

**POWER RANGERS SPACE
POLICE DEPARTMENT:
EPISODE 7 - CLASH OF THE
PSYCHICS**

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THE PSYCHICS

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"POWER RANGERS SPACE POLICE DEPARTMENT: EPISODE 7 - CLASH
OF THE PSYCHICS"

FADE IN:

EXT. A MARKETPLACE IN DIATECH CITY - DAY

DEX (dressed in civilian clothes) walks out of a comic book store. Dex looks at the three new packs of baseball cards he just bought. He then tucks them into one of his pants pockets and starts to walk away from the store. He eventually sees a sign outside a small theater that reads "THE AMAZING MR. CLAIRVOYO, MASTER MENTALIST. FREE ADMISSION, TODAY ONLY".

DEX

This sounds promising.

FEMALE VOICE

If I were you, I wouldn't waste my time.

Dex turns around and sees ALEXANDRA (also dressed in civilian clothes).

DEX

And give me one good reason why not.

ALEXANDRA

It's people like this Mr. Clairvoyo, who give people who actually have psychic abilities a bad name.

DEX

What do you mean?

ALEXANDRA

When I first discovered my powers, people were asking me to read their minds all the time. It got to the point where I had to move to a new school.

DEX

What do you mean you had to move to a new school?

ALEXANDRA

I discovered my powers at twelve, at which point I also had to start wearing the gloves.

DEX

What'd you tell people when they asked
about the gloves?

ALEXANDRA

That I had a contagious rash on my
hands.

DEX

I see, anyway I'm going to watch the
show, no matter what you say.

Alexandra glances at her watch.

ALEXANDRA

Since I've got nothing else to do on
our day off today, I might as well go
with you. I think someone should show
you what's real and a complete
abomination to psychic abilities.

Dex and Alexandra walk into the theater.

FADE OUT.

FADE IN:

INT. A GYMNASIUM IN S.P.D. H.Q. - DAY

A fencing strip is set up as JULIE (dressed in pink fencing gear) walks up to one side. Julie is also carrying a pink fencing helmet. DORIAN (dressed in black fencing gear with some red, blue, and silver accents) walks over to the other side. Dorian is also carrying a black helmet. PATRICK (dressed in a green track suit) watches from the sidelines with JOHN (dressed in blue sweatpants and a white t-shirt with SPD insignia). ANITA (dressed normally) sits in the middle of the fencing strip. Julie and Dorian face each other and put on their helmets. Patrick walks over to Julie and hands her foil, and connects her to the mechanism to keep score. John does the same with Dorian. Dorian and Julie salute each other with their swords, and get into the "en garde" position. Anita signals the two of them to begin. Dorian advances on Julie and attacks, however Julie is able to block the attack with a quick parry. Julie tries to advance on Dorian, but he parries, attacks and touches the left side of her chest with the tip of his foil. Dorian scores the first point. Julie and Dorian go back to the center of the strip and get back into "en garde". Once again Dorian advances on Julie, but Julie lunges at Dorian causing him to retreat somewhat. Julie then starts to advance on Dorian while the two of them continue to attack each other. Eventually Julie manages to get Dorian to retreat to near his end of the strip at which point she lunges and scores a point. Dorian and Julie continue this until the score is tied with two touches each. On the next attempt Dorian advances very quickly on Julie, which causes her to leave her chest wide open for Dorian to score the winning point. Dorian and Julie go back to their original positions and salute each other again with their swords. Patrick and John go back to them and unhook them from the scoring equipment. Dorian takes off his helmet and looks over at Julie who also has her helmet off, and a somewhat disappointed look on her face. Dorian walks over to Julie and extends his right hand.

DORIAN

Good bout Julie.

Julie turns to Dorian takes his right hand with her own. The two of them shake for a few seconds.

JULIE

Thanks captain.

DORIAN

Although I will say that it has been a while since I have fenced.

PATRICK

Really captain?

JOHN

You look like you've done it recently.

ANITA

Dorian's one of if not the finest swordsman in the S.P.D.

DORIAN

Anita, please.

ANITA

You're too modest about it Dorian. After all the people of Anubis gave you that sword for a reason.

PATRICK

What sword?

Anita gets up and leaves the gymnasium.

DORIAN

It somewhat resembles a samurai katana, but it also has the head of a Shep Tribe Anubian just past the handle.

Anita returns, carrying the Anubian Sword, and a red handled practice sword with S.P.D. insignia on the handle. Anita walks over to Dorian and hands him the Anubian Sword. John looks down on it.

JOHN

So this is it.

ANITA

An impressive piece of steel isn't it?

JOHN

Not really. The blade looks rusted. I may not be that good with swords, but I think I could easily take Captain Kruger with that thing.

DORIAN

Is that so?

JOHN

Yes.

ANITA

I was hoping one of you would say something like that, so I brought this extra sword just in case.

Anita hands John the sword.

JOHN

So how are we going to do this?

ANITA

You morph John. Your Ranger suit will be more than enough protection.

DORIAN

And me?

ANITA

I've also got that covered.

A junior S.P.D scientist walks in carrying a box. The scientist walks up to Dorian and opens it to reveal a set of lightweight metal armor. The scientist leaves the gymnasium. Dorian puts on the armor over top of his fencing gear. John takes out his morpher and quickly morphs in a flash of blue light. Dorian and John face each other holding their respective swords. John leads by first raising his sword and charging a little at Dorian. When John brings down his sword to try to hit Dorian's armor, Dorian quickly uses his own sword to block the attack. Without much effort Dorian is able to push John back a few feet. John charges at Dorian, and eventually starts to clash sword with him. The two of them clash their swords, but it is quite clear that Dorian is overpowering John. John brings his sword up, and Dorian slashes at John's midsection. John flies back six feet, and lands on his hands and knees. John gets back to his feet with his sword in hand.

DORIAN

Time to stop going easy on you.

JOHN

That was going easy on me?

A small smirk goes over Dorian's face.

DORIAN

Anubian Sword, full power.

Dorian takes the chain off of the Anubian head part of the sword. The head's mouth opens up, and a blue energy wave goes over the blade shedding it of its rusted disguise. Dorian charges at John, as John brings his sword up in an attempt at blocking any incoming attacks. Dorian swipes at John's sword quickly, taking off the top part of the blade. Dorian then swipes at John's sword again taking off three inches of the blade. Dorian continues to swipe at the blade until only a small nub of the blade remains on the handle. Seeing this John drops the sword and powers down.

JULIE

That was amazing.

Dorian starts to take off the armor.

DORIAN

It was nothing really.

PATRICK

No Captain, it was.

JOHN

We really could use skills like that while solving cases.

DORIAN

Maybe one day, right Anita?

ANITA

That's right Dorian.

FADE OUT.

FADE IN:

INT. THE THEATRE - DAY

People, including Dex and Alexandra, start to pile into the main auditorium, and take seats. Dex and Alexandra sit near the back of the room.

INT. THE BACKSTAGE OF THE MAIN AUDITORIUM - DAY

A Spikedroid sits in front of a computer terminal watching the people come in. A scanner scans the audience and picks up on Dex and Alexandra's S.P.D. status. The computer then loads up their profiles from the S.P.D. database. The Spikedroid uploads this information to a small tablet computer. The Spikedroid then picks up the tablet computer. and carries it over to MR. CLAIRVOYO.

SPIKEDROID

Sir, there is something I think you need to see.

MR. CLAIRVOYO

What?

The Spikedroid hands Mr. Clairvoyo the tablet computer. Mr. Clairvoyo looks at the information on the tablet computer.

MR. CLAIRVOYO

This is not good. On one hand, I cannot have two S.P.D. officers here or my plans will be ruined. However my collection would become even more valuable if I were able to get them.

SPIKEDROID

What do you want me to do?

MR. CLAIRVOYO

Nothing (pause) yet. However the show must go on.

INT. THE MAIN AUDITORIUM - DAY

Mr. Clairvoyo comes out on stage.

MR. CLAIRVOYO

Welcome all! I am Mr. Clairvoyo the master mentalist. For my first amazing feat I will need a volunteer for some hypnosis.

Numerous audience members (including Dex) stick their hands up. Mr. Clairvoyo selects a woman from the third row. The woman gets up on stage, and sits on a stool.

MR. CLAIRVOYO

I want you to only focus on my voice, and relax. Just relax. Let your body go loose and your mind go free as you enter a trance. Continue to listen to my voice as you go even deeper into a trance. Now when I count down from three, you will cluck like a chicken. Three, two, one, you're a chicken!

The woman starts clucking like a chicken.

MR. CLAIRVOYO

When I clap my hands you will revert back to normal.

Mr. Clairvoyo claps his hands twice. The woman gets out of her trance.

MR. CLAIRVOYO

A round of applause everyone!

The audience, except Alexandra, applauds the woman as she goes back to her seat. Dex nudges Alexandra.

DEX

Pretty good, huh?

ALEXANDRA

That was little more than cliché hypnosis.

Mr. Clairvoyo gets off the stage and goes into the audience. He walks around until getting to the back part of the room near Dex and Alexandra.

MR. CLAIRVOYO

I am sensing that we have two people here by the names of Dex and Alexandra. Am I right?

An unsure look grows over Alexandra's face.

ALEXANDRA

(INNER)

How could he get *that* specific? Most mentalists would only go by the first letter of a name.

Dex stands up.

DEX

I'm Dex.

MR. CLAIRVOYO

Dex my boy, now tell me what do you do?

DEX

I'm an S.P.D. officer.

MR. CLAIRVOYO

Really? What do you do for the S.P.D.?

DEX

I'm the Red Ranger.

MR. CLAIRVOYO

(INNER)

(excitedly) A Power Ranger? This is even better than having a regular officer! I could make a fortune on an auction site!

Mr. Clairvoyo turns to Alexandra.

MR. CLAIRVOYO

(slyly) And is this your girlfriend Dex?

ALEXANDRA

No, I'm only a co-worker of his.

MR. CLAIRVOYO

And is your name by any chance Alexandra?

ALEXANDRA

As a matter of fact it is.

DEX

Amazing.

MR. CLAIRVOYO

That's what they call me. Now tell me Alexandra are you enjoying the show so far?

ALEXANDRA

No.

MR. CLAIRVOYO

Why not?

ALEXANDRA

Because you're making a mockery of
psychic abilities. Now if you don't
mind I'm leaving.

Alexandra gets up and leaves the auditorium. Dex soon
follows. Mr. Clairvoyo goes back to the stage.

MR. CLAIRVOYO

Perhaps they're having a lovers'
quarrel.

The audience laughs.

MR. CLAIRVOYO

Now for my last feat, all of you are
going to become highly collectable.

Mr. Clairvoyo closes his eyes. When he re-opens them a
white light fills the room.

FADE OUT.

FADE IN:

INT. A LOUNGE IN S.P.D. H.Q. - DAY

Alexandra sits on a couch watching the news on TV. Dex makes his way in and finds Alexandra.

DEX

Why'd you leave like that?

ALEXANDRA

I couldn't stand to be there anymore.

DEX

Were you serious about him making a mockery of psychic abilities?

ALEXANDRA

Yes I was.

DEX

How so?

ALEXANDRA

I think he might actually have them.

DEX

He's a mentalist how could he not have them?

ALEXANDRA

Dex, most people who claim to be mentalists are little more than magicians, like the kind you'd find in Las Vegas. But there was something odd about how Clairvoyo was able to get two very specific names the way he did. Now if you don't mind I'm watching the news.

Alexandra takes the remote and turns the volume up a little.

REPORTER ON TV

Reports have come in that a magician has made his entire audience disappear.

The report goes on, and shows the theater where Dex and Alexandra saw Mr. Clairvoyo.

DEX

Wait a minute...

ALEXANDRA

That's where Clairvoyo was.

John, Patrick, and Julie walk into the lounge now dressed in their uniforms. They walk up to Dex and Alexandra. Dex takes a look at them.

DEX

I take it that my brother wants us to go investigate.

JOHN

Exactly. So suit up.

Dex and Alexandra take out their morphers and put the mode selector to "PHONE".

DEX

Red Ranger...

ALEXANDRA

Yellow Ranger...

BOTH

Officer form!

They hit the top button on their morphers and the screen on phone mode changes their civilian clothes into their S.P.D. uniforms. All five Rangers walk out of the lounge.

FADE OUT.

FADE IN:

INT. THE MAIN AUDITORIUM OF THE THEATER FROM BEFORE - DAY

Dex, Alexandra, and Patrick all search through the main auditorium. They search for a while until stopping.

DEX

There's nothing here.

PATRICK

Don't say that there's always some clue that the criminal left.

ALEXANDRA

Maybe John and Julie are having better luck backstage.

John and Julie walk onto the stage from backstage and make their way over to the others.

JOHN

There's nothing backstage.

JULIE

Maybe the criminal cleaned up after himself good this time.

Dex paces around for a while until he eventually sees what appears to be a 12" tall doll of a man dressed in a suit. Dex picks it up.

PATRICK

What's with the doll?

DEX

It was just lying on the ground.

Julie looks over to her right and sees a similar doll only this one is of a woman.

JULIE

I found another one.

ALEXANDRA

Let me see.

Alexandra takes off her right hand glove as Julie passes it to her. Alexandra takes the doll in her right hand. Alexandra has a vision.

ALEXANDRA

I see this woman at the performance Dex and I were at earlier. She was the one who went up on stage and clucked like a chicken. I'm now seeing Mr. Clairvoyo back on stage and a flash of white light has come out of his eyes and turned everyone into these dolls.

Alexandra's vision stops.

DEX

So it was definitely Clairvoyo.

JULIE

So why were these two left behind?

PATRICK

Let's take them back to H.Q. and maybe Dr. Falco can figure something out.

The Rangers take the two dolls and leave the theater.

FADE OUT.

FADE IN:

EXT. A DARKENED ALLEYWAY - DAY

Mr. Clairvoyo walks into the alleyway. Once he gets in far enough DARKWING appears behind him.

DARKWING

Well, well, well Clairvoyo it appears you have the S.P.D. on your tail.

MR. CLAIRVOYO

I know that Darkwing. Now give me something that can take care of them.

DARKWING

I all ready gave you the prototype for my new robotic soldiers, what more do you want?

MR. CLAIRVOYO

Something on a much larger scale.

DARKWING

That can be arranged, however it won't come cheap.

MR. CLAIRVOYO

I'll pay you after I've defeated the Rangers.

DARKWING

I'm afraid that won't work. Payment must come upfront or no sale will be made.

MR. CLAIRVOYO

Can't you make an exception just this once?

DARKWING

No.

MR. CLAIRVOYO

Is that's the way you want it, fine.

Mr. Clairvoyo's eyes glow.

MR. CLAIRVOYO

You will give me the robot control device.

DARKWING

Yes Clairvoyo.

Darkwing pulls a robot control device out from under his cape. He hands it to Mr. Clairvoyo.

MR. CLAIRVOYO

Now was that so bad?

DARKWING

Not at all.

Mr. Clairvoyo's eyes stop glowing and he vanishes. Darkwing realizes what has happened.

DARKWING

Why that no good double dealing scum! I hope he gets what's coming to him from the Rangers!

FADE OUT.

FADE IN:

INT. THE COMMAND ROOM - DAY

Patrick paces around, as Alexandra leans against Dorian's desk with her left hand on her chin. Dex sits very comfortably at the center console with the three packs of cards he bought earlier.

PATRICK

Why did those two get left behind?

ALEXANDRA

It just doesn't add up, does it?

Dex opens up one of the packs. He goes through the cards and starts to sort them into two piles.

DEX

Need it.

Dex places a card down.

DEX

Got it.

Dex places another card to the right of the previous one. The next two cards he puts down go into the "need it" pile and the two after those go into the "got it" pile. Dex gets down to the last two cards both of which are the same.

DEX

Great, a double in the same pack!

PATRICK

What?

DEX

I got the same card twice in one pack.

PATRICK

That's it!

ALEXANDRA

What?

PATRICK

Clairvoyo is turning people into dolls and collecting them like Dex does with his cards.

DEX

What's that supposed to mean?

PATRICK

It means that the two people we picked up have to be identical twins, and they were probably dressed the same when they saw the show.

ALEXANDRA

I get it now. Maybe we should have Dr. Falco do an analysis on them to see if this theory of yours is true.

Anita walks in.

ANITA

It is true. Those two people both have an identical twin. However further analysis has shown that the people Clairvoyo did that to will stay that way if you don't do something in two hours.

PATRICK

What else has Clairvoyo been convicted of?

Dorian walks in.

DORIAN

He's done the same to people on numerous other planets. However he also eventually sells them through auction sites.

ALEXANDRA

So he also makes money off of them too? No wonder that show was free today.

DORIAN

Well you know what you have to do.

FADE OUT.

FADE IN:

EXT. A WAREHOUSE DISTRICT - DAY

The Rangers arrive and wander around.

DEX

So where is he?

JULIE

No idea. Dr. Falco said this was Clairvoyo's last known location.

JOHN

Keep your eyes peeled he could be anywhere.

ALEXANDRA

Even right in front of us.

PATRICK

What do you mean?

ALEXANDRA

Clairvoyo's clouding your minds to make it look like he's not here, but he can't do the same to me because of my own powers.

Alexandra takes out her side arm and fires it at what appears to be thin air. The laser stops and hits Mr. Clairvoyo whose hold on the other Rangers' minds lifts.

MR. CLAIRVOYO

Very perceptive of you Yellow Ranger. I'd like to propose a challenge.

ALEXANDRA

What?

MR. CLAIRVOYO

A clash of the psychics. My powers against yours, even your Ranger ones. Do you accept?

ALEXANDRA

Yes.

PATRICK

You sure you know what you're getting into?

ALEXANDRA

Yes.

MR. CLAIRVOYO

Very well, shall we?

Alexandra walks over to Mr. Clairvoyo.

MR. CLAIRVOYO

And because I'm such a nice guy, the four of you will be getting a playmate while we're gone.

Mr. Clairvoyo snaps the fingers on his right hand. The Spikedroid walks forward.

SPIKEDROID

What is your bidding?

MR. CLAIRVOYO

Have fun with the Red, Blue, Green, and Pink Rangers while I'm out with the Yellow Ranger.

SPIKEDROID

As you command.

The Spikedroid charges at Dex, John, Patrick, and Julie as Alexandra, and Mr. Clairvoyo disappear. Dex launches a roundhouse punch with his right hand on the Spikedroid, but the Spikedroid catches it and throws Dex backwards. John charges at the Spikedroid, jumps up and extends his right leg, but the Spikedroid catches the flying kick, and tosses John back to where Dex is now lying. Patrick and Julie rush at the Spikedroid to double team it, but the Spikedroid catches them by their heads and knocks them against each other. Patrick and Julie fall to the ground. Dex and John slowly come up to Patrick and Julie and help them up.

DEX

Guys I think it might be a good time to morph.

John, Patrick, and Julie nod. They all take out their morphers.

DEX, JOHN, PATRICK, AND JULIE

Emergency, SPD!

They all morph.

FADE OUT.

FADE IN:

EXT. ANOTHER PART OF THE WAREHOUSE DISTRICT - DAY

Alexandra and Mr. Clairvoyo confront each other.

MR. CLAIRVOYO

So tell me Yellow Rangers what are your powers?

ALEXANDRA

Telepathy through touch.

MR. CLAIRVOYO

Anything else?

ALEXANDRA

Not that I know of.

MR. CLAIRVOYO

You said that I was giving people with psychic powers a bad name, yet your own power barely scratches the surface of what's out there.

Mr. Clairvoyo telekinetically picks up a garbage can behind Alexandra. He moves the can over to him.

MR. CLAIRVOYO

You'll never know the simple joys of telekinesis.

Mr. Clairvoyo snaps his right hand fingers. A small flame comes out of his hand.

MR. CLAIRVOYO

Or how illuminating pyrokinesis can be.

Mr. Clairvoyo turns the floating garbage can into a bowl of petunias.

MR. CLAIRVOYO

Or even how to turn things into other things by just a thought.

Mr. Clairvoyo turns the bowl of petunias back into a garbage can.

ALEXANDRA

So that's how you did it.

MR. CLAIRVOYO

Yes.

ALEXANDRA

Why?

MR. CLAIRVOYO

Some people collect action figures, some people collect comic books, some people like your dear Red Ranger collect baseball cards, I on the other hand collect people that I turn into action figures.

ALEXANDRA

The two people we picked up in the theater looked more like dolls.

MR. CLAIRVOYO

They're action figures! Now let's finish this!

Mr. Clairvoyo crumples up the garbage can, and it falls to the ground.

ALEXANDRA

Agreed.

Alexandra takes out her morpher.

ALEXANDRA

Emergency, SPD!

Alexandra morphs. Alexandra draws her D-Baton and charges at Mr. Clairvoyo. She swipes at him with the Baton, but he anticipates the attack and as such blocks it. Alexandra draws her Knuckle Grip, and combines it with her D-Baton. She aims at Mr. Clairvoyo and fires, but he side teleports away from the shot. Alexandra aims at Mr. Clairvoyo's new position and fires, but the same thing happens again.

MR. CLAIRVOYO

Give it up Yellow Ranger. I'm reading your mind, and you'll never be able to get a hit on me.

ALEXANDRA

(INNER)

He's right. If he's reading my mind he'll know what I'm going to do. I could try to fight like John, Patrick, or Julie, but they've had too much training and would do exactly what I'm doing. So I guess that leaves me with one option.

Alexandra starts to spin around clockwise. As she spins she fires lasers. Numerous yellow colored lasers are fired and quite a few end up hitting Mr. Clairvoyo. Mr. Clairvoyo falls to the ground.

MR. CLAIRVOYO

How did-?

ALEXANDRA

Simple, all I really had to do was not think while fighting, which is something the Red Ranger would do.

MR. CLAIRVOYO

You'll pay for this.

Alexandra's morpher goes off. She takes it out and opens it to phone mode.

JOHN

(OVER THE COMMUNICATOR)

We need you NOW!

ALEXANDRA

On my way!

Alexandra leaves. Mr. Clairvoyo gets up and takes out the robot control device he stole from Darkwing. He looks down at it.

MR. CLAIRVOYO

You'll pay Yellow Ranger.

FADE OUT.

FADE IN:

EXT. THE PREVIOUS AREA OF THE WAREHOUSE DISTRICT - DAY

Dex, John, Patrick, and Julie (still morphed) are getting thoroughly trounced by the Spikedroid who now has a sword drawn. The Spikedroid powers up its weapon and unleashes the attack on the Rangers. The attack hits Dex, John, Patrick, and Julie causing them to fall down. Without warning several yellow laser beams are fired at the Spikedroid, which makes contact. This is followed by an attack from a white and black streak aimed directly at the Spikedroid. Alexandra (still morphed and holding her Strike Blaster) lands in front of the other Rangers followed by Scout. Alexandra separates her D-Baton from her Knuckle Grip and charges at the Spikedroid. She alternates slashing at the Spikedroid with the Baton and punching it with the Grip. After numerous hits the Spikedroid falls back with some damage done to it. The other Rangers get up go over to Alexandra.

DEX

About time you got here.

ALEXANDRA

It's not like I didn't have my hands tied. Now let's destroy this thing.

PATRICK

Is that why you brought Scout with you?

ALEXANDRA

Of course. Now Scout, fetch!

Alexandra throws the key bone up. Scout fetches it, and transforms into the K-9 Blaster. Alexandra gets in the center of it with Dex, and Julie on either side of her. John gets in front of Dex, while Patrick gets in front of Julie.

ALL FIVE RANGERS

FIRE!

Alexandra pulls the trigger and two shots are fired from the Blaster. The shots hit the Spikedroid, and it falls down and explodes. The ground starts to shake as a giant robot appears.

MR. CLAIRVOYO

You'll all pay for the insult the Yellow Ranger gave me!

Alexandra takes out her morpher and opens it to phone mode.

ALEXANDRA

Dr. Falco, we need the Zords.

INT. THE TECH ROOM - DAY

Anita sits at the Zord launch controls.

ANITA

Launching the Zords.

INT. THE ZORD BAY - DAY

The Zords launch starting with P-Zord 1. The five Zords exit S.P.D. H.Q. and make their way to the Rangers. The Rangers jump up and enter their Zords.

DEX

Let's do it guys!

ALL FIVE RANGERS

Megazord formation!

The Zords combine.

ALL FIVE RANGERS

Patrol Megazord, online!

A rainstorm starts as the Megazord confronts Mr. Clairvoyo's robot.

MR. CLAIRVOYO

I am the greatest mentalist in the galaxy, and you'll all pay for the insult the Yellow Ranger gave me, and you'll all become apart of my collection!

The Megazord steps forward with the Signal Blaster.

ALEXANDRA

I don't think so.

Mr. Clairvoyo fires a blast at the Rangers.

ALEXANDRA

Watch it!

The Megazord jumps to its right, as the blast is about to hit the Megazord. The Megazord then fires a few shots at Clairvoyo's robot. The Megazord lands just as Mr. Clairvoyo fires another blast at the Megazord, which is dodged. The Megazord rolls on the ground firing shots at Clairvoyo's robot.

MR. CLAIRVOYO

Take this!

The robot fires as high-powered blast at the building the Megazord got behind. The blast causes an explosion and the Megazord jumps up with the Justice Sword in hand. The Megazord then unleashes a powered slash at Mr. Clairvoyo's robot, which knocks it back. The Megazord lands and extends its left arm. The sign on P-Zord 5 is flipped up.

ALEXANDRA

For capturing, and turning people into dolls as well as selling them,
JUDGMENT!

The one-minute judgment cycle works its way to an "X" verdict.

ALL FIVE RANGERS

Delete approved!

The Megazord aims the Signal Blaster at the robot.

ALL FIVE RANGERS

Full power.

JULIE

Five!

ALEXANDRA

Four!

PATRICK

Three!

JOHN

Two!

DEX

One!

ALL FIVE RANGERS

FIRE!

Numerous shots are fired at the robot. The impact of the shots also has an effect on Mr. Clairvoyo within. The robot falls down and explodes taking Mr. Clairvoyo with it.

ALL FIVE RANGERS

Case closed.

The Megazord puts its blaster away.

ALEXANDRA

Now the people Clairvoyo turned will go
back to normal.

INT. AN UNKNOWN LOCATION - DAY

Numerous dolls are on a table. The dolls start to glow a
white energy until they return to their normal human forms.

FADE OUT.

FADE IN:

INT. THE COMMAND ROOM - DAY

The Rangers and Dorian sit around the center console.

DORIAN

We have gotten reports that the people Clairvoyo changed have been returned to normal.

JULIE

That's good.

DORIAN

Also, excellent work Alexandra fighting Clairvoyo.

ALEXANDRA

Thanks captain.

PATRICK

If he's psychic then how were you able to defeat him?

ALEXANDRA

Let's just say I had to think like Dex for a while.

DEX

Really?

JOHN

So you didn't think at all?

DEX

Hey!

ALEXANDRA

Yeah, pretty much.

DEX

HEY!!!

JOHN

In all seriousness, there's a question that I still have.

DORIAN

What John?

JOHN

Where are these criminals getting all of these robots?

DORIAN

Good question. This is only a theory, but somewhere in the Andromeda Quadrant there is a race of bat-like aliens who are masters at robot manufacturing. In fact there is one who is extremely notorious.

PATRICK

Who is he?

DORIAN

All I know is that his name is Darkwing. I have never crossed paths with him myself, but from what I've heard from Supreme Commander Falco, he's bad news. If he is in fact on Earth, than he may be supplying the criminals we've faced with the arms that they require. However it's still technically our day off, so let's get out of here and relax after this long case.

Dorian and the Rangers get up and leave the command room.

END