

**POWER RANGERS SPACE  
POLICE DEPARTMENT:  
EPISODE 5 - TO THE DOGS**

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"POWER RANGERS SPACE POLICE DEPARTMENT: EPISODE 5 - TO THE DOGS"

FADE IN:

EXT. AN ALLEYWAY IN DIATECH CITY - NIGHT

PETROL HORN walks up to the side of a building and pulls out a vial of a red liquid. He inserts the vial into a red triangle on his right arm armor.

PETROL HORN

There now my plan can commence.

A man walks into the alleyway and sees Petrol Horn.

PETROL HORN

Perfect, a test subject!

Petrol Horn extends his right arm and unleashes a small cloud of a red mist. The mist hits the man causing him to turn into a puddle of green goo.

PETROL HORN

Excellent. It works like a charm.

Petrol Horn reaches down and picks up some of the goo in a few of his right fingers.

PETROL HORN

Earthlings will make the perfect gas.

MAN

(repeatedly) Help me!

PETROL HORN

Don't get too worked up, you'll eventually be burned somewhere in space.

The man continues his cries of help until turning back to normal. The man looks at himself.

MAN

What the-? At least I'm back to normal.

The man runs away very quickly.

PETROL HORN

That wasn't supposed to happen!

DARKWING flies into the alleyway.

DARKWING

Petrol Horn, good to see you again.

PETROL HORN

What do you want Darkwing?

DARKWING

I can tell you're up to something, so I've come to offer my services to you.

PETROL HORN

Go solicit your cheap wares elsewhere.

DARKWING

I'm hurt Petrol Horn, isn't there anything at all you could use from me?

PETROL HORN

Come to think of it, I do need to find out where an old associate of mine now lives. Perhaps you can track him down for me, and maybe even make a few threats?

DARKWING

Perhaps, but it depends on what's in it for me.

PETROL HORN

I'm working on turning humans into the finest gas money can buy. I'm sure when your usual clientele finds out that you have such a gas, they'll pay through the nose for it.

DARKWING

A partial business proposition, eh? But what if the S.P.D. gets to you before you can live up to your end of the bargain?

PETROL HORN

They won't. Believe me.

DARKWING

Oh I believe you.

PETROL HORN

But?

DARKWING

I just don't know if I can trust you.  
However, if I were swayed with a bribe  
of say seven hundred credits, I might  
be able to trust you.

Petrol Horn reaches into one of the compartments of his armor, and pulls out seven 100-credit bills. He hands the money to Darkwing.

PETROL HORN

You're lucky I had that on me.

DARKWING

Now whom do you want tracked down?

PETROL HORN

Dr. Hikaru Ishinomori.

DARKWING

Consider it done. Oh and Petrol Horn...

Darkwing pulls out a Mechadroid containment unit, and tosses it to Petrol Horn.

DARKWING

Take one of these. You may need it if  
you ever encounter the Rangers.

Darkwing flies off.

FADE OUT.

FADE IN:

INT. ISHINOMORI LABS - NIGHT

ISHINOMORI works on an experiment. Darkwing silently creeps into the lab through a nearby open window. Darkwing starts to close in on Ishinomori.

ISHINOMORI  
Stop right there, Darkwing.

DARKWING  
How did you know it was me?

ISHINOMORI  
I there's only one person who could sneak in through the window so quietly. Now what do you want?

DARKWING  
I've come on behalf of Petrol Horn.

ISHINOMORI  
What does that overgrown rhino want?

DARKWING  
He mentioned something about needing a formula from you. I've come to get it.

ISHINOMORI  
Sorry but I hid that formula years ago, and I don't remember where.

DARKWING  
You do know that I can do something highly unspeakable to you, right?

ISHINOMORI  
I do, but whatever Petrol Horn is planning will be put to rest by the S.P.D.

DARKWING  
I don't think so. Did you know that Dorian Kruger is not one of the Rangers anymore?

ISHINOMORI  
How'd that happen?

DARKWING  
By me.

ISHINOMORI

Are you getting enough oxygen through that fish bowl you wear Darkwing? If the Galactic High Court EVER found that out about you, your delete would be approved automatically.

DARKWING

They'd have to catch me first.

ISHINOMORI

We'll have to see about that. Now are you done?

DARKWING

Fine. Obviously there's no talking to you about any of this so I might as well leave. But don't be surprised if you get a visit from an old friend tomorrow.

ISHINOMORI

Fine, but tell that old friend of mine he will have company if he does show up.

Darkwing turns around and leaves out of the window, somewhat angrily.

FADE OUT.

FADE IN:

EXT. THE STREETS OF DIATECH CITY - DAY

JULIE (wearing street clothes) leads DEX (also wearing street clothes) through different stores. Dex is holding numerous shopping bags all of which are Julie's.

DEX

Tell me again why you had to drag me to go shopping today?

JULIE

Had to do something with the day off that was given to lower ranking officers. Besides someone's gotta teach the rookie where the best clothing stores are.

DEX

Is that really necessary?

JULIE

Of course it is. Now come on!

Julie leads Dex through more streets until they eventually come up to Ishinomori Labs. As they arrive the Night Beat and Night Chaser squad cars pull up and PATRICK and ALEXANDRA get out. JOHN pulls up on the Squad Cycle, and gets off after parking.

DEX

What's up guys?

PATRICK

We got a distress call from Ishinomori Labs, and your brother wants us to escort Dr. Ishinomori to HQ.

Ishinomori comes out of the lab and walks up to the Rangers.

ISHINOMORI

Are you the Rangers?

JOHN

We are.

Ishinomori looks at Dex and Julie's attire.

ISHINOMORI

What about the two of you?

ALEXANDRA

They're Rangers, but off duty at the moment.

PETROL HORN'S VOICE

Then it's about time that they came on duty.

Petrol Horn appears.

ISHINOMORI

You're never going to find that formula Petrol Horn.

PETROL HORN

I think I will, but it appears that I have five pests in my way.

PATRICK

Let's do it guys!

Dex, John, Patrick, and Alexandra take out their morphers. Julie tries to but it appears that she has misplaced it. John looks over at Julie who has an embarrassed look on her face.

JOHN

Where's your morpher?

JULIE

I seem to have misplaced it.

JOHN

Then go find it.

Julie rushes off.

DEX, JOHN, PATRICK, AND ALEXANDRA

Emergency, S.P.D.!

Dex, John, Patrick, and Alexandra morph. Petrol Horn takes out the Mechadroid containment unit and throws it in the air to release a platoon of Mechadroids. Dex draws his weapons.

DEX

Magnum Blasters!

John draws his D-Baton.

JOHN

D-Baton!

Patrick draws his Knuckle Grip.

PATRICK  
Knuckle Grip!

Like John, Alexandra draws her D-Baton.

ALEXANDRA  
D-Baton!

DEX  
Let's go!

Dex, John, Patrick, and Alexandra rush to the Mechadroids. Dex starts out by kicking a Mechadroid. He then hits it with one of his Blasters. A Mechadroid tries to punch Dex, but he blocks the attack, and then judo chops the Mechadroid on the back of the neck. Two Mechadroids try to punch John, but the attacks are both blocked and pushed back. John jumps up and kicks out both of his feet hitting the two Mechadroids. Patrick back flips and hits a Mechadroid with his Grip. He then gives another Mechadroid a roundhouse kick, followed by another lower roundhouse kick to a different Mechadroid. A Mechadroid comes up to Alexandra, but she hits it with her Baton. She then hits another Mechadroid with her baton. Dex gives a roundhouse to a couple of Mechadroids followed by a lower roundhouse to another. While the Rangers are fighting the Mechadroids Petrol Horn closes in on Ishinomori.

PETROL HORN  
Just tell me where the formula is.

ISHINOMORI  
I told you I don't know. I hid it somewhere within the city years ago, and have since forgotten where it is. So just leave me alone.

John looks over at Petrol Horn and Ishinomori.

JOHN  
Dr. Ishinomori!

DEX  
We gotta help him!

The Rangers finish off the Mechadroids and come rushing up to Petrol Horn.

DEX  
You're not going to get away with this!

PETROL HORN  
I will Red Ranger, and there isn't a thing that you can do about it.

DEX

This guy is really starting to make me mad.

The Rangers rush Petrol Horn, but Petrol Horn launches four of the boomerangs that are on his arms. The boomerangs fly at the Rangers and they dodge them at first, followed by Dex shooting them all down.

PETROL HORN

You're not bad at shooting what's essentially skeet.

DEX

What exactly do you want with Dr. Ishinomori?

PETROL HORN

Ask him yourself.

Petrol Horn vanishes.

INT. A CLOTHING STORE - DAY

Julie wanders around somewhat aimlessly.

JULIE

This is the last place where I know I had it.

Julie goes over to the dressing rooms, and peeks into all of the open ones. The last open room has her morpher in it. She picks it up.

JULIE

Thank goodness.

Julie leaves the store.

FADE OUT.

FADE IN:

INT. THE COMMAND ROOM - DAY

Dex, John, Patrick, and Alexandra stand with Ishinomori near the entrance of the room. Julie is in front of DORIAN's desk.

DORIAN

FOOL! How could you lose your morpher?!

JULIE

I didn't mean to.

DORIAN

I'd expect this kind of behavior from Dex, but not you Julie. As a Ranger your morpher is your life. To lose it for a second is a disgrace to the force.

JULIE

So what are you going to do?

DORIAN

I will think of an appropriate punishment later. For now we must deal with the situation at hand. Although it is nice seeing you again Hikaru.

ISHINOMORI

Same here Dorian, I just wish it were under better circumstances.

DORIAN

Rangers take your seats.

The Rangers sit in the chairs around the center console. Ishinomori sits in the opened sixth seat.

PATRICK

So what exactly was this formula that guy kept mentioning?

ISHINOMORI

That guy is an old partner of mine who goes by the name of Petrol Horn. Years ago we worked on a formula that could turn anything into a green slime that can be used as gas.

ALEXANDRA

When you say anything, do you mean *anything*?

ISHINOMORI

While my intent was to use it to turn common garbage into the gas, Petrol Horn had the big idea to turn people into it. We got in an argument about it, which lead to our falling out. However after our falling out I had perfected the formula, but since I knew Petrol Horn would come looking for it I buried it in a random location within the city. Unfortunately I didn't write the location down, because of Petrol Horn. You must find that formula before Petrol Horn does.

DEX

But how do we find it?

JOHN

I'd like to know a little more about Petrol Horn first.

Dorian hits a few buttons on his desk, which brings up a holographic projection of Petrol Horn over the center console.

DORIAN

Petrol Horn is wanted on numerous planets for his experimentation with that formula, and to a certain extent has perfected it himself. However I'm sure that his version of it probably doesn't have what yours does Hikaru.

ISHINOMORI

No it doesn't. In fact I think his version of it only turns people into the gas for a few seconds.

DEX

So back to my question, how are we going to find the formula if Dr. Ishinomori doesn't remember where it is?

ANITA walks in wheeling a large crate. The crate has a roll up metal door on it that has a small square on it. What appears to be the handle to a blaster is sticking out of the door.

ANITA

I've got the answer you need Dex.

Anita stops wheeling the crate. She pulls out a remote from one of the pockets of her lab coat. She then presses a button on the remote.

ANITA

Scout, come here boy!

Nothing happens.

DORIAN

Come on Scout!

Inside of the crate red lights turn on, and a small bark is heard. Outside of the crate the handle-like thing that is extended out of the hole comes in, and the door opens. Scout slowly walks out of the crate. He walks over the Rangers (now standing), Dorian (now standing by the Rangers), and Anita. Scout scans the seven of them. When he looks at each Ranger Scout's sensors display each Ranger's name. When he looks at Anita his sensors display "MOMMY", and when he looks at Dorian his sensors display "CAPT. KRUGER". Another sensor locks onto Dorian. Scout then walks over to Dorian. Once at Dorian, Scout raises his left hind leg and leaks a liquid onto Dorian's feet. The Rangers (including John) watch this and try to contain their laughter.

DORIAN

Anita would you mind explaining this?

ANITA

Relax Dorian it's only coolant. Anyway, I've programmed Scout's A.I. to be like that of a puppy.

Scout starts to walk around the room and sniff everyone.

DORIAN

So then why did Scout leak coolant on me?

ANITA

Well like a puppy he needs to be house broken.

Julie starts to pet Scout, and Scout makes a pleased sound.

JULIE

You like that don't you boy?

Scout barks a little.

PATRICK

Julie, you really seem to be loving this.

JULIE

I always wanted to get a puppy.

DORIAN

That settles it.

JULIE

What sir?

DORIAN

Your punishment for losing your morpher, you will take Scout and try to find Dr. Ishinomori's formula.

JULIE

But how?

ANITA

Scout's scent sensors have ten times the power of a real dog's. So all you'll need is a sample of the scent of the formula and you'll be set.

JULIE

Dr. Ishinomori what does the formula smell like?

ISHINOMORI

The formula I made has the exact scent of Petrol Horn's. When he threatened me earlier I got a faint whiff of the smell of the formula.

PATRICK

I think those boomerangs of Petrol Horn's may be covered in the scent as well.

DORIAN

Well Julie you have your assignment. Go down to the evidence locker to get one of those boomerangs and take Scout with you on patrol.

Julie salutes Dorian.

JULIE

Roger!

Julie starts to leave the command room.

JULIE

C'mon Scout!

Scout starts to follow Julie, and the two of them leave the room.

JOHN

That's an impressive piece of machinery  
Dr. Falco.

ANITA

Thanks John. And thank you Patrick for  
helping me build it.

ALEXANDRA

(to Patrick) You helped build that robo  
mutt?

PATRICK

It was my punishment for hacking into  
Dex's laptop a few days ago.

DORIAN

Dex, John, Patrick, Alexandra, I want  
the four of you to give Julie some  
backup.

DEX, JOHN, PATRICK, & ALEXANDRA

Roger!

Dex, John, Patrick, and Alexandra leave the command room.

ISHINOMORI

I've been meaning to ask you Dorian,  
how'd that happen to you?

DORIAN

We're still trying to find that out.

ISHINOMORI

Anita, you wouldn't by chance happen to  
have a sample of Dorian's DNA, would  
you?

ANITA

I do in the tech room, why?

ISHINOMORI

If it's okay with you Dorian, I'd like  
to have some of my geneticists analyze  
your DNA, and maybe figure out a way to  
curing your mutation.

DORIAN

By all means. Although, I would prefer it if Anita could be on board with the research.

ISHINOMORI

I was thinking the same thing too. After all I'm sure you'd love to take a crack at some of the cutting edge genetics tech that we've been developing, wouldn't you Anita?

ANITA

YES!

ISHINOMORI

That settles it. I'll take the DNA sample to the lab, and I'll also have someone send over a security pass for you Anita as well.

FADE OUT.

FADE IN:

EXT. THE STREETS OF DIATECH CITY - DAY

Julie drives in the Night Chaser squad car, and pulls up to the side of the road. She gets out of the car and goes over to one of the rear doors, and opens it to let Scout out. Scout stands on the sidewalk.

JULIE

Sit!

Scout sits. Julie closes the door. She then goes to the front passenger door, opens it and takes out the evidence bag that contains one of Petrol Horn's boomerangs. She takes out her gloves and puts them on.

JULIE

Okay time to see how good you are, boy.

Julie opens the bag and takes out the boomerang. She places it in front of Scout's nose. The lights on Scout's head flash red as Scout picks up the scent. Once the lights have stopped, Scout lets out a quick bark, and runs off. Julie chases after Scout until coming up to an automotive store. Scout makes his way into the store, and Julie follows.

JULIE

It's in here?

Inside of the store Scout searches through the aisles until coming up to a row of motor oil. Scout raises his front right paw and knocks a gallon-sized container onto the floor. Julie comes up to Scout just as Scout bites into the container and starts to drink the oil. A cashier comes up to them.

CASHIER

Can I help you?

Julie takes out her morpher and opens it up to change mode to show the cashier her badge.

JULIE

S.P.D. I'm doing an investigation, but it seems like my robo dog isn't working properly.

Julie puts her morpher away. The cashier looks down at Scout and sees that Scout has drank the gallon of oil.

CASHIER

It appears your "robo dog" has expensive tastes. That oil costs a hundred bucks a gallon.

JULIE

WHAT?!

CASHIER

Yeah, how will you be paying for that?

JULIE

I don't get paid until next week. Do you take credit cards?

CASHIER

Of course.

Julie takes out her wallet and takes her credit card out. She hands it to the cashier. The cashier goes over to the register and runs the card through the system. The cashier then goes back over to Julie.

CASHIER

I'm sorry miss, but it's maxed out.

JULIE

But how could it...oh yeah this morning's shopping spree.

John comes in, and finds Julie.

JOHN

How's it going?

JULIE

John, I need to borrow some cash from you.

JOHN

How much?

JULIE

A hundred?

JOHN

A HUNDRED?!

CASHIER

Plus tax.

JOHN

PLUS TAX?! Why?

CASHIER

Your stupid robo mutt drank an entire gallon of expensive motor oil.

JOHN

Mind explaining Julie?

JULIE

Scout was following the scent, and he came in here.

JOHN

Okay fine.

John takes out his wallet, takes out a credit card, and hands it to the cashier. The cashier goes back to the register and runs John's card through the system. The cashier returns with a pen, John's card, and the receipt from the register.

CASHIER

I just need your signature.

The cashier hands John the receipt and pen. John signs the receipt, and hands it and the pen back to the cashier. The cashier hands John his card back.

CASHIER

And there's your card have a nice day.

JULIE

What about my card?

CASHIER

It's store policy to destroy cards like yours.

JOHN

C'mon Julie. I've got something for you that should make this investigation easier.

Julie grabs the handle that extends from Scout's neck. Julie drags Scout as she follows John outside. They walk up to the Squad Cycle, and John pulls out a device that is about the size of a credit card. He hands it to Julie.

JULIE

What's this?

JOHN

A scent card. Petrol Horn's boomerangs apparently only had a very faint trace of the scent so Dr. Ishinomori reproduced the scent and gave it to us. This should take you to where you need to go. So it's time for you to continue your investigation.

Julie slides the scent card up and sticks it in front of Scout's nose. The same red lights flash as Scout picks up the scent. After the scent has been picked up Scout takes off, and Julie runs after him. Once Julie has left Dex, and Alexandra come up in the Night Beat squad car. The car parks and they get out. Patrick then comes up in Night Chaser.

DEX

Where'd they go?

JOHN

No idea, but we need to follow.

John gets on the Squad Cycle again, and Dex and Alexandra get back into Night Beat. John takes off and the two squad cars follow.

FADE OUT.

FADE IN:

EXT. A FIELD - DAY

Scout leads Julie to the field. Scout zeros in on a point and runs up to it. Once at the point, Scout points his nose down to detect the scent, and wags his tail. Julie comes up to him.

JULIE  
Right here, boy?

Scout barks. The Squad Cycle, and the two squad cars come up to the area. John gets off the cycle. Dex, Patrick, and Alexandra get out of their cars. Julie sees the cars and walks up to them. She goes up to Night Chaser, reaches into it and pulls out a small shovel. She then walks back to the point Scout found. Scout sits down near the area. Julie starts to dig. After digging about a foot down the other Rangers come up to her.

ALEXANDRA  
Found anything yet?

JULIE  
Just give me a few more minutes.

Julie continues to dig, and digs for a few more minutes. Despite Julie's efforts, she finds nothing.

DEX  
Looks like Scout, was wrong.

JULIE  
It has to be here why else would Scout's sensors go off like that?

JOHN  
Well Scout did go into that store after he had sniffed the boomerang.

PATRICK  
And his AI is that of a puppy so he's not fully trained.

DEX  
I think we should probably go back to HQ.

JOHN  
For once I agree with you rookie.

Patrick looks up.

PATRICK

Looks like rain. C'mon Scout let's go home.

Dex, John, and Patrick start to walk back to the vehicles. Scout follows them with his head hung down, and his tail drooping as well.

ALEXANDRA

You coming?

JULIE

I'm going to stay here, just in case.

ALEXANDRA

Suit yourself.

Alexandra goes back to the cars. The rain starts to come down.

FADE OUT.

FADE IN:

INT. THE TECH ROOM - DAY

Scout lies in his crate with the door down and his tail sticking out. The sound of whimpering can be heard from within the crate. Anita stands looking at the crate.

ANITA

Scout, it's okay. This is only your first case and you're still just a puppy. There'll be other cases don't worry you'll see.

INT. THE COMMAND ROOM - DAY

Dorian sits at his desk while Dex, John, Patrick, and Alexandra stand in front of it.

DEX

It appears that Scout's sensors couldn't pick up the scent.

DORIAN

I see. Also Rangers, there is no sign of any activity with Petrol Horn.

ALEXANDRA

Why hasn't he made a move?

JOHN

He's probably biding his time until we uncover the formula.

PATRICK

Wouldn't surprise me.

DEX

What's the plan captain?

DORIAN

We wait until Petrol Horn strikes. There's something telling me it could be soon.

EXT. THE FIELD - DAY

Julie continues to dig. With the rain pouring down and hitting the ground, the resulting mud is making it a little difficult for Julie to dig.

JULIE

Gotta prove that cashier wrong. Scout's not a stupid dog.

Julie continues to dig. She digs until she hears metal clanging. She puts the shovel into the ground, and searches through the mud until picking up a metal box. Julie clears off the mud on the box. She opens the box.

JULIE

The formula. So Scout was right.

Julie climbs out of the hole as the rain stops.

JULIE

The formula's here, Scout was right!

PETROL HORN'S VOICE

Thank you Ranger for finding it for me.

Julie turns to her right to see Petrol Horn up on a nearby ledge.

JULIE

Petrol Horn!

Petrol Horn aims his left arm and fires numerous lightning bolts at Julie, which hit the ground and cause the formula to fly out of Julie's hands. Petrol Horn jumps up and catches it. He lands on the ground near Julie.

PETROL HORN

Once again, thanks Ranger, now good-bye!

Petrol Horn bends over and fires his biggest horn at Julie. Julie takes out her morpher.

JULIE

Emergency, SPD!

Julie morphs quickly, dodges the horn, jumps up and grabs the formula out of Petrol Horn's hand. Julie lands.

JULIE

You're not getting your hands on this!

Julie puts the formula away.

PETROL HORN

Why you!

Petrol Horn charges at Julie, and Julie charges at Petrol Horn. Julie is able to flip over Petrol Horn's back. She kicks him with her right foot, but he blocks the attack. She then goes and does a roundhouse kick with her right foot, which makes contact. Julie goes to punch Petrol Horn but he blocks. Petrol Horn winds his right fist back.

PETROL HORN

Take this!

Petrol Horn punches Julie and she goes flying back. Julie rolls around after landing.

PETROL HORN

Hand the formula over!

JULIE

Gotta call the others.

Julie takes out her morpher, and opens it up to phone mode. However Petrol Horn charges at her, which cause her to fall back and her morpher to fly up in the air. The morpher lands in a puddle. As Julie gets back up, Petrol Horn blasts her again. Julie lets out a cry as she gets hit.

INT. SCOUT'S CASE - DAY

Scout's ears perk up as he hears Julie's cry. He quickly exits the case and the tech room.

ANITA

Scout!

EXT. S.P.D. H.Q. - DAY

Scout makes his way over to Julie.

EXT. THE FIELD - DAY

Julie flies in the air after getting hit by Petrol Horn. She lands and Petrol Horn starts to close in on her.

PETROL HORN

Stupid little girl, just give it up.  
You're too much like that stupid robo  
mutt of yours.

Julie gets to her feet.

JULIE

Scout isn't stupid, neither am I. He  
found the formula, which is more than I  
can say for you. So now I've got to  
protect it!

Julie draws her D-Baton and charges at Petrol Horn. Petrol Horn fires blasts at her again, but she runs past them and strikes Petrol Horn when she comes up to him. After hitting Petrol Horn she jumps up and starts to strike Petrol Horn a few times with her baton.

PETROL HORN

That pathetic attack won't hurt me.

Petrol Horn punches Julie and she flies back. Petrol Horn starts to close in on Julie. As he does Scout comes by at an incredible speed and hits Petrol Horn, which knocks Petrol Horn down. Scout lands near Julie.

JULIE

Scout!

Petrol Horn gets back up.

PETROL HORN

Stupid mutt!

Petrol Horn gets back up and Scout charges at him again. Scout is able to bite onto Petrol Horn's left wrist. Petrol Horn struggles with Scout, and Scout's attack does quite a bit of damage.

JULIE

Scout, heel!

Scout lets go of Petrol Horn. Julie takes out her Knuckle Grip and combines it with her D-Baton. She fires a shot at Petrol Horn with her Strike Blaster.

PETROL HORN

Curse you!

Petrol Horn bends over and fires his biggest horn again. The horn hits the ground near Julie's feet, but Julie jumps up and flies through the explosion. She flies around Petrol Horn firing numerous shots. The shots make contact slightly weakening Petrol Horn. Julie separates her D-Baton from her Knuckle Grip and flies in on Petrol Horn striking his biggest horn. The horn gets cut off and falls to the ground. Julie lands and Petrol Horn falls to the ground.

PETROL HORN

My horn! My Horn!

The other Rangers (all morphed) come up to the scene in the squad cars and Cycle. Julie puts her weapons away. Julie then bends down and pets Scout.

JULIE

Good boy Scout.

The other Rangers watch Julie.

ALEXANDRA

Looks like someone's made a new friend.

John goes up to a puddle and picks up Julie's morpher.

JOHN

No wonder we couldn't get a hold of her.

Petrol Horn gets back up. Julie starts to aim her Blaster, but Dex stops her, and holds up a bone-like device.

DEX

How about we let Scout handle this one. Scout, fetch!

Dex tosses the device up in the air. Scout sees the bone, jumps up, and catches it. Scout transforms into the K-9 Blaster. The K-9 Blaster falls into the hands of the Rangers.

JULIE

Looks like our little dog, can become one big weapon.

PETROL HORN

I'll get you!

Julie goes out in front of the other Rangers.

JULIE

Petrol Horn, for attempting to turn humans into gas, and unlawful experiments, JUDGMENT!

Julie opens her morpher to judge mode. The one-minute judgment cycle works until registering an "X" verdict.

JULIE

Delete approved.

Julie goes back over to the other Rangers. All of the Rangers hold onto the K-9 Blaster.

JULIE

K-9 Blaster...

ALL FIVE RANGERS

Fire!

Two shots are fired from the K-9 Blaster at Petrol Horn.  
The shots hit him and he falls down and explodes.

JULIE

Yes! And now the case is closed. I  
guess it's time to relax back at H.Q.

Scout walks up behind Julie. Julie powers down and goes  
over to him.

JULIE

Good boy Scout, really good boy!

FADE OUT.

FADE IN:

INT. THE COMMAND ROOM - DAY

Dorian sits at his desk. Scout is sitting near the desk. Julie walks in.

JULIE

You wanted to see me sir?

DORIAN

Yes, I have one more thing that I would like you to do as punishment for losing your morpher.

JULIE

What?

Dorian gets up and walks over to Julie. On his way he picks up a newspaper that it resting on the center console.

DORIAN

Since you seem to have developed a bond with Scout, you get the honor of house breaking him.

JULIE

What?!

Dorian hands Julie the paper.

JULIE

Why do I have to do this?

DORIAN

Well there's your punishment, and there's also the fact that Scout leaked coolant on me again. So I hope you don't mind cleaning up the puddle that's there. Have fun doing this.

Dorian walks past Julie and stands in the door to the command room for a few minutes. Julie stares at Scout. Scout makes a panting sound.

JULIE

You stupid mutt!

Julie rolls up the paper and starts to charge at Scout. Scout runs away and barks a couple of times. Dorian laughs at the scene in front of him.

END