

# MAX STEEL 9: EXTREME PURSUIT

## PART FIVE

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\*

written by  
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FADE IN:

### EXT. CHILEAN JUNGLE - DAY

Max, Jet and Cytro race through the jungle. They dodge trees and jump over fallen logs.

1	MAX	1	*
	My hunch says that Toxzon's already		*
	got control of The Warden.		*

2	JET	2	*
	The world's most evil villain at		*
	the helm of the world's most		*
	powerful ship? That spells		*
	trouble.		*

They stomp through a stream and leap over some huge boulders. \*

3	CYTRO	3	*
	Actually, the correct spelling of		*
	trouble is T-R-O...		*

4	MAX	4	*
	Thanks, Cytro. But it's just an		*
	expression. Point is, if we're		*
	gonna take back the Warden, we'll		*
	need some serious fire power.		*

Emerging into a clearing, they come to a stop.

5	MAX	5	*
	And I know where to find it.		*

Max pulls back some thick VINES revealing a MASSIVE, RUSTED SHUT, DOOR. \*

6	JET	6	*
3	We learned about this place at the	3	*
	academy! It's an old NTEK armory!		*
	But this door looks like it hasn't		*
	been opened in a million years!		*

<KABOOM> the door gets blasted off its hinges. Jet jumps back in surprise. She looks back at Cytro, who lowers his BLASTER.

7	MAX	7	*
	Good thing Cytro brought the keys.		*
	(then)		*
	Come on!		*

Following Max, they race through the smoke filled entrance. \*

INT. ARMORY - CONTINUOUS

Coming out of the smoke, Max, Cytro and Jet creep down a dimly lit hallway. They pass by a room filled with computer tracking equipment.

8	MAX (cont'd)	8	*
	You two see if you can track the		*
	Warden. I'll go gear up.		*

Jet and Cytro enter the room as Max races off down the hall.

EXT. THE WARDEN - ESTABLISHING

INT. WARDEN - BRIDGE - CONTINUOUS

A few AGENTS sit at their stations, monitoring and controlling the huge ship. Everything seems normal. Suddenly, FORGE FERRUS appears on their video monitors. \*

9	FORGE	9	*
	Attention! All agents evacuate the		
	bridge at once!		

The agents exchange puzzled glances. \*

10	AGENT 1	10	*
	But... WHY?		*

Suddenly, the monitors that Forge are on EXPLODE, sending the agents jumping back. \*

11	AGENTS	11	*
	(screams)		*

Now massive ELECTRICAL CURRENTS coruscate across ALL the control panels, sending the agents scrambling for cover. \*

Then Makino bursts through the door. He grabs a startled agent and holds him high in the air. \*



19 JET (cont'd) 19  
Given the size of The Warden, I'm  
figuring an approximate Oh-2  
displacement of 21,000 cubic  
meters...

ON SCREEN: Images of the Earth... rotating... scanning...  
Jet keeps typing.

20 JET (cont'd) 20  
Factoring in a 2.78% margin for  
error... and implementing a reverse  
imaging plethysmograph... I'd say  
we're looking... right... THERE.

ON THE COMPUTER: A digitally rendered image of The Warden  
materializes.

Just then, Max enters, all geared up. He sees the image on  
the screen.

21 MAX 21  
Nice work. Let's roll.

EXT. CHILEAN JUNGLE - MOMENTS LATER

All is silent just above the tree canopy of the jungle.  
Suddenly, a loud <RUMBLING> noise... then a TEK JET carrying  
Max, Cytro and Jet blasts up and out of the trees, roaring  
off towards the horizon.

EXT. CITY SQUARE - DAY - MOMENTS LATER

It's a bustling metropolis. Pedestrians hustle down the  
sidewalk. Cars <HONK>. Street vendors hawk their wares.  
Just then, a DARK SHADOW falls over the city.

ANGLE UP TO REVEAL: The Warden, seemingly materializing out  
of thin air. The massive vessel blocks out the sun, and runs  
the length of 20 city blocks.

Several cars <SCREECH> and slam into each other. Traffic  
grinds to a halt. Nervous mothers shield their children's  
eyes. Puzzled pedestrians point up toward the sky.

22 PEDESTRIAN 22  
What is that?

23 PEDESTRIAN 2 23  
Some sorta weather balloon?

Just then, a large JUMBOTRON screen mounted on the side of a  
building flickers to life. And on it, TOXZON.

24 TOXZON 24  
Greetings, **humble servants!** \*

An audible GASP from the streets as people start gravitating toward the screen.

25 TOXZON (cont'd) 25  
As **new de facto leader of planet earth**, my first order of business will be to address the issue of pollution! \*

A hopeful murmur in the crowd. Maybe this guy's not so bad?

26 TOXZON (cont'd) 26  
**We need MORE OF IT!!!** \*

With that, a series of CANISTERS jettison from The Warden, exploding above the city, unleashing massive clouds of TOXIC FUMES. \*

INT. WARDEN - BRIDGE - CONTINUOUS \*

The disabled crew members, now bound in a corner, watch helplessly. \*

EXT. CITY STREET - CONTINUOUS \*

People race through the streets, **COUGHING** uncontrollably as the toxic fumes descend on them. \*

27 TOXZON (cont'd) 27  
From this moment forward, **all** industry **will** be directed to create poisons or pollutants! \*

EXT. CITY STREET - CONTINUOUS

A bank of TV'S in a store window all show Toxzon's image. People run through the streets as panic **spreads**. \*

28 TOXZON 28  
I assure you, people. This is not a drill. **Behold, a taste of what happens to those who dare disobey me!** \*

QUICK SHOTS: The Warden fires a series of **QUANTUM LASER BEAMS** down on the outskirts of the city \*

CUT TO:

AN AIRPORT RUNWAY is hit by a beam, slicing a CRATER across the middle of the runway. An approaching plane has to swerve crazily, crashing into some trees at the side of the runway.

CUT TO:

A TRAINYARD on the edge of the city. A bridge heading out of the city crosses 6 tracks running perpendicular to and under the bridge. A beam enters frame and bisects the bridge span. Cars screech to a halt on the edges of what is now two bridge halves as debris rains down on the tracks below.

CUT TO:

A passenger train approaches the fallen debris. The engineer reacts, pulling a lever - too late! The train will never stop in time. Camera PULLS BACK to reveal Max Steel on his HOVER BIKE gaining into frame along the ground beside the train. Accelerating ahead of the train, Max fires a missile, blasting the debris off of the tracks - the train narrowly avoids a collision. As Max peels off...

CUT TO:

An OIL TANKER is heading for the bridge from the city. A laser beam cuts the tanker free from the cab. As the driver steers the cab off to the side of the road, the tanker slides along the ground, kicking up sparks and slamming into a concrete median. It EXPLODES up into the air. The spinning, flaming tonnes of steel fly toward the people on the bridge, who are now standing outside of their cars, vulnerable. Suddenly, Max Steel comes speeding up the far side of the bridge (non-city side) and jumps up into the air - as he does he fires a missile and blasts the tanker into tiny pieces. Slo-mo as Max flies thru the fireball/debris cloud and flies up past cam (this is also the Hover-Bike reveal as he never "lands" this jump).

CUT TO:

Relieved drivers cheer beside their cars as small, harmless pieces of debris rain down behind and around them.

CUT TO:

#### EXT. THE WARDEN - CONTINUOUS

Flying in formation, SIX MILITARY JETS swoop down toward The Warden.

Guns blazing, the jets come in hot, but their weapons barely dent the surface of the super fortress.

29	PILOT 1 (V.O.)	29	*
	What the heck is that thing?		*
30	PILOT 2 (V.O.)	30	*
	I don't know! It's like trying to		*
	bring down an elephant with a pea		*
	shooter!		*
And now anti-aircraft LASER CANNONS emerge from the surface			*
of The Warden and return fire, hitting three jets and sending			
them spiralling out of control.			
As the remaining THREE JETS swoop back for another attack			
run, we now see a FOURTH JET moving into position behind them			
-- The Tek Jet.			
<u>INT. TEK JET - CONTINUOUS</u>			
Cytro and Jet watch the action through the cockpit			
windshield. The fighter jets are clearly overmatched by The			
Warden. Max races in and leaps into his seat.			
31	MAX	31	
	How's it look?		
Another plane gets BLOWN UP outside the window.			*
32	JET	32	*
	(dry)		*
	Could be better.		*
33	MAX	33	*
	If we don't do something quick,		*
	Toxzon's gonna fry the entire city		*
	with those Quantum LASERS.		*
Cytro scans the surface of The Warden.			
CYTRO POV: Googs and telemetry scroll across his vision			
field. A small area on the far side of The Warden's hull			
FLASHES.			
34	CYTRO	34	
	Data indicates a manual tech access		*
	panel on the port side. A direct		*
	hit should temporarily disable the		*
	Quantum lasers.		*
The target flashes on their display screen.			*
35	JET	35	
	Looks like our only chance.		*

Max locks in his targeting system.

\*

36

MAX

36

Almost in range... and... FIRE!

\*

KABOOM! An explosion erupts on the surface of The Warden.

\*

EXT. CITY STREETS - CONTINUOUS

\*

A LASER BEAM slices toward a HOSPITAL. Suddenly, it FRITZES, and fizzles out. An AMBULANCE DRIVER looks skyward and CHEERS.

\*

\*

\*

INT. WARDEN - BRIDGE - CONTINUOUS

\*

The Bridge is rocked by the explosion.

\*

37

TOXZON

37

What is the meaning of this???  
(then, looking out the  
window)  
Steel!

\*

\*

\*

\*

\*

INT. TEK-JET - CONTINUOUS

\*

Max turns to Cytro.

\*

38

MAX

38

Cytro, how long until the Quantum  
Lasers come back on-line?

\*

\*

\*

39

CYTRO

39

Approximately six minutes, Max.

\*

\*

Max sets a TIMER on his wrist.

\*

40

MAX

40

Plenty of time to get what we came  
for... Toxzon!

\*

\*

\*

Pushing the Tek Jet into a dive, Max plunges toward The Warden. But they're strafed with anti-aircraft laser fire.

41

JET

41

On the right! I've got it!

ON Jet: She mans a secondary weapons station. The Warden's cannon comes into the crosshairs on her display and <KABOOM> she blows it to bits.

42

MAX

42

Nice shot!



But the onslaught continues. A nearby military jet gets hit and clips the side of the Tek Jet as it goes down. Fuel sprays from one of the wings.

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43                                MAX (cont'd)                                43
                                Clipped a fuel line!

```

Now a shot from The Warden ignites the fuel spray, sending a \*  
plume of fire and smoke trailing behind the Tek Jet. \*

44 MAX (CONT'D) 44 \*

Everybody hold on!

Max hits a button and all three seats EJECT, blasting out through the roof of the Tek Jet.

EXT. SURFACE OF THE WARDEN - SECONDS LATER

The Tek Jet spirals and <CRASHES> on the surface of The Warden in a ball of fire. A beat, then we see Max, Cytro and Jet peek out from behind a barrier.

45 CYTRO 45  
The bridge is located over there.

ANGLE ON: The Bridge. A large tower with floor to ceiling windows -- about 300 meters away. Even from this distance, we can clearly see Makino framed in thick tempered glass.

46	MAX	46	
	And look who's at the controls. Our		*
	old friend, Makino. Are we ready to		*
	do this?		

Cytro and Jet take quick stock of their gear. They both nod.

EXT. WARDEN - "GAUNTLET" - CONTINUOUS

Max, Jet and Cytro leap out from behind their cover and race toward The Bridge. But first, they must cross a deadly gauntlet of The Warden.

Max leads the way with Cytro and Jet in formation behind him. In unison, the group parkours their way across the surface, leaping over trenches, vaulting across obstacles, and sliding to avoid low pipes and valves.

Now, a surface mounted LASER CANNON swerves toward them and opens fire. The blasts barely miss, but throw up explosions and deadly shrapnel around them. Lowering an arm blaster, Cytro plants his feet and <KABOOM> eliminates the laser cannon.

47	JET	47	*
	Can Makino really control all these weapons?		*
			*
	Suddenly, DOZENS of LASER CANNONS emerge from the surface and all swing around to aim at them.		*
			*
48	MAX	48	*
	I'm thinking... YES.		*
	The cannons open fire.		*
49	MAX (cont'd)	49	
	Keep moving!		
	Blasts rain down around the group, but they soldier on, diving and dodging to avoid.		
50	JET	50	
	Over there!		
	Max blasts a cannon before it can hit them.		
51	MAX	51	
	Get down!		
	Jet dives clear as a cannon on her right unloads its deadly payload. The blast misses Jet, and slams right into another cannon on the other side. KABOOM! They're showered in debris.		*
	As the barrage intensifies...		
	<u>INT. THE WARDEN - BRIDGE - CONTINUOUS</u>		
	Makino waves his arms like a conductor, controlling the ship and the weapons. Toxzon gazes out the window, enjoying the spectacle before him.		*
			*
			*
52	TOXZON	52	*
	Max Steel? Trapped like a rat in a cage? They don't make N-Tek agents like they used to!		*
			*
	Makino looks at Toxzon, confused.		*
53	TOXZON (cont'd)	53	*
	I'm talking about ME!		*
54	MAKINO	54	*
	Why am I not surprised.		*
	(then)		*
	Time to dispose of our visitors!		*

55 TOXZON 55 \*

Wait! I want to savor moment! Bask  
in the glory! Taste the sweet  
nectar of victory! \*

(then) \*

Okay, I'm good. You can kill them  
now. \*

As Makino grins diabolically... \*

EXT. THE WARDEN - "GAUNTLET" - CONTINUOUS

As the group forges on, <BOOM!> a blast sends them  
scattering. Jet goes flying and lands hard in a trench.

56 MAX 56

Jet!

Jet looks around -- her blaster has been knocked out of her  
hand and lies a few feet away.

57 JET 57

I'm okay! Keep going!

Max gives a "thumbs up" and races on ahead with Cytro.

ON JET: Staying low to avoid the blaster fire, she crawls  
toward her blaster. She snags the weapon and is about to get  
up when she notices something else out of the corner of her  
eye.

THE VIAL. The same vial that we've seen her with earlier  
(the "real" vial). It's several meters away, teetering on  
the edge of a deep shaft. Stunned, Jet feels her pocket.  
Empty. The vial must have been knocked out in the blast. She  
starts crawling toward the vial when, suddenly, the ship  
lurches and the vial topples over the edge, disappearing into  
the dark shaft.

58 JET (cont'd) 58

(GASPS!)

EXT. THE WARDEN - OUTSIDE THE BRIDGE - CONTINUOUS

Having evaded the laser cannon gauntlet, Max races toward the  
glassed-in bridge. Makino grins down at him through the  
window.

59 MAX 59

Hey, Makino! Looks a little stuffy  
in there! How about some fresh  
air!!!

Max lowers his blaster, about to fire at the glass, when --  
<BOOM!> something hits Max from behind, sending him  
sprawling forward. Leaping back to his feet, Max is shocked  
to see --

```

60                                MAX (cont'd)                                60
                                Cytro?!!!

```

```
61             MAKINO                                61      *
             Like a puppet on a string!              *

```

As Cytro closes in on Max...

EXT. THE WARDEN - THERMAL EXHAUST VENT - CONTINUOUS

It's a dark shaft, extending deep into the core of The Warden to dissipate heat and energy from its core. Jet's vial teeters on a narrow ledge, about 10 meters below the surface.

Jet peers over the edge, sees her vial. Steeling herself, she swings her legs over the ledge, scrambles to find a toe hold and slowly starts climbing down.

EXT. THE WARDEN - OUTSIDE THE BRIDGE - CONTINUOUS

Cytro and Max square off, toe to toe. Makino controls Cytro  
from his position above them on the bridge.

```

62                                MAX                                62
    Dude???  I know we've had our
    differences, but come on!

```

Cytro lunges at Max, but Max ducks to avoid. \*

63 CYTRO 63  
I am sorry, Max. But I can not  
help it. \*

```
64                                MAX                                64
    I know, buddy. Just messin' with          *
    ya.                                         *
```

WHAM! - Cytro lands a powerful blow sending Max toppling backward. \*

65 CYTRO 65  
That one hurt me more than it hurt  
you.

```
66                                MAX                                66
I seriously doubt that! *
```

Cytro leaps toward Max and delivers another series of blows. \*

67 CYTRO 67 \*

Oops! Sorry! Duck! \*

Max ducks in time to avoid a head shot. \*

68 MAX 68 \*

Thanks for the tip! You got any  
other bright ideas?

As Cytro and Max continue to spar... \*

69 CYTRO 69

I suggest... you try to hit... my  
lower... left quadrant. The  
circuits in that region... were  
damaged... in the crash landing.

70 MAX 70

Don't mind if I do.

Max winds up and delivers a mighty BASH to Cytro's lower  
abdomen. The big robot goes flying backwards, with SPARKS  
flying from the area. He hits the ground with a THUD, unable  
to move. Max races over and bends down.

71 CYTRO 71

Thank you, Max Steel.

72 MAX 72 \*

That's what friends are for.

Max quickly drags Cytro to a sheltered area.

73 MAX (cont'd) 73

You just lay low, pal. I'll be  
back for ya.

Max waves to Makino -- who scowls -- then races off across  
The Warden.

#### EXT. THE WARDEN - THERMAL EXHAUST VENT - CONTINUOUS

Jet has nearly made it down to her vial. But it's far from  
easy, even for her. The toe holds and hand holds are  
virtually non existent. And blasts of hot, acrid air rush up  
through the vent, burning her eyes and throat.

She reaches down... stretching... holding on by only one hand  
and one foot... and snatches the vial, stuffing it back in  
her pocket.

But, just then, the ship lurches and Jet loses her grip.

74    JET    74

Aaaaaah!

She flails, trying desperately to get a grip, but there's nothing to grab. She's about to fall when -- WHOOSH -- a panel slides open just beside her, Max Steel appears, and yanks her in.

INT. THE WARDEN - CORRIDOR - CONTINUOUS

The door shuts - WHOOSH - and Jet is safely inside with Max.

75 MAX 75  
Looked like you were in a bit of  
trouble out there.

76 JET 76  
Nothing I couldn't handle.

Brushing past Max, Jet inserts a FLASH DRIVE into a panel in the wall.

```
77                                MAX                               77    *
Come on!                                                                *
      (checking watch)                                                  *
Only three minutes 'til the Quantum                                    *
Lasers are back online!                                                *
```

```
78 JET 78 *  
We need updated schematics if you *  
want to get to Toxzon. *
```

TIGHT ON: Jet's wrist display. Warden schematics. A BLIP  
flashes in a nearby corridor. Jet takes note. A mischievous  
glint in her eye.

79	JET (cont'd)	79	*
	(sotto)		*
	Or rather, if <u>I</u> want to get to		*
	Toxzon...		*

The download complete, Jet races off, with Max following. \*

QUICK CUTS: Jet and Max race through the corridors of The Warden on their way to the bridge. Each time they approach a trap, an alarm <BEEPS> on Jet's wrist device, giving them advance warning.

BBBBB. Two cannons emerge from the ceiling, but Jet and Max are ready for them. Jet blasts one, Max blasts the other. They race on.

BEEEP. A trap door slides open in the floor. But, forewarned, Max and Jet leap over it.

BEEEP. A series of waist-level LASERS fire in rapid succession. But Max and Jet slide underneath them, pop up, and race on. \*

ON JET'S WRIST DISPLAY: A graphic tracker shows Jet and Max nearing the "BLIP" noted earlier. \*

80	JET (cont'd)	80	*
	(sotto)		*
	Looks like this is where we go our		*
	separate ways...		*

Jet races around a corner, just ahead of Max. BEEEP. A blast door starts to shut in front of her (separate partitions closing up from the floor and down from the ceiling, meeting in the middle, right about eye level).

Jet leaps through, as the blast door closes. She stops and turns to see Max approaching.

81	JET (cont'd)	81	
	Sorry, Max. There's something I		
	need to do. Alone.		

MAX'S POV: The VIAL, partially sticking out of Jet's pocket.

<CLANG> the door slams shut.

82	MAX	82	
	Jet! Wait! Toxzon is too		*
	strong!!!		*

Enraged, Max SLAMS his fist against the thick steel door. \*

A COMPUTER VOICE from a nearby speaker. \*

83	COMPUTER VOICE (V.O.)	83	*
	Quantum Laser reboot complete in		*
	two minutes...		*

84	MAX	84	*
	It goes from bad to worse.		*

Just then, Berto's face appears on Max's wrist device. \*

85	BERTO	85	*
	(loud whisper)		*
	Max!		*

86	MAX	86	*
	Berto! Where are you?		*
87	BERTO	87	*
	It doesn't matter! Just listen.		*
	There's an auxiliary shut down		*
	switch on level 3. You can still		*
	make it!		*
	Just then, Berto's image fritzes and goes black.		*
88	MAX	88	*
	Berto! Can you hear me? Berto!		*
89	TOXZON (V.O.)	89	*
	Don't you just this new		*
	technology... dropped calls can be		*
	soooo annoying!		*
	Spinning around, Max sees Toxzon's diabolical face on a video		*
	screen behind him.		*
90	MAX	90	*
	Doesn't matter, Toxzon. Berto		*
	already told me how to shut you		*
	down!		*
91	TOXZON (cont'd)	91	*
	And that is exactly what you should		*
	do!		*
	CAMERA WIDENS to reveal a group of HOSTAGES tied up behind		
	Toxzon. They include several NTEK agents, as well as FORGE		
	and BERTO. Now TANK MAKINO rolls into frame.		
92	TOXZON (cont'd)	92	*
	Unless, of course, you'd rather		*
	come say goodbye to your friends...		*
	Toxzon snatches BERTO by the scruff of his neck and hoists		*
	him into the air. TANK MAKINO lowers his cannon arm toward		*
	Berto.		*
93	BERTO	93	*
	Don't listen to him, Max! It's a		*
	trap!		*
94	TOXZON	94	*
	Maybe it is, maybe it isn't. Only		*
	one way to find out!		*
	BZZZZT! The screen goes black.		*



ON MAX: He's faced with an epic decision.

\*

95

COMPUTER VOICE (V.O.)

95

Quantum laser reboot in ONE  
minute...

\*

\*

\*

No time to stand around. Max spins and races off down the  
corridor as we...

\*

\*

FADE OUT.