

THE MASKED RIDER  
EPISODE 7 - "OPERATION: EXTERMINATION, PART 1"

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**THE MASKED RIDER - "OPERATION: EXTERMINATION, PART 1"**

PRE-TITLES 1. EXT. COMIC BOOK VILLE VENTEUSE CITYSCAPE- NIGHT

EST. SHOT of the Louisiana skyline, mirroring the opening to episode 1, but it is nowhere near as pleasant. Everything is drawn in a comic book style akin to the *Ultimate Marvel* standard. There is a green industrial-looking mist everywhere and rain is pelting down hard and fast.

The VOICE-OVERS are accompanied by appropriate comic book captions and speech bubbles.

**NARRATOR (V.O.)**

Welcome to Ville Venteuse, the blackest burg bordering the mud of the Mississippi. Some people call it, 'the City of Sin.' I just call it, 'home.'

PRE-TITLES 2. EXT. COMIC BOOK STREET- CONTINUOUS

A BIKER GANG are thundering down the street, swinging chains and wielding pipes and other heavy objects like weapons.

A BIKER smashes a post-box with his pipe as he rides by.

A SHADOWED FIGURE watches from the rooftops. His body is a silhouette, but his eyes glow an unearthly pale blue. A cape flaps behind him in the wind.

PRE-TITLES 3. INT. COMIC BOOK ALLEY WAY- CONTINUOUS

A TEENAGED GIRL runs fearfully as the laughing BIKERS pursue. The GIRL comes to a dead-end.

The BIKERS get off their motorcycles and lurch towards her.

The SHADOWED FIGURE descends from above. He lands in the midst of the BIKERS and floors them with a series of vicious kicks and punches.

The GIRL stares in amazement.

The SHADOWED FIGURE stands victoriously over the pile of stunned and battered BIKERS.

**FIGURE (V.O.)**

This dying city needs me. I am its defender. I am--

**(ROLL OPENING TITLES)**

1. EXT. SISKO & SISKO OFFICE- DAWN

EST. SHOT of the office door.

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2. EXT. SERAFINE SISKO'S HOUSE- DAY

EST. SHOT of the three-storey house, the architecture reflects the time of Spanish dominance in the state. It is in the upper-class district of Ville Venteuse and radiates warmth and class. Beautiful piano music can be heard coming from inside. A white Audi Quattro pulls up into the driveway.

3. INT. LIVING ROOM- CONTINUOUS

SERAFINE SISKO - a courtly woman of 75 - sits at a black upright piano, playing a soothing melody on it. Her eyes are closed. She is completely in tune with the instrument.

4. EXT. SERAFINE SISKO'S HOUSE- CONTINUOUS

EXTREME CLOSE-UP of a hand pressing the doorbell button. The ring sounds like the first few notes of Boccherini's *Minuet and Trio*.

5. INT. LIVING ROOM- CONTINUOUS

SERAFINE stops playing as the sound of the doorbell breaks her flow. She smiles knowingly and gets up to go to the door.

6. EXT. SERAFINE SISKO'S HOUSE- CONTINUOUS

RENÉ (holding a bouquet of magnolias and wearing brown over white), PHILIP (wearing blue over red-and-white) and BELINDA are all standing on the doorstep. The door opens to reveal SERAFINE. They go about their greetings happily.

**SERAFINE**

René! Oh, it's wonderful to see you again, my boy!

RENÉ kisses her on the cheek.

**RENÉ**

Hey, Grammy. Got these for you.

He hands her the bouquet.

**SERAFINE**

Oh, magnolias! Thank you, honey. Philip, it's good to see you as well.

**PHILIP**

Hello, Grammy.

SERAFINE hugs him, then turns to BELINDA, still smiling pleasantly.

**SERAFINE**

And who is this?

**BELINDA**

Belinda Blair, Mrs Sisko.

**SERAFINE**

Oh, please, dearie, call me Serafine. Are you--?

**RENÉ**

She's my girlfriend.

**BELINDA**

He means, 'close friend who happens to be female.'

**RENÉ**

I know what I mean.

**SERAFINE**

Come in, all of you, let's not show off to all and sundry.

She leads all of them inside.

FADE TO:

7. INT. LIVING ROOM- SOON AFTER

A tray of china cups rests on the fancy coffee table. SERAFINE pours tea into them from the florally painted pot. She hands cups to BELINDA and RENÉ, who are seated on either side of her, as PHILIP walks about the room while running his fingertips over random objects in his usual detached curiosity.

**SERAFINE (Cont'd)**

There you go, my dears. Philip, honey, won't you join us?

**RENÉ**

You know Philly. He'll come over when he's ready.

**SERAFINE**

Yes, I suppose you're right. You know I still remember the day you found him, René...

FLASH TO:

8. INT. RUINS OF A CONDEMNED BUILDING- NIGHT (FLASHBACK)

A somewhat younger RENÉ staggers through an open gap in the side of the building. His clothes are damaged and he is sweating, as if he has been running. He trips over a lump of debris and lands at the feet of something. He looks up and sees PHILIP sitting against a wall and dressed only what look like white pyjamas embroidered with patterns of circuitry. He is clutching a silver suitcase to his chest.

**PHILIP**

Um...

**RENÉ**

*(Panting for breath)* Hey, what are you doing here? It's dangerous, you know?

PHILIP undoes the clasps on the suitcase and turns it around.

**PHILIP**

You...open...

RENÉ reaches out cautiously. He pops open the suitcase and a ruby light pours out.

FLASH TO:

9. EXT. SERAFINE SSKO'S HOUSE- NIGHT (FLASHBACK)

It is raining heavily. RENÉ stumbles up the driveway, carrying a now unconscious PHILIP in his arms. He slumps against the door and rings the 'bell.

FLASH TO:

10. INT. LIVING ROOM- PRESENT

SERAFINE finishes her reminiscing. RENÉ stares into his teacup. BELINDA has been listening to the story with interest.

**SERAFINE**

I opened the door and there you were, soaked to the bone and carrying the poor boy. I spent the next week helping you both get over the most terrible colds. It's lucky you didn't catch hypothermia out there.

**RENÉ**

Grammy, please, do you mind if don't go over that again?

**SERAFINE**

Yes, of course, my dear. Please, forgive an old woman her trespasses. By the way, the bingo club are holding a jumble sale for the church roof fund and I was going to sell some of the old stuff you'd outgrown so if there's anything you want to save, I'd suggest you go upstairs and do it now. Your room's exactly as you left it.

**RENÉ**

It is? You're the best, Grammy.

He puts the cup down and stands up. He starts to walk out of the room.

**RENÉ (Cont'd)**

Come on, Philly!

PHILIP stops fiddling with the rabbit-ear antennae on the old television and wanders after him.

11. EXT. BLOCK OF FLATS- MEANWHILE

EST. SHOT of the block of flats in the more built-up urban area of the city. A REPAIR-MAN is fixing the wind-generating turbine outside. He notices someone - a RESIDENT - staring at him through the window of one of the flats.

**REPAIR-MAN**

What're you looking at, creep?

The RESIDENT disappears back behind the curtains of his window. The REPAIR-MAN shakes his head and thumbs the cap of his hard-hat up before returning to his work.

**REPAIR-MAN (Cont'd)**

Freaking weirdo.

12. INT. FLAT BEDROOM- CONTINUOUS

The interior of the room is a shabby mess that seems to be a combination of sleeping quarters and an art studio. Sheets of paper displaying self-made character designs and pages from comics cover the walls. A computer is tucked away in the corner.

The RESIDENT sits down at a writing desk propped against the wall, picks up a pencil and starts scribbling; disturbingly enough, many of them show the SHADOWED FIGURE from before viciously beating up the Masked Rider.

His dialogue is peppered with quick bouts of giggling.

**RESIDENT**

Masked Rider...Masked Rider...kill Masked Rider, kill him, bash him, smash him...only room for one costume in this city...won't see me coming...terror in the night...

His ramblings are interrupted by a tone from his computer. He stands up and walks to it, pressing a button on the keyboard. A text box reading, '1 NEW MESSAGE,' pops up. He hits the, 'Enter,' key and the box is replaced by a website called, 'OPERATION: EXTERMINATION,' followed by an e-mail message.

The RESIDENT'S eyes scan over it and his mouth pulls up in a grin.

We finally see a poster of the SHADOWED FIGURE in a fighting pose. Above him is a logo reading, 'THE ROACH.'

13. INT. RENÉ'S OLD BEDROOM- MEANWHILE

The bedroom is fairly plain-looking for a teenager. There are a couple of posters on one wall, a chest of drawers with a few action figures and knick-knacks on top of it, the bed has stars and moons embroidered on the quilt and pillows and a super-hero alarm clock stands on the beside cabinet. PHILIP sits on the bed, toying with an action figure as RENÉ shifts the cabinet aside.

**RENÉ**

Did I ever tell you about my treasure trove, Philly?

He checks the floorboards until finding a small hole in a loose one. Sticking a finger in the hole, he lifts the board aside to reveal a stack of old comic books inside. PHILIP leans over to take a look.

**PHILIP**

What are those?

RENÉ heaves the stack up onto the bed.

**RENÉ**

Don't tell me you've never seen a comic book, *mon frère*. These are some of the classics. *The Shadow*, *The Green Hornet*, even some old *Batman* stuff, and that's just for starters.

PHILIP lifts up a copy of *Batman* and flicks through it.

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**PHILIP**

Batman's sidekick gets a costume. Shouldn't I get a costume like that?

RENÉ pauses.

FLASH TO:

14. EXT. VILLE VENTEUSE CITYSCAPE- NIGHT (RENÉ'S IMAGINATION)

PHILIP is posing in the moonlight, dressed in a mask and costume that clings to the shape of his body and reveals a bit too much leg.

FLASH TO:

15. INT. RENÉ'S OLD BEDROOM- PRESENT

RENÉ shudders at the mental image.

**RENÉ**

Let's not dwell on that, okay? You're perfectly fine as you are.

PHILIP shrugs and continues flicking through the comic.

16. EXT. SERAFINE SSKO'S HOUSE- SOON AFTER

RENÉ and PHILIP are carrying boxes full of the comics down to the awaiting car. BELINDA is leaning on the side of the vehicle with her pet snake, Griselda, draped around her neck.

**RENÉ (Cont'd)**

Did you really have to bring that thing with you?

**BELINDA**

Hey, where Mommy goes, Griselda goes as well.

RENÉ rolls his eyes and sets his box down in the back seat of the car. PHILIP reaches out and pets Griselda on the head and the snake reacts by flicking her tongue at his fingertips affectionately.

From the corner of the street, a SUITED MAN leans out from behind one of the house. He is holding a strange device, which is beeping rhythmically. He eyes PHILIP -- who is conversing with RENÉ and BELINDA but we cannot make out what they are saying -- suspiciously. He closes the flip-open top of the device and jots something in a notepad before disappearing back behind the building.

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He takes out a mobile 'phone, dials a number and presses it to his ear. We hear the, 'click,' of a receiver being picked up and the voice of SINISTER becomes audible.

**SINISTER (Over the 'phone)**

Sandifer?

**SANDIFER**

Sinister, I've been following up on the readings we got from that Masked Rider character. There's this scrawny kid giving off almost the exact same aura. Red hair, heterochromatic eyes, one blue, one green, looks to be about 5'6" and aged between 17 and 25.

**SINISTER (Over the 'phone)**

All right, Sandifer, good work. We'll run a citizen check and I.D. the guy for you.

**SANDIFER**

Thanks, Sinister.

**SINISTER (Over the 'phone)**

Sandifer, before you go...stay safe.

**SANDIFER**

Don't worry. I'm the best.  
I'll call in again once I've found out more.

He hangs up and pockets the 'phone, then exits.

FADE TO:

17. EXT. NATASHA FONTAINE'S SCHOOL OF DANCE- DAY

BELINDA'S car pulls up alongside the building and she climbs out, followed by RENÉ and then PHILIP.

**RENÉ**

All right, let's get these boxes up to the office until I can find somewhere better to--

**BELINDA**

Uh, René, was there meant to be a hole in your office window?

**RENÉ**

Uh?

He looks up at the window of the office, which has been put through by something, leaving a gaping hole with only a few sharp pieces of glass lining the pane. RENÉ lets out a cry that is somewhere between despair and anger.

18. INT. SISKO & SISKO OFFICE- MOMENTS LATER

The door of the office bangs open as RENÉ charges in frantically. He looks around, then finds something lying in the middle of the floor -- a brick, with a black envelope tied to it with string -- surrounded by broken glass from the impact. He puts his palm to his face while walking towards the destroyed window as PHILIP and BELINDA enter the office behind him.

**RENÉ**

*Oh, non! I don't believe this! Natasha's going to kill me! Quand j'attrape le fils de gamin sale de la rue d'une chienne une-regardée qui l'a fait je vais tordre son petit cou efflanqué! Damn it!*

While he continues on his increasingly vicious rant, BELINDA picks up the brick and unties the envelope. She slips it open and finds a thick wad of dollar bills inside.

**BELINDA**

Whoa. Philip, come have a look at this.

PHILIP peeks over her shoulder.

**BELINDA (Cont'd)**

Will you look at all that dough? How much do you--

**PHILIP**

\$2,000, exactly. Someone was feeling generous.

RENÉ stops in mid-rant.

**RENÉ**

T-t-t-two--?

He snatches the wad of money from the envelope and leafs through it enthusiastically.

**BELINDA**

Someone must really want your help for a 2K down-payment. There's a note, too.

She slips a folded over sheet of paper out of the envelope and opens it up.

**BELINDA (Cont'd)**

*(Reading)* "Come to Paine Way High School at 4.30pm. If you're quick, you may end up preventing a murder."  
Murder?

**PHILIP**

Murder?

**RENÉ**

Is there an echo in here? Paine Way, Paine Way...man, I remember when I was a student there.

**PHILIP**

There's no specific date on the note, so we should we assume that they want us there today?

**RENÉ**

Makes sense, but it's not, 'we,' Philly. I'll do this alone. The two of us hanging around a high school after classes let out would look kind of suspicious, don't you think?

**PHILIP**

Well I think I should stay close by, just in case.

**RENÉ**

Sure, sure, fine. If I get into any trouble, I'll 'phone you on your cell. Now get your crash helmet, soldier, we're moving out.

**PHILIP**

But it's only 11:15.

**RENÉ**

Well, then, uh, wait, really?

BELINDA checks her wristwatch.

**BELINDA**

He's right, Sisko.

**RENÉ**

Dang...fine, we're moving out in about five hours.

PHILIP and BELINDA look at each other, both cocking a brow.

19. EXT. PAINE WAY HIGH SCHOOL- LATER THAT AFTERNOON

EST. SHOT of the school. RENÉ can be seen from a distance entering the gate.

**COMIC BOOK-STYLE CAPTION:** Later...

20. INT. SCHOOLGROUNDS- CONTINUOUS

RENÉ stands just inside the main gates of the school. He takes note of the C.C.T.V. cameras, pointing them out with one hand and counting them off on the other, making three. He takes out his notepad and starts sketching a basic layout of the front of the school.

We switch to a SECURITY CAMERA'S P.O.V. in time to see a brown-and-white FIGURE dash through the gates, and then switch back to a regular view as the FIGURE passes behind RENÉ, shoving him over. He lets out a cry as he lands on the ground, dropping his notepad and pen. He regains his senses in time to see the FIGURE dive behind the side of the building. He gets to his feet and runs after him.

**RENÉ**

Hey!

**VOICE (O.O.S.)**

There he goes!

RENÉ spots some POLICEMEN coming through the gate.

**RENÉ**

Great! You showed up just in time! He went--

The POLICEMEN surround RENÉ, handguns primed. RENÉ drops his arm, confused, and then points at himself.

**RENÉ (Cont'd)**

--that way...? Wait, hang on, you don't mean me?

A HAND comes down from behind RENÉ and claps him on the shoulder. RENÉ looks in its direction and we see it is attached to CAPTAIN TOUSSAINT CHARBONNEAU.

**CHARBONNEAU**

Sisko, let's talk.

**RENÉ**

I'd love to, Toussaint, but I really don't have time to play Tea Party with you and your boys right now. There's people waiting for me, you know?

We hear a MALE SCREAM from an open office window.

**RENÉ (Cont'd)**

Right on cue.

He breaks away from CHARBONNEAU and towards the school building.

**CHARBONNEAU**

Sisko! *Merde*.

He shoots a glare at the POLICEMEN.

**CHARBONNEAU (Cont'd)**

What are you, *couillon* or something?! Quit standing around! You three, seal off the perimeter and call for more men, the rest of you follow me inside. Move!

CHARBONNEAU chases after RENÉ with two POLICEMEN behind him.

21. EXT. ONE STREET OVER- CONTINUOUS

RENÉ'S motorcycle is parked up by the kerb. PHILIP and BELINDA sit on a nearby public bench, eating *beignets*.

**PHILIP**

These are delicious, as always, Belinda.

**BELINDA**

Thank you, Philip.

Hip-hop music starts playing somewhere close to them, catching their attention. PHILIP'S expression is one of enchantment.

**PHILIP**

Where is that strange, heavenly music coming from?

He stands up and wanders down the street as if in a trance.

**BELINDA**

Philip? Philip!

BELINDA stands up and follows him.

**BELINDA (Cont'd)**

Ooh! That boy!

22. EXT. NEXT STREET- CONTINUOUS

PHILIP and BELINDA come around the corner and find a group of YOUTHS surrounding a cardboard box that has been flattened out across the pavement. A boom-box is banging out the hip-hop music. The YOUTHS are clapping or bobbing their shoulders or tapping their feet in rhythm as ONE OF THEIR NUMBER break-dances across the remains of the box.

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He moves with an amazing, almost expert fluidity; he has a way to go but has potential to be a great performer.

**PHILIP**

What is that, Belinda?

**BELINDA**

Oh, it's just a bunch of kids doing street-dancing, Philly, nothing to get excited about.

PHILIP is literally bouncing his way over to the YOUTHS.

**BELINDA (Cont'd)**

Philip!

The DANCER -- this is DANNY MAZEROLLE -- stops and jack-knifes to his feet as PHILIP pushes his way through the crowd.

**PHILIP**

May I try this street-dancing?

**DANNY**

Sure, if you think you can keep up.

DANNY steps back and PHILIP moves onto the centre of the box. After taking a few moments to let the rhythm flow through him, he starts dancing with surprising prowess for a beginner. DANNY appears mildly impressed. The YOUTHS (and BELINDA) keep in time with the music. PHILIP finishes his routine and hops up, landing perfectly in front of DANNY.

**DANNY (Cont'd)**

I've seen better. Don't worry, I've seen worse too.

**PHILIP**

Can you teach me how to do better?

**DANNY**

Sorry, man, you're out of luck. I don't take on partners no more.

**PHILIP**

But--

Another youth, NIKO, runs up to DANNY. He struggles to catch his breath while trying to talk at the same time.

**NIKO**

Danny! There...school...trouble...!

**DANNY**

Ain? Niko, what you trying to say, boy?

NIKO gathers himself.

**NIKO**

There's something going on at school! Cops ever'where!

**DANNY**

Lottie...

He runs off, much to the confusion of PHILIP, BELINDA, NIKO and the rest of the YOUTHS. PHILIP cups his chin between finger and thumb thoughtfully.

**PHILIP**

Lottie, hmm?

**BELINDA**

By school, did you mean, 'Paine Way'?

**NIKO**

Sure enough.

**BELINDA**

If there's trouble, René has to be the centre of it.  
Let's go, Philip.

She grabs him around the arm and leads him after DANNY.

23. INT. PRINCIPAL HEBET'S OFFICE- MEANWHILE

MR HEBET, the headmaster of Paine Way High, is trapped behind his desk, watching in fear as THE ROACH -- in reality the COCKROACH TROJANITE -- stalks towards him. The monster's antennae and wings twitch and its long, clawed fingers flicker with wicked anticipation.

**COCKROACH TROJANITE**

You're Hebet, right?

**HEBET**

I...I am. Oh, God, what do you want from me?

**COCKROACH TROJANITE**

You've had this coming a long time, Hebet. This is for the boy whose life you ruined.

HEBET presses his back to the wall.

**HEBET**

I don't know what you're talking about, I never hurt anybody! Please, please, oh, God, please don't hurt me!

The TROJANITE raises his right hand, palm open and fingers wiggling. He darts forward in a brown blur and presses his palm over HEBET'S face.

**COCKROACH TROJANITE**

Target...exterminated.

Grey-blue slime pours out of his palm and over HEBET'S face to suffocate him. The door of the office slams open and RENÉ comes in.

**RENÉ**

There you are! Death from above!

He leaps forward and tackles the TROJANITE. HEBET, still barely alive, collapses to the floor in a heap. RENÉ and the TROJANITE struggle around the office until he is able to throw the detective into the wall. The TROJANITE goes for the door.

24. INT. HALLWAY OUTSIDE PRINCIPAL HEBET'S OFFICE- CONTINUOUS

The COCKROACH TROJANITE is running one way while CHARBONNEAU and the POLICEMEN come from the opposite direction.

**CHARBONNEAU**

Stop! In the name of the law!

**COCKROACH TROJANITE**

You stop.

He holds out his left hand and grey-blue smoke issues forth, enveloping them. CHARBONNEAU pulls his shirt up over his mouth and nose.

**CHARBONNEAU**

Don't breathe it in!

His warning comes too late. The POLICEMEN collapse from the smoke. The TROJANITE shoves CHARBONNEAU hard out of his way and continues running. CHARBONNEAU starts to get up when RENÉ appears and goes after the TROJANITE, unintentionally knocking CHARBONNEAU down again and eliciting a yell from the officer.

**RENÉ (O.O.S.)**

*Désolé!*

25. EXT. SCHOOL ROOFTOP- CONTINUOUS

RENÉ reaches the rooftop where the COCKROACH TROJANITE seems to be trapped.

**RENÉ (Cont'd)**

Got you now, *mon ami*.

He takes out the belt buckle from somewhere under his waistcoat, clips it to the front of his belt and pulls the green and black Rider Keys from his trouser pockets.

**RENÉ (Cont'd)**

Ride up!

He plugs the Keys into the chambers on the belt.

**BELT'S A.I.**

Cyclone-Joker!

CRASH ZOOM IN on the belt as the Keys crackle with power. CRASH ZOOM OUT to show RENÉ in his armour. The COCKROACH TROJANITE turns to face him and growls lowly.

**COCKROACH TROJANITE**

You're the--

RENÉ points at him.

**RENÉ**

--Masked Rider.

RENÉ walks slowly across the rooftop towards the TROJANITE.

**COCKROACH TROJANITE**

Oh, how I've been waiting for this.

**RENÉ**

I've heard that before.

**COCKROACH TROJANITE**

This city only needs one costumed hero.

**RENÉ**

On that, we are agreed.

RENÉ charges at the COCKROACH TROJANITE and starts swinging Cyclone-powered kicks at him, but his opponent is able to avoid or parry each one. This goes on for a few seconds.

**RENÉ (Cont'd)**

Pretty quick, ain'tcha?

The fruitless attacks continue. The TROJANITE rolls under the last one and bounds backwards through the air.

**RENÉ (Cont'd)**

Whoa. He matched my speed with ease.  
Mais, let's see Bug Brain dodge this.

He replaces the black Key with the blue one.

**BELT'S A.I.**

Cyclone-Trigger!

The left side of his armour changes from black to blue and his pistol materialises on his chest. He unhooks it and shoots repeating Cyclone-powered bullets at the COCKROACH TROJANITE, who crawls at such incredible velocity that RENÉ cannot get a beeline on him.

**COCKROACH TROJANITE**

Missed me! Ooh, missed again! Aw, bad luck!  
Come on, this all you got?

**RENÉ**

Great, a wise-guy.

He replaces the green Key with the yellow one.

**BELT'S A.I.**

Lunar-Trigger!

The right side of his armour changes from green to yellow. He shoots a volley of Lunar-powered bullets -- a total of eight -- and once again the COCKROACH TROJANITE dodges underneath them.

**COCKROACH TROJANITE**

Face it, you can't touch me!

**RENÉ**

Think again.

He fires a ninth bullet. All of them curve around in mid-air and slam into the TROJANITE, sending him rolling along the rooftop.

**RENÉ (Cont'd)**

You're finished.

He loads the Trigger Key into his pistol and clicks the secondary barrel into place.

**BELT'S A.I.**

Rider Cluster!

RENÉ levels his weapon on the writhing COCKROACH TROJANITE but before he can pull the trigger, Buggy flies in from behind, ringing urgently. It converts into mobile phone mode. RENÉ plucks it from the air and puts it to his ear.

**RENÉ**

Uh...*bonjour*?

**PHILIP (Over the 'phone)**

*Bonjour*, Dear-heart! You will never guess what happened!

**RENÉ**

Philip -- excuse me, can you give me a second? -- I'm kind of busy here -- really, this won't take long!

RENÉ starts scolding PHILIP as the COCKROACH TROJANITE recovers and points tauntingly at him.

**COCKROACH TROJANITE**

Smell you later!

He leaps away and crawls down the outer wall of the school and out of sight. RENÉ spots him just as he disappears from view.

**RENÉ**

No!

He runs to the edge of the building and peers over but finds no traces of the TROJANITE.

**RENÉ (Cont'd)**

Great. Lost him.

He undoes his transformation, dismissing his armour in a flurry of yellow and blue particles. In frustration he starts growling and kicks the rooftop's safety rail hard enough to dent several of the thin bars.

**RENÉ (Cont'd)**

Philip!

26. EXT. MUSEUM OF CULTURE & MYSTICISM- DAY

EST. SHOT of the building.

27. INT. LIVING ROOM- CONTINUOUS

DIAHNNE is kneeling in front of the glass coffee table, playing chess on her own. She considers her next move and lifts up the White Queen and sets it down in front of the Black King.

**DIAHNNE**

Checkmate.

SYLVESTRO walks in wearing a dark gold dressing gown over pinstriped pyjamas. He is carrying SIR TIGSWORTHY in his arms. The cat is purring quietly and glancing around the room with his usual air of Caligula-esque irritation.

**SYLVESTRO**

Aren't you missing a player, sweetheart?

**DIAHNNE**

I hate to lose, Daddy, so this way I always win.

**SYLVESTRO**

Ah, very clever, I'm sure.

SIR TIGSWORTHY mews loudly, leaps from his master's grasp and bolts across the table and sends the chess pieces flying.

**SYLVESTRO**

Oh, Sir Tigsworthy!

**DIAHNNE**

Ah! You stupid cat!

SYLVESTRO bends down to lift up his pet.

**SYLVESTRO**

Now, now, he just wants to play too. Don't you, my pet?

He brushes some of the cat's fur aside to reveal he is wearing one of the family's padlock belts. SYLVESTRO reaches into his dressing gown and retrieves a golden Trojanite Key, which he plugs into the belt. In a shower of emerald particles, SIR TIGSWORTHY leaps from his arms and transforms into the SMILODON TROJANITE.

**SYLVESTRO (Cont'd)**

Poor kitty, you were just feeling pent up weren't you? Go on now, go play with the traffic.

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The SMILODON TROJANITE dives through the open window. SYLVESTRO sits down on the other side of the board and starts rearranging the chess pieces.

**SYLVESTRO (Cont'd)**

Come on, Diahnne, let's see if you can match your old father's wits, shall we?

We ZOOM OUT to reveal BERNARD spying on the father and daughter. He strokes his chin in thought and then starts to slink away.

**SYLVESTRO (Cont'd)**

Oh, and Bernard...

BERNARD pauses.

**SYLVESTRO (Cont'd)**

If you're not going to stay and watch our game, perhaps even join us for a round or two, go and keep an eye on Sir Tigsworthy. Make sure he doesn't get into too much trouble. He's very precious to me and I'd hate to lose him.

**BERNARD**

Yes, sir.

BERNARD exits.

28. EXT. SCHOOLGROUNDS- MEANWHILE

A police barricade has already been set up around the school. An awaiting ambulance is parked halfway through the gates with its open back end facing the building. CHARBONNEAU is sitting on a bench against the wall of the grounds and seems to have mostly recovered from the physical trauma he sustained inside.

A few STUDENTS who had not wandered far from the school, as well as some CIVILIANS, are gathering curiously at the edge of the barrier while the POLICE attempt to keep them moving.

**CHARBONNEAU**

Trojanites...whatever happened to chasing *human* criminals?

Enter DANNY with PHILIP, BELINDA and his GANG OF YOUTHS.

**DANNY (O.O.S.)**

Lottie!

CHARBONNEAU goes to the gate in time to find DANNY trying to squirm past two POLICEMEN.

**DANNY (Cont'd)**

I have to see if Lottie's okay, dang it! Let me through you sons of bi--

**CHARBONNEAU**

Hey, kid, I don't know who this Lottie is, but she wasn't the victim so how about calming down, huh?

DANNY breaks off from the POLICEMEN and runs off down the road, almost knocking over PHILIP and BELINDA, who watch him leave with respective curiosity and concern. They hear the sound of someone clearing their throat behind them and turn back to see a very furious RENÉ.

**PHILIP**

Ah, René, there you--

He does not manage to finish his sentence. RENÉ grabs him by the shoulders of his sleeveless hoodie and pulls him close so their noses are almost touching.

**RENÉ**

What the *hell* is wrong with you?! I had the Trojanite in my sights until you ruined it!

**BELINDA**

René Sisko!

She puts her arms between them to hold them apart.

**BELINDA (Cont'd)**

Leave Philip alone! I don't know what you're so mad about but he didn't do anything wrong.

**RENÉ**

He's messed up this entire case! I was this close -- *this close!* -- but then you had to spoil everything!

**PHILIP**

But, René...

**RENÉ**

Shut up! Get out of my sight! Next time I see you it'll be too soon!

PHILIP'S face shows an expression of deep, cutting hurt. He does not cry, but he looks close to it.

**PHILIP**

F...fine!

He twirls on his ankles and runs off. For several seconds BELINDA cannot believe what she has heard. She turns to RENÉ with a look of anger.

**RENÉ**

What?

**BELINDA**

You...you jackass!

She slaps him as hard as she can across the face and starts fiddling with one of the many bracelets on her left arm.

**BELINDA (Cont'd)**

How dare you talk to him like that? You...you...you know what, René? We are through!

She throws the bracelet at his feet and runs off to find PHILIP. RENÉ bends down to pick up the bracelet with one hand while rubbing his sore cheek with the other. He notices several PEOPLE staring at him.

**RENÉ**

What are you losers looking at, huh? You all want a piece of me too? *Allez au diable!*

A MOTHER in the crowd puts her hands over her SON'S ears and gives RENÉ a stern look. RENÉ clenches his fist around the bracelet and storms off.

29. INT. PARKLAND- SOON AFTER

PHILIP is sitting under the shade of a tree, hugging his knees. BELINDA comes and sits beside him and slips an arm around his shoulders.

**BELINDA**

Philip? You all right?

**PHILIP**

Yes. Yes, I am all right...except I think René hates me.

**BELINDA**

Babe, he don't have the brain capacity to hate you. Forget about him. He's just a stupid, pompous, half-boiled idiot who can't control his temper. Come on, let's get out of here. We'll go to my place, watch some movies and forget that whole dumb incident ever happened. Maybe later we could find your new friends again, huh?

**PHILIP**

I would like that, but I would also like to find René soon so I can apologise.

**BELINDA**

Apologise?! Oh, sweetie, please, you've got nothing to apologise for. I mean after all what was he doing with his cell 'phone turned on if he was chasing down a bad guy, huh? Look, just don't worry about it. Let's go.

She stands up and gives PHILIP her hand, helping him to his feet. They start walking down the park pathway until they spot DANNY running into the trees. They move to go after him when a STREAK of dark gold flies past them. DANNY disappears from view as the STREAK runs in circles around PHILIP and BELINDA, generating sparks of blue electricity behind it.

**BELINDA (Cont'd)**

What in the world is that thing?

**PHILIP**

Nothing human can move at this speed, which means--

The STREAK comes to a halt in front of them, revealing itself to be the SMILODON TROJANITE.

**PHILIP (Cont'd)**

--that it is a Trojanite.

**BELINDA**

Philip, stay back! That thing's dangerous!

**PHILIP**

I know, Belinda, but look. It's wearing a belt. It is not like ordinary Trojanites.

The TROJANITE tenses, then lunges towards them with its claws extended to their full length, ready to tear them apart.

30. INT. OUTER BALCONY, LOCAL SWIMMING BATHS- SOON AFTER

A CLASS OF SWIMMING GIRLS finish up their exercises and climb out of the pool. Up on the balcony, DANNY watches them with some disappointment.

**DANNY**

Guess I missed her.

RENÉ steps out from around the corner of the balcony.

**RENÉ**

Her? You mean one Charlotte Hebet, otherwise known as, 'Lottie,' right?

**DANNY**

Uh, yeah, how'd you know?

**RENÉ**

I asked around after you took off back at the school. One of your friends told me this'd be the first place you'd come looking for her.

**DANNY**

Look, it's none of your business, okay?

**RENÉ**

If it wasn't for me, your principal would be dead now. Your principal being the similarly named but otherwise unrelated M. Langley Hebet. He was attacked and you went straight there to check on your girlfriend.

He slams his open palm against the wall next to DANNY'S head then leans in close. DANNY visibly winces.

**RENÉ (Cont'd)**

I ain't in no mood for games, *mon ami*, so start talking.

**DANNY**

Or what?

**RENÉ**

Or--

He is cut off by a FEMALE SCREAM coming from the locker rooms.

**DANNY**

Lottie!

DANNY runs towards the scream, followed by RENÉ.

31. INT. GIRLS' LOCKER ROOM- CONTINUOUS

LOTTIE HEBET, a girl about the same age as DANNY, is trapped between two rows of lockers. She is slowly backing away as the COCKROACH TROJANITE creeps towards her.

**COCKROACH TROJANITE**

This time I've got you. You have any idea how many L. Hebets there are in your school? Five. It's ridiculous.

**LOTTIE**

What do you want from me?

**COCKROACH TROJANITE**

Why do they always ask that? It gets real boring after a while, you know. Victims used to at least be more creative when I chased them down.

LOTTIE gulps.

**LOTTIE**

What did I ever do to you?

**COCKROACH TROJANITE**

Now that's better, sweetie. And just so we're clear, you've done nothing to me. You destroyed someone's life and so they had need of my services.

**LOTTIE**

Ruined...? But who...?

**COCKROACH TROJANITE**

One Mr Daniel Mazerolle.

**LOTTIE**

Danny?! No, he wouldn't!

**COCKROACH TROJANITE**

Whatever it was you did to him, pray you'll be forgiven in the next world. Die!

He opens his poisonous right hand and takes a swing at LOTTIE. She ducks to the left with a scream and RENÉ and DANNY pole-vault in from above a row of lockers, both planting a foot into the TROJANITE and driving him hard into the opposing row, crumpling a few and popping open several more. RENÉ keeps his eye on the TROJANTIE while DANNY goes to check on LOTTIE.

**DANNY**

Lottie! I'm so glad you're safe!

**LOTTIE**

Don't touch me!

She pulls free of his arms and runs through the fire exit. DANNY goes after her.

**DANNY**

Lottie, wait up!

The TROJANITE attempts to pursue them but RENÉ slides in front of him whilst clipping the belt buckle to his belt.

**COCKROACH TROJANITE**

Out of my way!

**RENÉ**

Fat chance. This time, you're mine.

32. EXT. STREET- MEANWHILE

PHILIP and BELINDA run up a flight of stairs leading to a pedestrian bridge with the SMILODON TROJANITE gaining ground behind them. PHILIP stops directly in the middle of the bridge and checks his wristwatch.

**PHILIP**

Ten...nine...

**BELINDA**

Philly, why'd we stop?! We have to keep going!

**PHILIP**

Eight...seven...

The TROJANITE reaches the stairs and begins ascending.

**PHILIP (Cont'd)**

Six...five...

**BELINDA**

Philip, move!

The TROJANITE is now at the top of the stairs and hissing malevolently at them.

**PHILIP**

Four...three...

**BELINDA**

Philip!

PHILIP grabs her wrist with his free hand and puts his foot up on the bridge's railings.

**PHILIP (Cont'd)**

Two...

The TROJANITE pounces.

**PHILIP**

One! Jump!

**BELINDA**

What?!

PHILIP propels himself over the railings, taking BELINDA with him just in time to avoid the TROJANITE'S claws. Down below, they land in the open flatbed of a passing recycling truck.

The TROJANITE watches the vehicle getting further away. It scratches a bit at the railings, gets down on all fours and turns back into SIR TIGSWORTHY, who lets out an annoyed mew.

33. EXT. RECYCLING TRUCK- CONTINUOUS

PHILIP lies back across the plastic recycling bags. BELINDA sits beside him, panting for breath. She looks at him and he grins up at her.

**BELINDA (Cont'd)**

Philip.

**PHILIP**

Belinda?

**BELINDA**

I...God, you're as crazy as your brother!

**PHILIP**

I saved us, did I not?

**BELINDA**

Yes. Yes, you did. I don't know how you managed it, but...oh...oh, my stars...

The vehicle continues on its journey as both PHILIP and BELINDA break into a bout of relieved, slightly hysterical laughter.

34. INT. TUNNEL NEXT TO SWIMMING BATHS- MEANWHILE

DANNY is chasing LOTTIE through the tunnel.

**DANNY**

Lottie! Lottie, wait! I can explain!

**LOTTIE**

Stay away from me!

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The COCKROACH TROJANITE bursts through the wall and rolls across the tarmac. RENÉ, clad in his yellow-and-blue armour, steps out after him, peppering him with powered shots from his pistol.

**RENÉ**

Somebody call Pest Control? Hmm?

Over his shoulder he spots DANNY helping LOTTIE stand up in the aftermath of the explosive entrance.

**DANNY**

Lottie--

**LOTTIE**

Leave me alone! You sent that thing to kill me!

**DANNY**

Listen to me!

**LOTTIE**

No! I finally got my life on track but then you had to spoil everything!

RENÉ gasps. LOTTIE'S words reverberate in his head, as do the harsh ones he spoke to PHILIP earlier.

LOTTIE runs away in the opposite direction. DANNY helplessly drops to his knees, feeling that he is watching her leave his life forever.

**DANNY**

Lottie...

**RENÉ**

Philip...

The COCKROACH TROJANITE, back on his feet, rushes forward at super-speed and snatches the blue Key from his belt. While RENÉ is stunned, he doubles back and takes the yellow Key as well. RENÉ finally comes to his senses and realises the Keys are gone. The TROJANITE jiggles them in front of him.

**COCKROACH TROJANITE**

Looking for these?

**RENÉ (V.O.)**

My Rider Keys...without them, I'm powerless!

TO BE CONTINUED...