH

What are these things?

Bowie draws his Staff and converts it into his Crossbow. He fires a few shots at a Krybot. The Krybot falls down with its outer casing damaged.

BOWIE

They look like some kind of mechanical men.

SAMSON

They're robots.

WALKER

What's a robot?

SAMSON

I don't think that matters now.

MARIA

Samson's right, they're attacking the city.

ABBY

So let's get them!

Keith, Walker, Bowie, Maria, Abby, and Samson start to fight the Krybots, Blueheads, and Orangeheads. Dream Reaper looks at the Infelshias who are just standing around.

DREAM REAPER

Don't just stand there! Get the Rangers!

The Infelshias join in the fray.

FADE OUT.

FADE IN:

INT. THE S.P.D. COMMAND CENTER ON EARTH - DAY

Cruger stands before Jack, Sky, Bridge, Z, and Syd who are standing in that order. Kat stands off to the side.

CRUGER

Hmm...this news is not good.

JACK

What are we going to do?

CRUGER

I don't think there is anything we can do.

BOOM rushes in very clumsily. In fact he even falls down. Boom gets back up.

BOOM

Commander sir, I just found something out.

CRUGER

What Boom?

BOOM

There's a massive flux of chronal energy coming our way.

CRUGER

What is that supposed to mean?

KAT

It means that something could be traveling through time.

The base starts to shake.

SKY

What's that?

Kat looks at a monitor.

KAT

There appears to be some kind of a ship coming out of a wormhole. It looks like it's about to land in front of the base.

CRUGER

Rangers come with me outside to see
what it is.

EXT. DELTA COMMAND - DAY

Cruger, Jack, Sky, Bridge, Z, and Syd walk out just as two ships (both of which have S.P.D. insignia on them) are about to land. When the ships land, a door on the first one opens up. SAM in Ranger form steps out of it. Sam is also holding a strange looking device.

SAM

Hey guys.

Z

Who are you?

Bridge takes a look at Sam.

BRIDGE

It's the Ranger from my dream.

SAM

That wasn't a dream Bridge. It was an
erased memory.

CRUGER

Would you mind explaining to us what is
going on?

SAM

I'll explain everything just as soon as
I can get the six of you together.

Cruger, Jack, Sky, Bridge, Z, and Syd stand in a line. Sam points the device at them and a red beam comes out of it.

SKY

Sam what did you just do to us?

SAM

I restored your memories of me.

JACK

What do you mean?

SAM

After we defeated Gruum I had to erase
your memories of me so that I wouldn't
disrupt the timeline any further than I
had to. So all memories you had of the
Omega Ranger were gone.

BRIDGE

Which is why I was having those dreams.

SAM

Exactly.

CRUGER

But Sam why have you come?

SAM

I was sent to bring you guys into the past to capture Grumium.

Z

So that's what the space ships are for.

SAM

These aren't space ships, they're time ships. In the future S.P.D. has become a real force in time travel.

JACK

So what's the plan Commander?

CRUGER

Jack, you, Sky, Bridge, Z, and Syd go in the first ship and travel to wherever Grumium went. Sam and I will stay here for now and come if you need us.

JACK

Yes sir. Sam you'll have to show us how to use these things.

SAM

No problem.

Sam escorts Jack, Sky, Bridge, Z, and Syd into the first time ship. After a few moments Sam comes back out and the time ship takes to the sky. It opens up a small wormhole and flies through it.

FADE OUT.

FADE IN:

EXT. A PROMENADE IN GANDALF CITY - DAY

Keith, Walker, Bowie, Abby, Maria, and Samson continue to fight the Infelshias and Krybots. While the Infelshias are no problem for them, the Krybots on the other hand are a little too much for them. Keith tries to slash at one with his sword but the attack is no good. Samson tries firing a few powered blasts from his Blaster but the blasts are also no good. Abby and Maria try casting spells on the Krybots, but magic proves to be ineffective on the robotic soldiers. Grumium, Markab, Nashira, Pollux and Dream Reaper watch the Rangers.

KEITH

These guys are way too tough.

WALKER

Tell me about it.

ABBY

What are we going to do? Magic isn't working on them.

BOWIE

We have to do something.

POLLUX

Poor little Rangers can't handle our robots?

GRUMIUM

I rather like this time period, no S.P.D. and there's a team of Rangers who are weak against Krybots.

NASHIRA

Don't get too comfortable Grumium; we still have to find Gruum.

MARKAB

She's right. Perhaps we should ally our selves with that green thing over there.

GRUMIUM

Agreed.

Grumium, Nashira, Markab, and Pollux walk over to Dream Reaper.

DREAM REAPER

What do you want?

GRUMIUM

We would like to propose an alliance
between your leader and us.

WOLZARD appears behind them.

WOLZARD

If you would like to see our leader, I
will take you to him.

GRUMIUM

And you are?

WOLZARD

Wolzard. Now are you coming or not?

POLLUX

We are.

WOLZARD

Excellent. Dream Reaper! Oversee that
the Infelshias defeat the Rangers.

MARKAB

And make sure our Krybots do the same.

DREAM REAPER

Yes Wolzard.

A black magic circle forms under Wolzard, Grumium, Markab, Nashira, and Pollux's feet. Wolzard and the four Troobians disappear. Dream Reaper watches the Rangers fight the grunts. Keith gets into a sword fight with an Orangehead, but eventually loses, and falls to the ground. The other Rangers get the same treatment. Several white blasts come down from the sky. The Rangers look up to see PROF. FIREBIRD (morphed) riding her Broom Jet. Prof. Firebird lands and starts to fight the Krybots, but to no avail. From out of nowhere one of the time ships appears through a wormhole and lands near the promenade. Jack, Sky, Bridge, Z, and Syd walk out of the ship. They see the Magix Rangers fighting the Krybots.

Z

Looks like Grumium's all ready been
here.

SKY

Wait, there's Rangers in this time
period too?

SYD
Those capes they're wearing look so bad.

BRIDGE
They don't look that bad.

JACK
Guys, enough standing around here, we've got to help them.

SKY, BRIDGE, Z, AND SYD
Right!

The SPD Rangers take out their morphers with their right hands and put the mode selector on "CHANGE". They cross their right arms over their left.

JACK, SKY, BRIDGE, Z, & SYD
SPD...

They move their right arms so that they stick out in front of them.

JACK, SKY, BRIDGE, Z, & SYD
Emergency!

Jack, Sky, Bridge, Z, and Syd press the button on the top of the morpher, which reveals the badge beneath. Jack, Sky, Bridge, Z, and Syd all morph.

JACK
Hold it right there!

Dream Reaper turns to look at the SPD Rangers.

DREAM REAPER
And who are you.

JACK
One! S.P.D. Red!

SKY
Two! S.P.D. Blue!

BRIDGE
Three! S.P.D. Green!

Z
Four! S.P.D. Yellow!

SYD
Five! S.P.D. Pink!

SPD RANGERS

Rangers ready! Space Patrol Delta,
defenders of Earth!

DREAM REAPER

Infelshias, Krybots get them!

The Infelshias and Krybots (including the Blue and Orangeheads) head over to the SPD Rangers. With his Delta Blasters Jack takes out the two Orangeheads. Using the baton part of her Delta Max Striker Syd tackles a few Krybots. With both parts of her Delta Max Striker combined Z fires a series of shots at one of the Blueheads destroying it. Like Syd, Bridge uses the baton part of his Delta Max Striker to take care of the Krybots. Like Z, Sky uses his combined Delta Max Striker to finish off the other Bluehead. Once all of the Krybots have been finished off the SPD Rangers then make quick work of the Infelshias. Once all of the Infelshias have been defeated, a black magic circle appears underneath Dream Reaper. Dream Reaper vanishes. The S.P.D. Rangers walk over to the Magix Rangers. Jack comes up to Keith and extends a helping hand. Keith takes the hand and Jack helps Keith up.

KEITH

Thanks, but just who are you guys?

JACK

We're Rangers from the future.

Sky helps up Bowie, Bridge helps up Walker, Z helps up Maria, and Syd helps Abby up, and then goes over to Prof. Firebird to help her up. Bridge goes over to Samson to help him up. The S.P.D. Rangers rejoin and stand in a group.

S.P.D. RANGERS

Power down!

The S.P.D. Rangers power down.

KEITH, WALKER, BOWIE, ABBY, MARIA,
SAMSON AND PROF. FIREBIRD

Ionsaigh! (Samson only) Decursus!

Keith, Walker, Bowie, Abby, Maria, Samson and Prof.
Firebird power down.

KEITH

So you're Rangers from the future,
right?

JACK

That's what I said.

KEITH

Why have you come here?

BRIDGE

We're chasing intergalactic criminals who are out to alter the fabric of space-time.

WALKER

What did he just say?

BOWIE

I don't know. It completely went over my head.

SKY

Why does this seem so unbelievable to you guys?

PROF. FIREBIRD

I think introductions are in order before we continue with this conversation. Allow me to introduce myself; I am Professor Athena Firebird, headmistress of the Magix School of Witchcraft and Wizardry.

BRIDGE

Witchcraft? Wizardry? Does than mean, what I think it does?

SKY

And that'd be?

BRIDGE

Magic.

SKY

Bridge, there's no such thing as magic.

KEITH

Really?

Keith takes out his Wand Morpher and converts it to wand mode.

KEITH

Teicniocht, ionsaigh, arthraigh!

Keith waves his morpher in front of Sky's face, and a red particle wave of magic goes over Sky. The wave causes Sky's nose to turn into a pig snout. Sky raises his hands, which have now become hooves.

SKY

I take it back.

Keith waves his morpher again, which causes Sky to go back to normal.

KEITH

I'm Keith.

WALKER

The name's Walker.

BOWIE

Bowie.

ABBY

I'm Abby.

MARIA

My name is Maria.

SAMSON

I'm Samson.

JACK

I'm Jack. The guy Keith turned into a pig is Sky. The guy in green is Bridge. In yellow we have Z, and finally in pink is Syd. Now Professor is there somewhere we can go where we won't be seen?

PROF. FIREBIRD

Hold on for just a second.

Prof. Firebird takes out her Wand Morpher, and converts it to wand mode.

PROF. FIREBIRD

Teicniocht, ionsaigh!

Prof. Firebird waves her morpher in front of the S.P.D. Rangers causing a golden wave of magic to go over them.

SKY

What was that?

PROF. FIREBIRD

I put an enchantment, on the five of you.

BRIDGE

Why?

PROF. FIREBIRD
I sensed that the five of you are
mortals-

SYD
What do you mean by mortal?

PROF. FIREBIRD
A non-magical person.

Z
And the enchantment is for?

PROF. FIREBIRD
The Magix castle is enchanted to look
like nothing to mortal eyes. So I cast
an enchantment on you so that you will
be able to see it. Now if you do not
mind, please follow us.

Prof. Firebird leads the S.P.D. Rangers away from the area.
Keith, Walker, Bowie, Abby, Maria, and Samson follow.

FADE OUT.

FADE IN:

INT. THE MAIN CHAMBER OF THE LAIR - DAY

MUMANKAMON sits in the throne. NIGHT and MARE stand on opposite sides of him. Wolzard arrives with Grumium, Nashira, Markab, and Pollux.

MUMANKAMON

Wolzard who are they, and why have you brought them here?

GRUMIUM

Allow me to introduce myself. I am Grumium an intergalactic crime lord from the future.

MUMANKAMON

Why are you here?

NASHIRA

We have come to find our Emperor who has been captured in our time, in this time.

MARKAB

If we arrange some kind of an alliance it could be beneficial to the both of us.

MUMANKAMON

How so?

GRUMIUM

By working together we could take out each other's set of Power Rangers.

POLLUX

So what do ya say?

MUMANKAMON

Hmm...you are right it would be beneficial for the both of us. However I will give some additional support.

Mumankamon points his fan to his right side.

MUMANKAMON

Halosis, labhe, ledos!

Mumankamon casts a black magic circle. The HARPY monster walks out of it.

HARPY

Harpy here master.

MUMANKAMON

Excellent, now Harpy you help these aliens.

HARPY

Yes master.

Dream Reaper returns.

MUMANKAMON

Dream Reaper, how dare you show your face here after being defeated!

DREAM REAPER

It won't happen again Mumankamon.

MUMANKAMON

See that it doesn't. And to make sure you will be assisting our new friends here along with Harpy.

DREAM REAPER

As you command Mumankamon.

MUMANKAMON

Grumium, I just had a thought.

GRUMIUM

What?

MUMANKAMON

How about we eliminate our "problems" first and then you can move on to complete your mission.

GRUMIUM

I like the sound of that.

MUMANKAMON

Then it's decided we destroy the Rangers first and then move on to find your emperor.

Everyone in the lair, but Wolzard starts to laugh maniacally. Wolzard starts to leave the main chamber.

WOLZARD

I sense that the combined power of both of these teams of Rangers will be too great.

END OF PART 1 (EPISODE 28)

FADE IN:

INT. FIREBIRD'S OFFICE - DAY

Prof. Firebird sits at her desk. Jack, Sky, and Z stand in front of it. Keith, Bowie, and Maria stand off to the side. Jack sets a holographic projector down on Firebird's desk, and turns it on. Images of Grumium, Markab, Nashira, and Pollux causing major devastation on different planets are shown. In the final "scene" Gruum himself is seen taking part in the devastation with Grumium, Markab, Nashira, and Pollux. The projection ends.

PROF. FIREBIRD

I see what you were talking about Jack,
but why have they come?

Z

While I'm not overly sure, an informant
of ours said that they might be trying
to find their emperor, Gruum.

PROF. FIREBIRD

I see. Well there is only one thing
that the twelve of us must do.

KEITH

What's that?

PROF. FIREBIRD

Our two teams of Rangers will have to
work together as one to defeat whatever
has traveled back through time.

JACK

Agreed.

SKY

Jack, are you sure about this?

JACK

I think the commander would want us to
work together to bring down Grumium.

BOWIE

So it's settled. Magix and S.P.D.
working together as one.

PROF. FIREBIRD

After all we are all Rangers.

SKY

But happened to Syd and Bridge?

MARIA

I think Abby's giving them the grand tour of the castle with Walker, Samson, and Cheshire.

JACK

Who's Cheshire?

KEITH

A cat genie.

SKY

A cat genie? Like that's believable.

Z

It's no more believable than a blue dog-headed alien that talks.

PROF. FIREBIRD

What do you mean Z?

Z

I'm talking about our commander. He's an alien from the planet Sirius.

PROF. FIREBIRD

I would like to meet this commander of yours.

JACK

Well you might just get a chance.

FADE OUT.

FADE IN:

INT. THE HALLS OF MAGIX - DAY

Abby leads Syd and Bridge through the castle. Walker follows them, as does Samson who is holding the Magix Lamp. CHESHIRE is seen hovering beside Samson with his bottom half as smoke that is coming out of the Lamp. Abby leads everyone into the main hall, and up to the empty Pixee table. Everyone sits down. Samson places the Lamp on the table. Bridge looks over at Cheshire.

BRIDGE

You know the more I look at Cheshire,
the more I can't believe that genies
actually exist.

SYD

I know. I'm kinda half tempted to see
if Cheshire will give me three wishes.

Samson laughs.

SYD

What's so funny?

SAMSON

Sounds to me like someone's been
reading too many stories, and has
watched too many animated movies.

SYD

What's that supposed to mean?

CHESHIRE

I only grant one wish, and it doesn't
come free.

SYD

That sucks.

CHESHIRE

Them's the breaks. And I'm all ready
serving Samson as it is. But believe me
Syd; I would love to have a beauty like
you be my mistress.

Syd blushes a little bit.

BRIDGE

So what other magical creatures could
you show us?

WALKER

Hold that thought, as I go get something from my room.

Walker gets up and leaves the main hall. Minutes later he returns with a seemingly normal potted plant. Walker places the pot on the table and sits down again.

SYD

It's just a plant.

WALKER

Drake.

DRAKE pops up.

DRAKE

What's up?

SYD

A talking plant? And I thought a talking blue dog was weird.

DRAKE

What's so weird about a talking plant?

BRIDGE

Don't forget Syd that the people of Fernovia are plant-based life forms.

SYD

Oh yeah.

BRIDGE

So is Drake a mandrake or something?

DRAKE

What do you mean or something?

WALKER

Drake! Yeah, he's a mandrake.

SYD

So what's it take to get into this school other than having magic?

ABBY

Not much else. If you're magical you're in. Although there are a number of mortal born students here.

SAMSON

Myself included.

WALKER
And my girlfriend.

BRIDGE
This is just all too much to take in.

WALKER
I'd be willing to bet seeing your world
in the future would be a bit much for
us.

BRIDGE
Good point.

The monster warning goes off. Walker takes out his morpher
and opens it.

WALKER
That monster from before is back, and
it looks like he's got company.

SYD
We're going too.

BRIDGE
After all Grumium and his goons could
be there too.

WALKER
Okay let's go. Cheshire would you mind
teleporting Drake into my room?

Cheshire snaps the fingers on his right hand. Drake
disappears.

CESHIRE
Done.

Cheshire turns into smoke and goes back into the Lamp.
Samson picks it, and he, Walker, Abby, Bridge, and Syd
leaves the main hall.

FADE OUT.

FADE IN:

EXT. A QUARRY - DAY

Keith, Jack, Bowie, Sky, Maria, and Z are all ready at the scene. Dream Reaper, Harpy, Markab, and Pollux are there with a platoon of Infelshias and Krybots. Samson, Walker, Abby, Bridge, and Syd show up.

KEITH

Nice of you to make it guys.

JACK

You ready Keith?

KEITH

Let's do it.

All eleven Rangers take out their morphers. The S.P.D. Rangers put the mode selector on their morphers to "CHANGE". Keith, Walker, Bowie, Maria, and Abby convert their morphers to wand mode. Samson takes out his morph card.

SPD RANGERS

S.P.D. emergency!

The SPD Rangers all morph.

KEITH, WALKER, BOWIE, MARIA, AND ABBY

Magix metamorphosis! Arthraigh, duine, marbhan!

SAMSON

Solaria metamorphosis! Abeo, equus, corporeus!

Keith, Walker, Bowie, Maria, Abby, and Samson morph. Keith and Jack pair up and start to fight against Markab. Bowie and Sky pair up and start to fight Dream Reaper. Walker and Bridge pair up and start to fight Pollux. Maria and Z pair up and start to fight Harpy. Abby, Syd, and Samson start to take out the Infelshias and Krybots. In the fight between Markab and Jack and Keith, Jack and Keith give Markab simultaneous punches, but they are blocked.

JACK

Where's Grumium?

MARKAB

None of your business Ranger.

KEITH

It is our business. Now tell us!

MARKAB

How about no? I don't like either of your attitudes.

Jack gives Markab a roundhouse kick with his right foot, but the kick is caught and Markab picks Jack up and throws him across the quarry. Keith draws his Wand Staff and converts it to the Phoenix Sword, and starts to fight Markab alone. Keith tries to slash at Markab, but Markab is too much for Keith, and eventually gives Keith a swift kick that sends Keith flying back to where Jack now is. At the fight between Dream Reaper and Bowie and Sky, Bowie and Sky seem to be having a somewhat easy time.

SKY

This guy's not too tough.

BOWIE

He's just like every other monster I've faced.

DREAM REAPER

Is that so Yellow Ranger? How about I show the two of you why they call me "Dream Reaper"?

Dream Reaper extends his right hand and fires a green energy wave at Bowie and Sky. The wave goes over the both of them and they stop, and are unable to move.

SKY

What's he doing?

BOWIE

It's like he's showing us our worst nightmares, and the fear is paralyzing us.

DREAM REAPER

Very perceptive Yellow Ranger. That's exactly what I'm doing.

Dream Reaper uses the wave to pick Bowie and Sky off of the ground. He pulls back his right hand, flattens out his hand, and thrusts his hand forward. This causes the wave on Bowie and Sky to fling them back many feet. As they fly back the wave disappears. Bowie and Sky land near Jack and Keith. At the fight between Pollux and Walker and Bridge, Pollux clearly has an upper hand.

POLLUX

You ain't so tough, and you're supposed to be one of the Rangers who defeated Gruum?

BRIDGE

Well, yeah.

POLLUX

Please it's a wonder you ever made it into B Squad at the Ranger Academy.

BRIDGE

Actually I'm A Squad now.

POLLUX

That just makes this even funnier. Now it's time to finish the both of you off.

WALKER

I don't think so. Minotaur Axe!

Walker draws his Staff and converts it into the Axe. Bridge draws his baton, and together with Walker he rushes Pollux. Walker tries to slash at Pollux, but Pollux blocks. Thinking that Pollux is distracted Bridge tries strike Pollux with his baton, but the attack is blocked.

POLLUX

Even this other Green Ranger is pathetic. Time for the both of you to go bye-bye!

Pollux raises both of them with his grasp on their weapons. He then throws Walker, and Bridge. Walker and Bridge go flying back and land with Keith, Jack, Bowie, and Sky. At the fight between Harpy and Maria and Z. Maria and Z seem to be getting an upper hand.

Z

I think it's almost time to cook this bird.

MARIA

Agreed.

HARPY

Harpy, sing.

Harpy starts to let out her crying song. The piercing sound of it all is more than enough to bring both Maria, and Z to their knees, until eventually falling down. Once on the ground, Harpy starts to kick the both of them.

HARPY

Harpy do good! Harpy do good!

Harpy continues to kick Maria and Z while they are down. While all of the others have had problems with the ones they fought, Abby, Syd, and Samson are having no problems with the Infelshias and Krybots, but they are too wrapped up in fighting them to notice what has happened to their comrades. Abby turns her head to see Maria and Z lying on the ground being kicked by Harpy.

ABBY

Maria!

A Krybot gets in a good hit on Abby, knocking her to the ground. Syd quickly strikes the Krybot with her baton, destroying it. She then helps Abby back up.

SYD

You okay?

ABBY

I'm fine what's happened to the others just distracted me.

SAMSON

Girls, might I suggest we finish these guys off first before trying to help the others.

SYD

You're right Samson.

ABBY

Doesn't look like there's too many left.

SAMSON

Let's just blast them all.

Syd and Abby get on either side of Samson. Syd combines both parts of her Delta Max Striker, and Abby draws her Wand Staff. Samson converts the Lamp into Blaster mode. Syd and Abby aim, while Samson gives the Lamp a couple of rubs.

ABBY, SAMSON, AND SYD

Fire!

A pink beam of energy is fired, followed by a pink laser blast, followed by numerous golden blasts. All of the shots hit the Krybots and Infelshias and they all fall down. Samson, Abby, and Syd then move onto to the other Rangers. Abby and Syd manage to stop Harpy from kicking Maria and Z, while Samson goes over to the huddled mass of male Rangers who are lying on the ground.

DREAM REAPER

So Solaria Ranger, ready to join the others?

SAMSON

I'll defeat you just like every other monster I've fought.

DREAM REAPER

That's the same arrogance your Yellow Ranger gave me and look what happened to him.

Dream Reaper points to Bowie. Dream Reaper along with Markab, and Pollux start to close in on Samson. Before they can get anywhere near Samson, Harpy is sent flying at them and lands before them. Abby helps to prop up Maria as she comes over to the others. Syd does the same with Z. The two Pink Rangers have gotten to the others; Z and Maria let go of their grips on Syd and Abby respectively. They stand on either side of Samson again. A maniacal laugh can be heard as if from nowhere. Grumium and Nashira appear. Grumium stops his laughing.

GRUMIUM

Excellent, just excellent! Good job the both of you.

MARKAB

Thanks Grumium.

POLLUX

No prob boss.

NASHIRA

And it appears that Mumankamon's monsters did some damage as well.

JACK

What do you want Grumium?

GRUMIUM

I've all ready got it. You Rangers are right where I want you. Except for golden boy over there and the two pinks, but now to give them the same treatment as you. Nashira my dear, shall we?

NASHIRA

It will be my pleasure.

Grumium places his left hand over his eyes. Nashira does the same, but with her right hand. They thrust their arms forward and lasers fire out of them hitting Samson, Abby and Syd. The three of them fall to the ground.

GRUMIUM

Now to finish you!

Prof. Firebird (morphed) swoops in on her Broom Jet. She stands before the fallen Rangers.

PROF. FIREBIRD

I cannot allow you to do anything further.

GRUMIUM

Really? And what are you going to do?

Prof. Firebird draws her Wand Staff, and holds it vertically with both hands, and with the emblem pointing up.

PROF. FIREBIRD

Draiocht, ionsaigh!

A white magic waver goes over all twelve Rangers. They all vanish.

POLLUX

Where'd they go?

GRUMIUM

It doesn't matter now. We can do anything we want to them. Now that we know that both teams combined are no match for us.

FADE OUT.

FADE IN:

INT. PROF. FIREBIRD'S OFFICE - DAY

Prof. Firebird sits at her desk while all of the other Rangers stand around.

KEITH

What are we going to do? They're too much for us.

BOWIE

Yeah that Dream Reaper monster sure knows how to prey on you.

JACK

I think now would be a good time to call for some back up.

SKY

Are you really sure Jack?

JACK

Look Grumium and his goons kicked our butts out there; we need Commander Cruger and Sam right now.

SYD

But who would look after SPD while he's gone?

Z

Kat's more than able to do it.

BRIDGE

Besides if we get Cruger and Sam here, maybe the fourteen of us would have no problems.

JACK

So it's settled then. I'll call Cruger and get him and Sam to come here.

Jack leaves the office.

WALKER

Hmm.

BRIDGE

What's up Walker?

WALKER

There's something about getting your commander and that Sam guy here that feels kinda odd.

BOWIE

I know what you mean. Wouldn't fourteen Rangers be a little much?

MARIA

We need all the help we can get with these guys.

ABBY

But still even twelve Rangers are a bit much.

PROF. FIREBIRD

I know it may seem like much, but it is like Maria said, we need all the help we can get. Those two monsters Mumankamon sent seemed more powerful than previous ones.

BRIDGE

But let's not forget that both of our enemies are working together too.

PROF. FIREBIRD

Excellent point Bridge. However at the moment I think it would be best that we all rest and anticipate what could come our way.

FADE OUT.

FADE IN:

INT. A TRAINING FACILITY IN DELTA COMMAND - DAY

Cruger has his sword drawn and fighting against a few holographic Krybots in the simulator. Numerous silver colored orbs hover around Sam. Eventually the orbs hover in front of Sam. Sam pulls out the throttle on his morpher and revs it up until the meter is at its max. Power surges through the wiring on Sam's left glove.

SAM

Omega Morpher, hyper mode!

Sam places the throttle in its original position. He then releases a barrage of punches with his left hand. All of the punches hit the orbs, destroying them. Cruger finishes off the last of the holo-Krybots. The simulation ends. Kat walks in.

KAT

Commander there's a message for you from Jack in the command center.

CRUGER

I am on my way. Come Sam.

Sam turns himself into his light-ball form. Cruger exits the training facility, and Sam follows. Kat leads Cruger and Sam into the command center and up to a screen on the center console. Jack appears on screen.

CRUGER

What is it Jack?

JACK

Sir, we need you and Sam here. The other Rangers and I have fought against Grumium and his gang, and they're too much for us, even with the help of another team of Rangers.

CRUGER

Another team of Rangers?

JACK

Yes they're the Rangers of the Magix School of Witchcraft and Wizardry.

KAT

There's no such school as that.

JACK

They're a secret school, and to people who are non-magical the school itself is supposed to look like it's not there.

CRUGER

I see. Jack, tell the others Sam and I will be there as soon as we can.

JACK

Got it sir. See you then.

The message on the screen ends, and the police badge screensaver that is usually on the screen returns.

CRUGER

Kat, you're in charge while I'm gone.

KAT

Doggie, wait! I want to go too.

CRUGER

Kat your services are needed here. Besides the morpher that Commander Birdie gave you no longer works.

KAT

But-

CRUGER

That's an order. I know for a fact that you are more than capable of running things here while I'm gone, and Boom can help you if need be. Sam...

SAM

Yes sir?

CRUGER

Let's go. You're flying the ship.

Sam turns back into Ranger form. He and Cruger leave the command center.

FADE OUT.

FADE IN:

EXT. THE GROUNDS OF MAGIX - DAY

Jack is holding his S.P.D. sidearm. Keith is holding his morpher in wand mode. Keith conjures several red balls and the balls start to fly all over the place. Jack fires blasts at each of the balls, until all of the balls have been destroyed.

KEITH

Not bad.

JACK

Thanks, and thanks again for helping me with some target practice.

KEITH

Anything for a fellow Red Ranger.

Jack laughs a little bit.

JACK

So when do you think Grumium will attack again?

KEITH

No idea, but since he is working with Mumankamon we will know when it happens.

JACK

Who exactly is this Mumankamon, other than the fact that he's your enemy?

KEITH

He's a mummy, basically. He can perform magic with a fan he holds, and he's been ruling the underground kingdom since the other Magix Rangers and I defeated the previous ruler.

JACK

How hard was it to do that?

KEITH

I don't even want to describe it.

INT. THE HALLS OF MAGIX - DAY

Bowie and Sky walk around.

SKY

I still can't believe that all of this is real. It's like something out of a fantasy novel.

BOWIE

I'm sure it's probably a little overwhelming for you.

SKY

How long did it take for you to adjust to all of this?

BOWIE

Like two seconds. I'm from an entirely magical family so I've grown up with this sort of thing.

SKY

Really? That must've been a fun childhood for you.

BOWIE

Not really. Students aren't really allowed to perform magic outside school. So what's it like in the future?

SKY

We're just a little more technically advanced, and aliens from other worlds are also living on Earth. There's not much else to say other than S.P.D. was established to police the aliens who can't live on Earth peacefully.

EXT. THE GROUNDS OF MAGIX - DAY

Keith and Jack are still standing around. The second time ship comes out of a wormhole and lands nearby. Cruger and Sam step out. They walk up to Jack and Keith. Cruger looks over to his right and sees nothing.

CRUGER

Jack are you sure there is a school here?

JACK

Positive. Keith, why don't you give Commander Cruger the same enchantment Professor Firebird gave me?

KEITH

No problem. Teicniocht, ionsaigh!

Keith waves his Wand Morpher in wand mode in front of Cruger and Sam, and a golden wave goes over the both of them. Cruger, looks over to his right again and sees the castle.

CRUGER

What did you do to me?

KEITH

I cast an enchantment on you making you able to see the castle.

Keith converts his morpher to phone mode and dials a number.

KEITH

Mother, we've got two more people from the future here.

Keith ends the call. Jack takes out his morpher, puts the mode selector on "PHONE" and presses the button on top.

JACK

Guys, Sam and Commander Cruger are here now.

Jack closes his morpher. Moments later, Prof. Firebird, Bowie, Sky, Abby, Syd, Walker, Bridge, Maria, Z, and Samson come out of the castle. Sky, Bridge, Z, and Syd line up beside Jack, and they all salute him.

CRUGER

At ease.

The S.P.D. Rangers stand at ease. Prof. Firebird walks up to Cruger and extends her right hand.

PROF. FIREBIRD

I am Professor Athena Firebird headmistress of Magix. It is nice to meet you Commander Cruger.

Cruger takes her hand and they shake for a moment.

CRUGER

It is nice to meet you too Professor, and please call me Doggie.

PROF. FIREBIRD

You may call me Athena, if you wish. Your Rangers have spoken highly of you.

CRUGER

Good to know. Now Rangers, have you been able to get any leads on Grumium?

SKY

Nothing much sir, the scanner on our morphers doesn't seem to be working.

Z

It could be because of all of the magical interference.

CRUGER

This is not good.

BRIDGE

But there is an upside, if you want to call it an upside.

CRUGER

What?

SYD

Grumium has been working with the Magix Rangers' enemy, and their morphers can pick up the signal from the monsters that have been sent.

CRUGER

At least we have some way of finding them.

In the bushes Pollux watches all fourteen Rangers.

FADE OUT.

FADE IN:

INT. THE MAIN CHAMBER OF THE LAIR - DAY

Mumankamon sits on the throne. Grumium, Markab, and Nashira stand off to one side. Wolzard stands to the other side. Night and Mare are sitting over the edge of one of the upper levels. Pollux returns.

POLLUX

Grumium, I've got some great news.

GRUMIUM

What?

POLLUX

Cruger's here.

NASHIRA

How is that good news?

MARKAB

Seeing as how we are here, we can take out the mighty Doggie Cruger while we're at it.

GRUMIUM

Excellent idea. Mumankamon where are those two monsters?

MUMANKAMON

Dream Reaper, Harpy get in here!

Dream Reaper and Harpy enter the main chamber.

DREAM REAPER

What?

MUMANKAMON

The time has come to finish off all of the Rangers. Go with Grumium, and see to it that they are all destroyed.

DREAM REAPER

Yes my pharaoh.

Dream Reaper and Harpy go over to Grumium, Markab, Nashira, and Pollux. All six of them leave the lair. Night and Mare come down to Mumankamon.

MARE

Do you really think that they'll defeat the Rangers?

MUMANKAMON

You saw the previous battle, what do you think?

NIGHT

I don't know. What do you think Wolzard?

WOLZARD

I sense great skill within that Doggie Cruger. I am going to go assist everyone else.

Wolzard leaves the lair.

MUMANKAMON

Excellent. We let Grumium do all of the work, and once the Rangers have been defeated the time for my betrayal will be at hand.

Mumankamon starts to laugh maniacally.

FADE OUT.

FADE IN:

EXT. THE GROUNDS OF MAGIX - DAY

The monster warning sound goes off on the Wand Morphers. Keith opens his.

KEITH

Looks like they're in the same quarry as last time.

CRUGER

Well let's move out!

EXT. THE QUARRY FROM BEFORE - DAY

Grumium stands waiting for the Rangers. Markab is to Grumium's right. Pollux is to Grumium's left. Nashira is on the other side of Pollux. Harpy is on the other side of Markab. Dream Reaper is on the other side of Harpy, and Wolzard stands on the other side of Pollux. All fourteen Rangers show up.

GRUMIUM

Well, well if it isn't the great Doggie Cruger.

CRUGER

Grumium, you will never succeed in your mission whatever it may be.

GRUMIUM

My mission is simple; I will destroy you, find Gruum in this time period, and then bring Gruum back to the year 2026 to destroy S.P.D. once and for all!

JACK

We're not going to let that happen.

KEITH

You thinking what I'm thinking Jack?

JACK

Oh yeah. Let's do it guys!

Jack, Sky, Bridge, Z, Syd, and Cruger take out their morphers and put the mode selector on "CHANGE". Keith, Walker, Bowie, Maria, Abby, and Prof. Firebird take out their morphers and convert them to wand mode. Samson takes out his morpher and morph card.

JACK, SKY, BRIDGE, Z, SYD, AND CRUGER
S.P.D. emergency!

KEITH, WALKER, BOWIE, MARIA, ABBY,
AND PROF. FIREBIRD
Magix metamorphosis! Arthraigh, duine,
marbhan!

SAMSON
Solaria metamorphosis! Abeo, equus,
corporeus!

Jack, Sky, Bridge, Z, Syd, Cruger, Keith, Walker, Bowie,
Maria, Abby, Prof. Firebird, and Samson all morph.

JACK
One! S.P.D. Red!

SKY
Two! S.P.D. Blue!

BRIDGE
Three! S.P.D. Green!

Z
Four! S.P.D. Yellow!

SYD
Five! S.P.D. Pink.

CRUGER
Defender of the galaxy! S.P.D. Shadow
Ranger!

SAM
Force from the future! S.P.D. Omega
Ranger!

KEITH
The Crimson Mage, Magix Red!

BOWIE
The Golden Mage, Magix Yellow!

MARIA
The Azure Mage, Magix Blue!

ABBY
The Rose Mage, Magix Pink!

WALKER
The Emerald Mage, Magix Green!

PROF. FIREBIRD
The Icy Mage, Magix White!

SAMSON
The Shining Mage, Solaria Ranger!

KEITH, WALKER, BOWIE, MARIA, ABBY,
PROF. FIREBIRD, AND SAMSON
Magix!

JACK, SKY, BRIDGE, Z, SYD, CRUGER AND
SAM
S.P.D.!

ALL 14 RANGERS
Power Rangers!

Grumium tosses four Krybot containment units, which unleash four full platoons of Krybots. Markab tosses out six Bluehead containment units, which form six Blueheads. Pollux tosses out six Orangehead containment units, which form six Orangeheads. A large platoon of Infelshias and six Command Infelshias appear.

GRUMIUM
Krybots, Infelshias, destroy the
Rangers!

All of the Krybots (all three types) and Infelshias (both types) charge at the Rangers. The Rangers split up into seven pairs consisting of Jack and Keith, Sky and Bowie, Bridge and Walker, Z and Maria, Syd and Abby, Sam and Samson, and Cruger with Prof. Firebird. In the first of seven groups Keith fends off a couple of Orangeheads and a Command Infelshia with his Sword. Jack uses his Delta Blasters to help Keith out with the regular Krybots that are also attacking them.

KEITH
You know after fighting these things,
those robots aren't as tough as I
thought they were.

JACK
Tell me about it, Krybots have always
been pushovers. Now let's finish them!

With all of the regular Krybots taken out, Jack moves his attention to an Orangehead. He fires a few shots at it, and eventually puts his Blasters back in their holsters. Jack launches a series of punches and kicks at it, which manages to weaken it. Keith slashes the Orangehead he is fighting heard with the Sword and it falls down with its casing damaged. Keith then turns his attention to the Command Infelshia and gives it a hard slash knocking it to the ground. The Command Infelshia melts upon hitting the ground.

KEITH

One left.

JACK

Let's do it!

Jack draws his Blasters again and combines them. Keith charges at the Orangehead and gives it a hard slash weakening it. Jack then fires a blast from his Delta Blasters in combo mode. The blast hits the Orangehead, and it falls to the ground and explodes.

KEITH

Great job.

JACK

You're not too bad yourself.

In the second area Bowie and Sky are fighting a bunch of regular Krybots and Infelshias. Sky has his baton drawn, and Bowie has his Wand Staff drawn. They attack the Krybots and Infelshias with their weapons, causing all of the grunt soldiers to fall to the ground. Two Blueheads jump out at them, and Bowie and Sky strike them.

BOWIE

Garuda Crossbow!

SKY

Delta Max Striker!

Bowie converts his Staff into his Crossbow. Sky combines both parts of his Delta Max Striker. Together they fire numerous shots at the Blueheads, so much so that the Blueheads fly backwards and explode.

BOWIE

And that's that.

SKY

Now we need to focus our attention elsewhere.

In the third area Walker and Bridge are fighting Krybots, Infelshias, a Command Infelshia, and an Orangehead. They manage to easily take care of the Krybots and Infelshias. Bridge fights the Command Infelshia while Walker takes on the Orangehead. Bridge seems to be having some trouble with the Command Infelshia.

BRIDGE

Are these guys supposed to be this tough?

WALKER

Nah, usually they're pushovers like the regular ones.

BRIDGE

In that case...

Bridge takes out and combines both parts of his Delta Max Striker. He fires at the Command Infelshia. The Command Infelshia falls to the ground and melts. Walker takes out his Axe and slashes at the Orangehead. After a few slashes Walker stops.

WALKER

Care to do the honors?

BRIDGE

My pleasure.

Bridge fires a bunch of shots at the Orangehead causing it to fall to the ground and explode.

WALKER

We make a pretty good team.

BRIDGE

Yeah, I guess two Greens are better than one.

In the fourth area Maria and Z are fighting some Infelshias, Krybots and two Blueheads. They take out the Krybots and Infelshias first, and then move onto the Blueheads. They begin by attacking the Blueheads with their baton and Staff respectively. The swipes given to the Blueheads manages to weaken the robots.

Z

Let's finish them off. Convert your weapon like Keith, Walker, and Bowie.

MARIA

My weapon doesn't convert like that.

Z
Well that sucks.

MARIA
I know, but I can still at least fire a few shots at these things.

Z
Do it girl!

Z combines both parts of her Delta Max Striker. She aims at the Blueheads. Maria aims the emblem end of her Staff at the Blueheads. Together Z and Maria fire a series of shots at the Blueheads. The shots manage to send the Blueheads flying backwards until finally exploding.

MARIA
I wonder how the others are doing.

Z
I'm sure they're doing fine.

In the fifth area Syd and Abby are having absolutely no problems with the Infelshias and Krybots. Once all of the Infelshias and Krybots have been taken care of the final two Blueheads attack them.

SYD
Great these guys.

ABBY
We can take them.

Abby draws her Staff, and Syd draws her baton. Together they give the Blueheads and bunch of swipes. Syd combines the parts of her Delta Max Striker, and aims at the Blueheads. Abby aims her Staff. Numerous pink shots are fired from both weapons, which hit the Blueheads. Like previous Blueheads, they fly back until eventually exploding.

SYD
Great job.

ABBY
You too.

In the sixth area Samson and Sam are fighting Krybots, Infelshias, and the final three Orangeheads. Sam pulls out the throttle on his morpher and revs it up.

SAM
Omega Morpher, hyper mode!

Sam places the throttle in its original position and then unleashes a barrage of punches on the Infelshias and Krybots.

SAMSON

Not bad, but check this out.

Samson converts the Lamp into Blaster mode and rubs it a couple of times. He then aims away from the Infelshias and Krybots, and pulls the trigger. The golden blasts come out of the Lamp Blaster and then home in on the Infelshias and Krybots hitting and destroying them. The Orangeheads come in on the two of them. Sam takes out the throttle again and revs it.

SAM

Omega Morpher, electro mode!

Sam places the throttle back and put his left hand on the ground. A lightning bolt travels from his left hand to the Orangeheads. The Orangeheads get electrocuted from the lightning. Samson rubs the Blaster again and fires a few shots at the Orangeheads. Sam takes out the throttle again and revs it.

SAM

Omega Morpher, blast mode!

Sam places the throttle back, and aims his left hand. A fire burst comes out of it hitting the Orangeheads. The Orangeheads fall down and explode.

SAMSON

There's nothing like two Sams working together.

SAM

You bet.

In the seventh area Prof. Firebird and Cruger fight the remaining Command Infelshias.

PROF. FIREBIRD

Doggie, how about we finish them now?

CRUGER

Agreed Athena.

Prof. Firebird aims her Staff at the Command Infelshias.

PROF. FIREBIRD

Teicniocht, solas!

A white particle beam shoots out at the Command Infelshias turning them into ice. Cruger slices them all, which destroys them. Once all the grunt soldiers have been defeated the Rangers regroup.

GRUMIUM

You may have defeated the Krybots and Infelshias, but I know we're no match for you.

KEITH

Wanna make a bet? Walker, Bowie, Maria, Abby Legend Form!

WALKER, BOWIE, MARIA, AND ABBY

Right!

Keith, Walker, Bowie, Maria, and Abby take out their morphers in wand mode.

KEITH, WALKER, BOWIE, MARIA, AND ABBY

Legend metamorphosis! Arthraigh, duine, duine, marbhan!

Keith, Walker, Bowie, Maria, and Abby all morph to Legend Form. The Legendary Wand Staffs form in their hands.

SYD

Why can't we have a power up like that?

Z

Syd, we do.

BRIDGE

Don't tell me you've forgotten about S.W.A.T. Mode.

JACK

Well guys since the Magix Rangers are using a power up I think we should do the same.

Sky, Bridge, Z, and Syd nod. Jack, Sky, Bridge, Z, and Syd take out their morphers and put the selector on "CHANGE".

JACK, SKY, BRIDGE, Z, AND SYD

S.P.D. S.W.A.T. Mode!

They press the top button and morph to S.W.A.T. Mode. They then place their morphers in their vests and the Delta Enforcers appear in their hands.

JACK

Let's do it Keith.

KEITH

You're on.

GRUMIUM

You're mine Red Rangers!

Keith and Jack fight Grumium. Keith swipes at Grumium a few times with his Staff, and Jack fires a few shots from his Enforcer. Their fight continues like this as Bowie and Sky fight Markab. Like Keith, Bowie swipes at Markab with his Staff, and Sky, like Jack, fires a few shots from his Enforcer. Walker and Bridge fight Pollux doing the same as their comrades, as do Z and Maria with Nashira. Abby and Syd on the other hand fight Harpy much differently. Abby dials "1" on her Staff and fires a small tornado at Harpy, which lifts the monster up. Syd then fires a bunch of shots at Harpy with her Enforcer.

ABBY

Let's finish her together.

SYD

You're on!

Abby dials "1" again and aims her Staff at Harpy, and Syd aims her Enforcer. A tornado from Abby's Staff is launched as Syd starts firing from her enforcer. The tornado and Enforcer shots combine and hit Harpy. Causing her to fall down and explode. Samson and Sam fight Dream Reaper. Sam starts out by unleashing a barrage of punches with his right hand.

SAM

Finish this guy Samson!

SAMSON

Cheshire, you ready?

Cheshire pops his head up.

CHESHIRE

Claw Attack!

Samson rubs the Blaster until a clicking sound is heard. Samson pulls the trigger and Cheshire shoots out of the Lamp. He starts clawing at Dream Reaper many times. Dream Reaper then falls down and explodes. Prof. Firebird and Cruger fight Wolzard. Wolzard exchanges many blows with his sword against Cruger's. Cruger and Wolzard push each other back.

WOLZARD

Halosis, gangalos, thursos!

PROF. FIREBIRD
Teicniocht, solas!

Wolzard's Howling Wolf is launched at the same time as Prof. Firebird's. However Prof. Firebird's attack freezes Wolzard's. Cruger then moves in and gives Wolzard a hard slash with his sword. Wolzard falls back a little.

WOLZARD
It has been an honor fighting against you Doggie Cruger.

CRUGER
The feeling is mutual.

Wolzard disappears through a black magic circle. Keith and Jack have managed to weaken Grumium, Sky and Bowie, have done the same with Markab. Walker and Bridge did the same with Pollux, and Z and Maria did the same with Nashira. The four Troobians fall to the ground in a group. They get back up. Jack pulls out his morpher from his vest.

JACK
Grumium, Markab, Pollux, Nashira, for illegal time travel, and trying to alter the fabric of space and time, JUDGMENT!

Jack puts the selector on his morpher to "JUDGE". The one-minute judgment cycle work through until finally registering a guilty verdict.

JACK, SKY, BRIDGE, Z, AND SYD
Guilty!

JACK
Confinement mode!

Jack, Sky, Bridge, and Z swipe confinement cards on the Enforcers. They pull the back button on it and the card slot pops up. They all place the cards in the slot and close up their Enforcers. The Enforcers power up, and four blasts are launched at the Troobians. The blasts hit the Troobians. After the blasts have cleared the four confinement cards fall to the ground. Jack walks over to them and picks them up. The Troobians can be seen within the cards. Mumankamon appears on an overhead cliff.

MUMANKAMON
Even in the future good help is hard to find.

Mumankamon disappears.

FADE OUT.

FADE IN:

EXT. THE GROUNDS OF MAGIX - DAY

The two time ships are sitting near the castle. All fourteen Rangers stand looking at each other.

CRUGER

Magix Rangers, it has been an honor to fight with you, but now we must leave.

ABBY

Can't you stay a little longer?

BRIDGE

We're all ready altering time enough as it is by being here.

Z

Besides our mission is complete.

SYD

And I am getting a little homesick for the year 2026.

SKY

So this is good-bye. It's been a blast.

SAM

Don't worry we'll see you another time.

PROF. FIREBIRD

Thank you all for coming. Without you we would not have known what to do.

Prof. Firebird takes out her morpher in wand mode.

PROF. FIREBIRD

Ionsaigh, tecniocht!

Prof. Firebird waves her morpher in front of all the S.P.D. Rangers.

BRIDGE

What was that?

PROF. FIREBIRD

The enchantment has been taken off.

CRUGER

There is one more thing that we need to do before we leave.

KEITH

What?

CRUGER

This.

Cruger holds out a device and hits a button on it. It releases a red light, which hits Keith, Bowie, Walker, Maria, Abby, Samson and Prof. Firebird. Keith looks at Cruger.

KEITH

What's with that funny dog costume?
Halloween's been over for months.

The S.P.D. Rangers get onto the ships and take off.

EXT. DELTA COMMAND - DAY

The time ships have landed and the S.P.D. Rangers are standing outside of them.

Z

Are you sure you can't stay Sam?

SAM

It's like we told the Magix Rangers, I can't stay here anymore or I'd mess up time even more.

CRUGER

Well Sam it was great to have at least one last case with you.

JACK

Even if you're still just a ball of light.

SKY

See you Sam.

BRIDGE

Bye Sam.

SYD

Bye Sam.

SAM

There's one more thing I need to do.

Sam holds the same device Cruger did at Magix, and hits a button. The red light goes over Jack, Sky, Bridge, Z, Syd, and Cruger. Sam gets into one of the ships, and the ships start to rise. A wormhole is opened and the ships fly through them.

END