

Teenage Mutant Ninja Turtles

**“Turtles Forever: the TMNT 25th
ANNIVERSARY DTV MOVIE”**

Part Two

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LOGLINE: When the '88 Turtles arrive in the '03 Turtles dimension its total culture shell shock! Can the two sets of Terrapins get over their differences and save the entire Turtles universe from a bigger and badder than ever Shredder?

CHARACTER LIST

+ = Speaking Role

+ '03 MIKEY
+ '03 RAPH
+ '03 LEO
+ '03 DON
+ '03 SPLINTER

+ '88 MIKEY
+ '88 RAPH
+ '88 LEO
+ '88 DON
+ '88 SPLINTER

+ '03 APRIL
+ '03 CASEY
+ '88 APRIL

+ UTROM SHREDDER
+ KARAI
+ MUTANT TURTLE HUN

+ '88 SHREDDER
+ KRANG
+ BEBOP
+ ROCKSTEADY

+ COMPUTER (in Trans Dimensional Chamber)
+ ROBOT FOOT SOLDIERS/MUTANT MONSTER SOLDIERS (charging screams)
+ NINJA WAITER
+ MUTANT BADDIES (silly '88 mutant monsters)

ACT ONE

FADE IN:

EXT. CENTRAL PARK - NEW YORK CITY - DAY

Establish the park and the pumping station ... PUSH IN as:

1. '03 DON (V.O.)
I don't understand it. The tracking
system was closing in...

INT. TURTLE LAIR - CONTINUOUS

WIDE ON LAIR: '03 MIKEY tends to SPLINTER's injuries (bandaging him), '03 DON works at his high-tech scanning station as '03 LEO, '03 RAPH and the '88 Turtles step in and look on...

2. '03 DON
... and then suddenly POOF! Static.
It's like the Technodrome disappeared!

ON LEO - alarmed. He turns to face CAM.

3. '03 LEO <TO CAM O.S.>
Any idea what we should do next?

Boom. FOUR ninja turtle hands ROCKET up into frame!

4. '03 LEO (SUSPICIOUS)
Other than going out for a slice.

WIDEN TO REVEAL the hands in the air belong to the '88 Turtles -
aaaaand the four turtle hands sink back down.

5. '03 RAPH (ANNOYED, GRUMPY)
GAH! I toldja ya can't brainstorm with
these goofballs! <BIG> They ain't got
no brains!

ON THE '88 TEAM - reacts all "offended"! Of the '03's, only '03
Mikey is amused.

6. '88 RAPH
Hey, we resemble that remark!

7. ALL '88 TURTLES
<ALL BREAK INTO HYSTERICS> Hahahahaha!!
<'88 MIKEY> Good one, dude!!! Hahaha!

ON '03 RAPH AND '03 LEO - EYE ROLLS AND FOREHEAD SLAPS.

X-DISSOLVE TO:

INT. DEEP UNDER THE CITY - CONTINUOUS

CAMERA MOVES THROUGH EARTH AND ROCK and we HEAR the chilling sound of METAL STRIKING METAL growing louder until we come upon a HUGE CAVERNOUS AREA. There, lit by HUGE LIGHT TOWERS, encased in HIGH-TECH SCAFFOLDINNG and surrounded by TECH NINJA workers is the TECHNODROME. It is getting a major overhaul.

PAN CU across... Tech Ninjas overhauling hull plating with rivet guns/acetylene torches; rewiring entanglements of exposed cables; attaching a new armament of cannons, giving the '88 Technodrome an '03 makeover. SETTLE ON: the '88 FOOT EMBLEM (purple 'footprint') - as Ninjas *scrape it off* with crowbars.

8. KRANG (O.S.)

What in Dimension X do you think you're doing?! <FLUUUUUURP!> Remodeling?!

INT. TECHNODROME - COMMAND CENTER - CONTINUOUS

Inside, it's the same. Ninjas in makeover mode - ripping out consoles/bulkheads. A flummoxed and frantic KRANG (in body) flails around - aghast at the "work" being done all around him!

9. KRANG

That was my favorite bulkhead!<BORP> I paid a fortune for that console! <GARF> And you're ruining the paint job!

10. '88 SHREDDER (O.S.)

Silence your incessant whining, Krang!

REVEAL: the '88 SHREDDER in his COMMAND CHAIR, reclining carefree, while all around him the ship is being remade.

11. '88 SHREDDER

My counterpart is simply giving this tub a much needed refit. Very generous of him, if you ask me.<RISES> No doubt, he wishes to repay me for rescuing him!

12. KRANG

Oh? <POINTS OTS '88 SHREDDER>

ADJUST TO REVEAL: Tech Ninjas <RIPPING> up and walking off with his command chair! '88 Shredder watches in dumbfounded shock.

13. '88 SHREDDER
<SHOCKED> My command chair!!

14. KRANG
<BROOARRGH!!> Face it, fool! We're
under new management!!!

REVERSE: LOW ANGLE WIDE: as suddenly a long banner unfurls over the banister of the upper level - emblazoned with the THREE-BLADED SYMBOL of the '03 Foot!

CU '88 SHREDDER: His eyes go wide. He <GULPS!>

MATCH DISSOLVE TO:

INT. TECHNODROME - RESEARCH/DEVELOPMENT FACILITY - CU ON:

THE UTROM SHREDDER! His helmet's eyes glow RED.

15. UTROM SHREDDER
How go the repairs, Karai?

PULL OUT TO INCLUDE: KARAI consulting a clipboard.

16. KARAI
Very well, Father. The technology of
"Dimension X" is... ridiculous. But once
revised with Utrom science... it should
prove devastating!

ON UTROM SHREDDER'S BODY - he admires it, moves and flexes.

17. UTROM SHREDDER
Yes, the two merge well together. This
new body is proof of that.

ANGLE ON: a line of wobbly kneed '88 Robotic Foot Soldiers. Arms missing, wires exposed, in the process of being junked. A Tech Ninja rips the head off one - throwing it in the TRASH.

18. KARAI
And more proof. Their robotic foot
soldiers. Clumsy. Weak. Almost...
cartoonish. But now, with the proper
modifications... LETHAL!

PAN TO REVEAL: JUST COMPLETED SOLDIERS; practicing moves with grace and speed; their hands and limbs transforming into blades, lasers, cannons, etc. Karai and Utrom Shredder step in. The soldiers bow before Shredder.

UTROM SHREDDER AND KARAI walk on. As Karai talks, they pass vats of bubbling ooze and rows of human foot n waiting in line. A shadowy MUTANT HUN (though we can't completely make him out) oversees Tech Ninjas as they administer MUTAGEN to the first three men in line; they shake, writhe and convulse...

19. KARAI

Our human troops have also been upgraded. Analyzing the Mutagen that has infected Hun we have successfully engineered our own mutant army.

... and transform into <SNARLING> mutated (animal-themed) BEASTS!
DRAMATIC ANGEL ON UTROM SHREDDER - now triumphant!

20. UTROM SHREDDER

Excellent, Karai. Soon, I will bring this world to its knees! Hahahahaha!

INCLUDE: '88 Shredder walking in distant background. He gives Utrom Shredder a little wave. Utrom Shredder turns to Karai.

21. UTROM SHREDDER

And then perhaps the world of my worthless counterpart! <BEAT> Infinite possibilities have been opened to me thanks to this... "Technodrome!"

ECU ON UTROM SHREDDER: his helmet's eyes burn with POWER.

22. UTROM SHREDDER (O.S.)

I shall rule a Multiverse, Karai!

INT. TECHNODROME - TRANS DIMENSIONAL CHAMBER - SOON AFTER

BLAST DOORS open and Utrom Shredder strides into the vast chamber-- the lights off, the chamber in a state of disrepair...

He stops at a control panel. Brushes off debris. Presses button.

23. UTROM SHREDDER

Computer. This is the Shredder.

Lights flash. Awakened circuits <chirp>.

24. COMPUTER (V.O.)

SECURITY VOICE PRINT IDENTITY
CONFIRMED. RECOGNIZE SHREDDER, CH'RELL,
OROKU SAKI, DUKE ACUREDS, DESTROYER OF...

25. UTROM SHREDDER (CUTTING IT OFF)
Computer. I am most intrigued by the
implications of this... portal.

REVERSE - LOW ANGLE WIDE - to reveal the TRANS DIMENSIONAL
PORTAL. A mighty wall sized gateway and window into other
worlds; and the Shredder stands eagerly before it!

26. UTROM SHREDDER
I wish to learn about alternate
dimensions. Show me... everything!

In the portal an image forms - swirls of white clusters, like
the fingers of a galaxy beginning to take life! And...

ON SHREDDER - as the light grows BRIGHTER and BRIGHTER..

DISSOLVE TO:

INT. TURTLE LAIR - DAY

'03 Mikey reasons with '03 Raph. The '88's stand happily by.

27. '03 MIKEY
C'mon, Raph - lighten up. Our Cowbunga
Cousins aren't so bad. Right, guys?

28. '88 MIKEY/'88 RAPH (O.S.)
WET WILLY!!!!

Suddenly '88 Mikey & Raph jump up from behind & tackle him O.S.!

29. '03 MIKEY (O.S.)
OW! OW! Owowowowowowowowowow!!!!

30. '03 RAPH
Not bad?! They're... *clowns*, not ninjas!

'88 Leo and Don leap over and get in '03 Raph's face, mad!

31. '88 LEO/'88 DON
<LEANING IN> Oh yeah?!

32. '03 RAPH (LEANING IN)
<LEANING IN> Yeah!

'88 Mikey and Raph join their brothers and the four face off
against '03 Raph, who <SNARLS>. EYES NARROW. WEAPONS GET DRAWN.
Suddenly <WHOOSH!> SPLINTER'S CANE flies through the air and
lodges in the wall between them! All react and turn to see:

33. '03 MASTER SPLINTER (OS)

Enough!

MASTER SPLINTER - he's a bit banged and bandaged up from his fight with the PD MUTANT ATTACK DOG but he's up and about.

34. '03 MASTER SPLINTER

Stop this bickering. You only do your enemy's work for him. You are *ninja*.
(RAPS RAPH WITH STICK) *All* of you. And all are *welcome* here. Do not embarrass your sensei.

Splinter allows himself a slight smile as he turns - and walks off. The '88's and '03 RAPH stand embarrassed and ashamed.

35. '88 DON (TAKEN TO TASK)

Huh... he may not look exactly like our Splinter, but he sure SOUNDS like him!

36. '03 RAPH) (RELUCTANTLY)

Yeah... uh... sorry about the clown crack...

37. '88 LEO (TO THE '03'S)

Listen guys, we've tangled with Shred-head and his Technodrome plenty 'o times. In fact, we've got all kinds 'o special Anti-Technodrome gear back home... for just such an occasion!

38. '03 LEO (EXCUSE ME)

Special Anti-Technodrome gear..?

39. '88 DON

Certainly! But like Leonardo said, it's back in our home dimension. We'll need to build some kind of Trans Dimensional Portal Stick to get there!

The '03s look totally baffled (even Don). '88 Donny smiles.

40. '88 DON

A gateway into other dimensions - but small enough to fit into most overhead compartments.

41. '03 LEO

Donny? Whatever he's talking about... can it be done?

42. '03 DON

We've seen time-travel windows, cyber-mats transporters... heck, I've even helped build a few myself. But a Dimensional Portal... in a stick? It sounds, well... silly. <TO '88 DON> No offense.

'88 Don grabs '03 Donny and runs to the lab!

43. '88 DON

C'mon Mr. Wizard! It'll be easy!

44. '03 LEO (TO RAPH)

<Scratching head> We do have to get them back home one way or another.

45. '03 RAPH (TO LEO)

I vote for whatever way's quickest.

CUT TO:

INT. DEEP UNDERGROUND - ESTABLISHING

Establish the Technodrome - still under refit - as...

46. KRANG (V.O.)

<BANGING> You're not the only one who needs to use the trans dimensional portal, you know!! <BOARGH!> Open up!

INT. TECHNODROME - OUTSIDE THE TRANS DIMENSIONAL CHAMBER

Krang, in body and IRATE, pounds on the blast doors to the chamber with mighty robo-fists! <BOOM!> <BOOM!> <BOOM!>

47. KRANG

What are you doing in there, anyway?!

CU ON KRANG - as <SMASH!> Karai's FIST *shatters* the FACEPLATE and pulls Krang O.S. The BIO-SUIT slowly TOPPLES over.

48. KRANG

YAAA! MY BODY!!!! <BORPH!>

TWO SHOT: Karai holds up a flailing Krang by his tentacles!

49. KARAI (THREATENING)

Insolent slug!!! The Shredder's business is his and his alone. Do not seek to interrupt him again.

She drops him. We HEAR <BLAST DOORS OPENING>. Karai looks:

UTROM SHREDDER exits the chamber. Shaken. Disturbed. Eyes wide. Karai looks from him to the chamber and back again with concern.

50. KARAI
 Father, what is it? What's wrong?
 <Beat> What did you see in there?

51. UTROM SHREDDER (DISTURBED)
 Turtles, Karai <BEAT> Ninja Turtles...

He suddenly pivots to her, composure regained, commanding.

52. UTROM SHREDDER
 I must have them. Both teams. *At once...*

53. KARAI
 For... revenge?

ECU: Utrom helmet eyes GLOW RED - ominously.

54. UTROM SHREDDER
 Whatever else?

WIDE - as: suddenly '88 Shredder rushes in next to him!
 Ecstatic! Triumphant! Striking all kinds of villainous poses!

55. '88 SHREDDER
 Yes, REVENGE! At last! I knew you'd
 come through, other me! Together, we
 shall crush the turtles--<IMPACT
 GRUNT!> ACK!

Utrom Shredder smacks him down, without much thought or effort, then turns to address an O.S. Hun. As he speaks Hun's massive silhouette - that of a HULKING MUTANT TURTLE - enters frame before Shredder (though we do not fully reveal him yet).

56. UTROM SHREDDER
 HUN! Tonight, you hunt! Find those who
 did this to you - and bring them to me!

57. MUTANT HUN
 It will be done master-(TO OTHERS)COME!

BEBOP & ROCKSTEADY, armed with HUGE BLASTERS, step forward

58. ROCKSTEADY/BEBOP
 Heh-heh!/ *Toitles!*

EXT. CENTRAL PARK - PUMPING STATION - NIGHT - ESTABLISHING

INT. TURTLE LAIR - DON'S LAB - CONTINUOUS

WIDE- all is quiet and dark in the lair except for the two Don's working on the (unfinished) Trans Dimensional Portal Stick propped up on a stand; attached to a network of cables.

59. '88 DON (O.S.)
Okay... stand back...!!

60. '03 DON (O.S.)
But--

The cables pulsate! The stick CRACKLES! Then... <fizzles> pathetically. '03 Don slaps forehead exasperated! '88 DON rubs chin.

61. '88 DON
Huh. That should have worked.

62. '03 DON
Should have worked?! That'll never work! That's not a Trans Dimensional Portal Stick. *That's* --

Don twists a LENS onto the "stick" revealing that it's actually...

63. '03 DON
-- a flashlight!

64. '88 DON
It was a flashlight. But with a little rewiring, and a lot more *positive thinking*, it'll soon be a Trans-Dimensional Portal Stick! Now hand me that hammer...

65. '03 DON
<PICKS UP WRENCH> This is a wrench.

66. '88 DON
Details! <TAKES WRENCH> Science isn't all about facts, you know!

And on that: he starts <HAMMERING> the flashlight with wrench!
<CLANG! CLANG! CLANG!> '03 DON once again slaps forehead as...

<KA-BOOOOOOM!> A HUGE TREMOR SHAKES THE LAIR. The two Don's look at each other. Another <KA-BOOOOOOM!> They turn to see:

The entire wall to the Lair's entertainment area EXPLODES!

Debris shoots everywhere! The Dons are knocked off their feet! Smoke and dust fill the lair! Then, as dust settles:

HOLE IN WALL: we see for the first time in all his mutated glory
MUTANT HUN! He is a GIANT with TURTLE PLASTRON PLATING and
SHELL. BEBOP and ROCKSTEADY emerge at his side, blasters ready.

67. MUTANT HUN (ROARING)
TURRRRTLESSS!!!!

ON THE TWO DONS - recovering from the mini-quake.

68. '03 DON
What the shell..?

69. '88 DON
Bebop? Rocksteady? How'd they find us?

Bebop holds up a HUMAN NOSE-SHAPED SCANNER. It <SNIFFS!>

70. MUTANT HUN
They followed their nose. Don't you
love their stupid tech?

71. ROCKSTEADY
The nose knows! Heh-heh-owwww!

Splinter's cane flies in - smacking Rocksteady back!

REVEAL: Splinter (w/nightcap), battle posed on the ramp above
Lab - flanked by '03 Leo, Mikey and Raph - ready for action.

72. '03 MASTER SPLINTER
Who disturbs the sanctity of my home?!

Bebop and Rocksteady, worried, take a tiny step back and meekly
point to Hun. MUTANT TURTLE HUN STOMPS forward.

73. MUTANT HUN (BURNING RAGE)
Don't you recognize me, rodent? Come
examine your son's handiwork! RRRRRRRR!

ON SPLINTER AND TURTLES as they realize they are facing HUN.

74. '03 MIKEY (SHOCKED)
Hun?!

<SNARLING>, MUTANT HUN TUCKS HIS HEAD DOWN AND CHARGES them!
Splinter and sons ninja LEAP and SPIN away! HUN PLOWS his
ARMORED BODY through the opposite wall. Splinter and the Turtles

watch as bricks fall and dust settles. A beat- then HUN EXPLODES through another section of wall. They all SCATTER again!

Bebop and Rocksteady wave a LEGION of LASER-FIRING ROBOT FOOT SOLDIERS in through the first hole in the wall. ALL ATTACK!

75. ROBOT FOOT SOLDIERS
<CHARGING SCREAM!!!!!!>

ON DON'S LAB: '03 Don vaults away! '88 Donny ducks! Lasers blast the lab apart! <boom!> But miss the trans dimension stick! CU '88 DON: he notices!! Alights! Leaps over! GETS BACK TO WORK!

CRANE UP as '88 Leo, Mike & Raph totter out onto ramp, groggy, rubbing eyes, <yawning>, half asleep.

76. '88 LEO
<YAAAAAAWNING> Is it noon already?

When suddenly laser beams <BLAST> the ramp out from under them! <SPLOOSH!> They all fall into the moat!

CAMERA TRACKS WITH MUTANT HUN as he steamrolls through '03 Leo, Splinter, support columns, '03 Raph, equipment, '03 Mikey, and through another wall, which he brings down.

CUT WIDE: Robots are everywhere! Firing away! They close in on the '03 Turtles! parry Splinter's attacks... .. smack '03 Leo into '03 Don... '03 Raph barely evades their laser blasts. '03 Mikey, smacking bots to no avail, gets knocked back on his butt...

... into the moat with soaking wet '88 Raph, Leo and Mike!

77. '03 MIKEY
OOF! Robots 2.0?!

78. '88 RAPH
Quick, we need to find something to throw at them!

79. '03 MIKEY
Throw? Like, what? Like a shuriken?

80. '88 MIKEY
Like, where's the fun in that?

The '88s grab '03 Mikey by his arms and legs and FLING him...

81. '03 MIKEY
YAAAAAAAAAAAAA!!!!

...into a squad of ROBOT SOLDIERS, toppling them!<KER-CRAASH!>
Mikey <CLATTERS> out of bots, trying to put on a good face..

82. '03 MIKEY (NOT THRILLED)
Ha, nice one guys... kinda hurt though...

Master Splinter dodges laser fire, races forward and FLYING
KICKS Bebop and Rocksteady. They go flying back..

'03 Raph LEAPS, SPINS, STABS, DODGES as MUTANT HUN attacks.

83. '03 RAPH (FIGHTING)
So what's with the new look, gruesome?!

84. MUTANT HUN (RAGING)
That mutagen turned me into the last
thing I touched: MUTANT TURTLE FILTH!

85. '88 RAPH (TO CAMERA)
It's not true, we shower regularly.

HUN looks at camera, trying to figure who Raph's talking to.
Frustrated, he GRABS '03 Raph and SLAMS him hard into '88 Raph!
'03 Leo FLIPS, delivering a SERIES OF KICKS that staggers HUN.

86. '03 LEO
Why are you here Hun? What do you
want? What are you doing with the Foot?

'03 Raph joins Leo, the '03 Mikey. They all spar with Hun.

87. MUTANT HUN
You have no idea what this is about, do
you? You don't even know... HE'S BACK!

88. LEO (TO HIS BROTHERS)
He..?

HUN CHARGES AGAIN - more damage. The lair begins to SHAKE.

89. MUTANT HUN
<ROARS!> THE ONE, TRUE SHREDDER!!!!

HUN CHARGES AGAIN, wrecking the lair! Pipes rupture! The ceiling
cracks! Support beams buckle! The lair is COLLAPSING! Splinter,
fighting ROBOT FOOT SOLDIERS, takes notice.

90. '03 MASTER SPLINTER
<REALIZING> My sons! We must retreat!
The lair-- <SUDDEN IMPACT!> ARGGHHHHH!

Suddenly, a laser beam nicks him in the back! He falls!

91. '03 DON/LEO/RAPH/MIKEY
MASTER!!!!

His sons move to him - but <LAUGHING> Bebop, Rocksteady and Robots beat them back with a flurry of laser fire!

WIDE: they fall back to the remains of Don's Lab! The '88s leap in, joining them. '88 DON frantically tweaks the portal stick! Lasers blast around them. Above, the roof is COLLAPSING!

ECU '88 DON AND STICK: Don gives it one last smack with wrench! The stick sparks, crackles and GLOWS! It WORKS!

92. '88 DON
<BEAMS> Eureka! <Presses Button!>

WIDE AS THE ENTIRE ROOF COLLAPSES! HUGE CHUNKS OF DEBRIS FALL!
CERTAIN DEATH... but-<FLASH!> a BURST OF LIGHT fills SCREEN!

EXT. '88 SERIES NEW YORK - ALLEY WAY - DAY - CU ON:

<FLASH!> And when the light clears, we're now in a NEW location! All eight turtles now stand in a New York alleyway! The '03 team looks around DISORIENTED! The '88 team - DELIGHTED!

93. '03 LEO
What just happened?! Where's Master
Splinter?! <BEAT?> Wait, where are we?!

PULL OUT WIDE - VERY WIDE - to reveal just where we are! Why, it's the world of TMNT '88. A New York city street featuring the Channel 6 news building and the good ol' Ninja Pizza Parlor!

94. '88 MIKEY
COWABUNGA! Dudes, we're home!

FADE OUT:
END ACT ONE

ACT TWO

FADE IN:

EXT. '88 SERIES NEW YORK - ALLEYWAY - DAY

REESTABLISH. Both teams in alleyway; '03's disoriented; '88's delighted. And all in response to this wacky, wacky world! HIGHLIGHT: poorly drawn, flat, and off scale BACKGROUNDS! Neon clad PUNKS with Mohawks and spiked hair! And an OLD GRANNY walking around with a big honking laser gun! (See the 1st episode of the '88 TMNT Series for reference).

95. '03 DON

This... this is *your* dimension...? Why does it all look so... <WHO FARTED FACE> bad?

96. '88 MIKEY

<OBLIVIOUS TO THE INSULT> Yep! Ain't it great?! There's no place like home.

BOOM! '03 RAPH grabs '88 Mikey and slams him against a wall!

97. '03 RAPH (AGITATED)

What the shell are we doin' here?! We gotta go back. Master Splinter's in who knows what kinda trouble!

98. '88 MIKEY

We're *still breathing*, that's what we're doin' here...

'88 Leo takes '88 Mike from '03 Raph's grasp.

99. '88 LEO

Donatello 'ported us out just before your roof flattened us into pizza pies!

100. '88 DON (TO '03 DON)

<waving Portal Stick> Toldja it'd work.

101. '03 LEO

We're going back. We'll save Splinter. And we're stopping that Technodrome. But we've got another problem. Hun mentioned the 'one true' Shredder.

102. '03 RAPH (GRIM)

An' you know what that means...

103. '03 MIKEY
Our little alien *Utrom* is back.

The '88 team exchange incredulous looks and cocked brows.

104. '88 RAPH
Utrom Shredder? Sounds Swedish.

105. ALL '88 TURTLES
Hahahahahahahahaha!! Good one, dude!!

106. '03 MIKEY (O.S.)
Stop it-Stop it -- STOP IT!!!!!!

The '88 team REACTS and parts to reveal: '03 Mikey fuming, out of his mind, glaring at them with stunned, righteous disbelief!

107. '03 MIKEY
Can't you guys be serious ABOUT
ANYTHING?! This is bad, bad, BAD! I
mean, GAH! Even *I* have my limits!

108. '03 RAPH (WRY)
Welcome ta our world Mikey. Enjoy yer
stay.

ON THE '88 TEAM: rebuked. '88 Leo steps forward, serious & bold.

109. '88 LEO (TO HIS BROS)
They're right! This is serious! I say
we head to our lair, pick up our Anti-
Technodrome gear, and go put it to good
use! But first...

REVERSE TO REVEAL '88 APRIL O'NEIL - in the street, surrounded by encroaching, silly baddies: MUTANT BOWLING BALLS, MUTANT PIZZA SLICES, MUTANT LEPRECHAUNS and a MUTANT BANANA!

110. '88 LEO (O.S.)
...we've got to save April!

111. ALL MUTANT BADDIES
<Frankenstein-ish> GRRRRAAAAAAAAAAAAAGHH!

112. '88 APRIL
<PANICKED SCREAM!>

BACK ON TURTLES - '88 Don throws the '03s an aside.

113. '88 DON

We save April at least once a day; you
can set your watch to it!

114. '88 TEAM

TURTLE POWER!

The '88 RUN O.S.! THE '03s remain behind, watching, aghast.

115. '03 RAPH (LOOKING OS)

Is that a mutant... banana?

116. '03 MIKEY (DEADPAN)

This dimension is seriously messed up.

ON: '88 LEO - slicing a lamppost in half with katana! *Tim-*
berrrrrrr! It crashes down on the bowling balls! <KA-SHATTER!>

ON: '88 MIKEY - soaring in airborne, twirling chucks like copter
blades, pummeling the banana with rapid kicks! <SPLAAAAT!>

WIDE ON THE MUTANT PIZZAS AND LEPRECHAUNS - as a CEMENT MIXER
and GARBAGE TRUCK back in from opposite ends, dumping their
loads, burying the baddies in green sludge and filth! '88 Raph
hops out of one truck; '88 Don out of the other!

ON APRIL - the '88 team rushes in and HIGH FIVE!

117. '88 TEAM

COWABUNGA!

118. '88 APRIL

Boy, when you guys are out of town, the
threats on my life sure do pile up!
<GASPS!> Whoa, there are eight of you
now?! Holy scoop!

WIDEN TO INCLUDE the '03 team stepping in... *incredulous*.

119. '03 DON

Wait, you're April? Um, what's with
the yellow jumpsuit? <Sincere> Do you
work at a car wash in this dimension?

120. '88 APRIL

I'm a reporter! April O'Neil! And
you're my ticket to a Peabody!

She hoists a NEWS CAMERA up from out of nowhere and immediately
starts filming. The '03 crew exchange weird looks.

121. '88 LEO
 Sorry, April! No time for an exclusive!
 We've gotta get these guys to the lair!

And as the '88 team shuffles the '03 team O.S... hold on April.
 When suddenly the not-so-dead mutant banana tackles her O.S.!

122. '88 APRIL (O.S.)
 <SCREAMS OF TERROR!>

EXT. STREET CORNER - DAY - SOON AFTER

ON: a TELEPHONE BOOTH *impossibly stuffed* with ALL eight turtles.

123. ALL EIGHT TURTLES
 <SQUIRMING AND STRUGGLING!>

124. '88 LEO
 <CRAMPED> Eight turtles going down!

<DING!> The telephone booth descends underground. <WHOOSH!>

INT. '88 TURTLE LAIR - CONTINUOUS

<WHOOSH!> The booth (secret entrance to lair) comes to an abrupt stop - <DING!> - the door swings open and all eight turtles tumble out and lay sprawled on the floor in a heap.

CU: '03 Donny looks up to see a PAIR OF FURRY FEET. The rest of the turtles eyes follow as they all stare up into the face of:
 UP ANGLE: '88 MASTER SPLINTER! He smiles beatifically.

125. '88 MASTER SPLINTER
 Welcome home my Turtles... <NOTICES
 '03S/COCKS BROW> and... my Turtles?

INT. '88 TURTLE LAIR - LATER

PAN ACROSS lair starting on the DONS - '88 crazily rummaging through a cluttered cabinet in his lab, and '03 Don watching...

126. '88 DON (O.S. IN CABINET)
 I'll get that gear together and we'll
 be on our way in no time!

Head in cabinet, he starts chucking tech over shoulders with careless abandon. Pan along with a big piece of *flying* tech... that hits '03 MIKEY (sitting on couch) in the SHOULDER...

127. '03 MIKEY

OW!

... just as '88 Leo, Raph and Mikey pop up from behind him and...

128. '88 LEO/RAPH/MIKEY

NOOGIE!!!!

129. '03 MIKEY

OH, COME ON! <TOPPLING> ARRGHHH!!!!

... and as they all fall forward, we continue our PAN... and SETTLE on '03 LEO and RAPH: sitting in the kitchen area. '88 SPLINTER steps in - handing them both small bowls of rice.

130. '88 SPLINTER

Please, take this moment to nourish your body and soul as you prepare for the challenge that lies ahead of you.

131. '03 LEO

Thank you... <smiles> Master. My brothers and I have found your dimension to be... well, *disorienting* -- but being here... seeing you... feels right.

132. '88 SPLINTER

To me, also Leonardo. You four are welcome here, always.

Splinter smiles, and watches them. Raph rubs his hand absently.

133. '03 RAPH

Heh. That's kinda what our Master Splinter said... to us... about... them.

Suddenly, '03 Raph stops eating, *remembering*... he puts down his rice and <SIGHS>. '03 Leo puts a hand on his shoulder.

134. '03 LEO

I know. I'm worried about him too.

INT. TECHNODROME - TRANS DIMENSIONAL CHAMBER - 2003 SERIES

CU ON: '03 SPLINTER - thrown down to his knees, in energy shackles, barely conscious, bruised and disheveled.

135. '03 SPLINTER

<IMPACT GRUNT!>

WIDE: Mutant Hun STOMPS back and kneels before UTROM SHREDDER, Karai at his side.

136. UTROM SHREDDER
What is this?! I ask for the turtles
and you bring me back their... RAT?!

137. MUTANT HUN
We became separated when their lair
collapsed around us. But rest assured
master - - so long as you have the
rodent, the Turtles will come to you.

ON KARAI as she surveys the portal chamber, seeing, for the first time, that it is being refit. Tech Ninjas open wall panels, rewiring and installing all kinds of sinister new tech.

138. KARAI (CONCERNED, CURIOUS)
Father...? What is this all about?

139. UTROM SHREDDER
The turtles. For my plans to proceed...
I must have them. And I will.

DRAMATIC LOW ANGLE - Utrom Shredder looms large and diabolical!

140. UTROM SHREDDER
You have done well Hun! Now... let's make
ourselves easier to find! The time has
come to <RAISES ARMS> RIIIIIIIIIIIIISE!!

EXT. NEW YORK CITY STREETS - NIGHT

It's a peaceful evening. Citizens bustle up and down the street. Casey and April stroll by hand in hand. But April, unable to raise the Turtles on her phone, is concerned.

141. '03 APRIL
Nothing. <CLOSES PHONE> They're still
not answering. I'm telling you, Casey,
something's wrong. I'm worried.

142. CASEY
Ah, I'm sure they're fine April. I
mean, take a look around. It's a
beautiful night! Everythin's peachy!

Just then- the ground <SHAKES>. Windows <SHATTER>. People lose their footing. We HEAR <CRIES OF ALARM>. A TAXI is UPENDED and THROWN through the air, propelled by a BURST OF STEAM. The steam

escapes through a newly formed rupture in the street.

CUT ABOVE THE SCENE: to see a spiderweb of cracks radiate across the city streets. And with one more deep ominous <RUMBLE> the epicenter of spiderweb gives way creating a deep, dark chasm.

CASEY grabs APRIL and they retreat from expanding chasm.

143. CASEY

What I said about "peachy?" Nevermind!

From the darkness, a large, fiery, EYE rises. Armaments protrude from the eye's base! Whatever this is, it's very large, and it's still coming up, rising as if from Hell as we...

CUT TO:

INT. '88 TURTLE LAIR - CONTINUOUS

CU ON: A photo of the old '88 Technodrome tacked to a Dartboard. '03 Leo and Raph stand staring at it when...

WIDE: '88 Don carries a big pile of stuff, bound together with bungee cords, into the center lair. All turtles gather round.

144. '88 DON

Okay guys, here's everything we'll need to take down the Technodrome. Exploding throwing stars, anti-Technodrome roller skates, SPF 1000 sun block...

145. '88 RAPH

<Carrying in pizzas> And I got the pizzas. We're good to go!

The '88 team smiles approvingly; the '03 not so much.

146. '03 LEO

You're joking, right?

147. '03 RAPH (PISSED)

We came all the way to wacky world for this junk?

148. '03 MIKEY (FREAKING)

No no no no no no no no!

149. '88 LEO

Now let's open up a portal back into your world and go kick Shredder's butt!

'88 Don presses a button on his Trans Dimensional Portal Stick. Suddenly, a "window" into '03 NYC opens up...

And through it we see: People <SCREAMING> and running through the streets of New York... being chased by the new and improved, utterly terrifying, and awesomely armed... TECHNODROME! Topped with a circling eye of fire! A Death Star on wheels!

150. '03 RAPH
Holy Shell!

151. '03 DON
Is that the TECHNODROME!?!

152. '03 LEO
Our city!!

153. '03 MIKEY (TO '88 DON)
Dude, I don't think exploding shurikens
are gonna cut it this time!

And as an AWESTRUCK '88 Donny drops his silly "gear"...

FADE OUT:
END ACT TWO

ACT THREE

FADE IN:

EXT. NEW YORK CITY - TIME'S SQUARE - NIGHT

ANGLE - looking South at One Time's Square, the intersection of 7th Ave and Broadway. <SCREAMING> pedestrians run for their lives; the iconic Jumbotron shows footage of the Technodrome attacking the city; and the Earth SHAKES as..

CLOSER - the Technodrome rolls into SCENE, demolishing the One Time's Square Building and Jumbotron like so much tissue paper. <BA-ROOOOOM!!!!!!> Devastation on a grand scale!

REVERSE - looking north: 7th and Broadway extend to the horizon. And there, on both Avenues, we see - *an approaching ARMY!*

CLOSER - Row after row after row of TANKS, JEEPS, HUMVEES, SOLDIERS and, flying overhead, F-16 Fighting Falcons! It's the National Guard - meeting the Technodrome center Square.

<BOOM!> <BOOM!> <RATATATATATATA!> <THOOM!> <THOOM!> The Guard opens fire! Full barrage! Round after round after round!

THE TECHNODROME - initiates protective energy shields! <ZAPT!>

WIDE - FAVOR TECHNODROME - bullets and shells strike shields; and are absorbed/disintegrated on contact! No effect!

ON FIGHTER JETS - firing missiles. <FOOM! FOOM!> Track missiles, exploding on shields. But the screen absorb the energy unleashed - channeling it as an intense energy beam that.. blasts the jets apart! <KA-BOOM!>

THE TECHNODROME - then redirects all cannons onto the army below! And... OPENS FIRE! <ZAP!> <FOOM!> <BRRRRRRRRRRAPT!> Vehicles blast apart! Soldiers scramble and flee! Chaos!

INT. TECHNODROME - COMMAND CENTER - CONTINUOUS

ON VIEWSCREEN: showing flaming wreckage and retreating soldiers. Reveal: the Utrom Shredder in command chair, Karai at his side.

154. UTROM SHREDDER

HAHAHAHAHA! Did they really believe
their military could stop this
Technodrome? Fools! My onslaught has
only just begun! <Presses button>

PAN TO REVEAL '88 Shredder and Krang: watching from sidelines, spectators to the show, munching popcorn, sipping soda, *riveted*.

155. '88 SHREDDER
<WHISPERS> *He's good.*

156. KRANG
Shh! No talking! I don't want to miss anything... <SIPS SODA!>

EXT. TECHNODROME - CONTINUOUS

<CLANG!> Suddenly, a massive GANG PLANK opens up - and wave after wave after wave of heavily armed FOOT SOLDIERS/MUTANT MONSTERS come charging out, led at the fore by HUN!

157. HUN/SOLDIERS/MONSTERS
<CHARGING SCREAMS!!!!!!!!!!!!!!>

TRACK SHREDDER'S ARMY - flooding the avenues, ATTACKING and BLASTING soldiers, pedestrians, everything in their path!

ON A FOOT SOLDIER: firing lasers, when suddenly, a spiraling baseball bat flies in - smacking the bot's head clean off!

TRACK AS MOTORCYCLE LAUNCHES THRU AIR, sails through column of FOOT ROBOTS, LANDS and SPINS into a FISHTAIL that sends Foot Soldiers flying! It's CASEY JONES, sporting MASK and GOLF BAG.

158. CASEY (TO RADIO)
What the heck are these things? Foot-bots?!

TILT UP: as WHOOSH! The TURTLE COPTER soars in - blasting bots with laser cannons: <ZATATATATATATA!!> BOOM! BOOM!

ON '03 APRIL - at the copter's stick.

159. '03 APRIL
Whatever they are, we gotta stop 'em Casey!

WIDE ON STREET as the COPTER blows away more Foot robots and Casey pops a wheelie, swings his bat and clobbers several more.

160. '03 APRIL (OVER RADIO)
I wish the guys were here...

161. CASEY (GRIM)
You an' me both, babe. You an' me both...

INT. '88 TURTLE LAIR - CONTINUOUS

CU ON: TECHNODROME in Time's Square. PULL OUT to show we're now viewing it via the open Dimensional Window. As are... the TURTLES!

162. '03 DON (GRAVE)

Looks like the Technodrome got itself a
makeover. <Beat> Of the *Utrom* Kind.

FAVOR THE '88 TEAM - all smiles and good cheer.

163. '88 LEO

Then maybe time we bust out two of our
baddest rides!

ON '88 LEO: He lifts up a car keychain and presses a button.
<Squak-Squak!> Behind him, HEADLIGHTS activate and a massive
balloon inflates. Getting bigger, bigger, bigger... !

And on the '03 Team's looks of wide-eyed SURPRISE...!

164. '03 RAPH

What, yer clown car in the shop?

EXT. STREETS OF '03 NEW YORK - CONTINUOUS

WIDE ON COMBAT: Foot troops and Mutants battle National
Guardsmen. The Turtle Copter ZOOMS by, <FIRING>, taking out some
Foot, but a Mutant FIRES A HUGE BLASTER and HITS the copter.

ON APRIL - at the copter's stick.

165. '03 APRIL

Casey! I've been hit!

WIDE - the copter SPINS DOWN, OUT OF CONTROL. Casey, SMASHING
Foot and DODGING LASER FIRE, shadows it's path.

166. CASEY

April! Eject!

LOW ANGLE - Casey follows the tumbling copter. Something EJECTS
from the cockpit. A CHUTE OPENS. CASEY INCREASES SPEED.

ON APRIL - she floats down, sees CASEY pulling under her.

WIDER: ten feet above Casey, a LASER slices the CHUTE STRAPS to
ribbons. April drops to the back of the bike hard, but safe.

167. CASEY

Gotcha!

168. '03 APRIL

Nice catch, Casey! But we're going to
need a miracle to win this game!

Just then: <ZRRRRRAAAAAAP!> a tremendous dimensional window
opens up in the sky behind Casey and April and out fly...

... the '88 series PARTY WAGON and TURTLE BLIMP! <BOOM!> Its
wheels hit pavement, it plows over a company of foot soldiers,
and keeps going, its horn BLARING the TMNT theme!

ON CASEY & APRIL: they turn to each other & BEAM. Then wave!

169. CASEY & APRIL

All right guys!/GOONGALA!/ Go Turtles!

THEIR POV: '88 DON & LEO in front seat (Leo drives), waving back
with big, goofy smiles! Beside them, '03 Raph looking MORTIFIED.

170. '88 LEO AND '88 DON

COWABUNGA!

ON CASEY & APRIL: Jaws drop; they turn to each wide-eyed. *Huh?!*

ANGLE CU ON PARTY WAGON - to include '03 LEO and DON in the back
of van. '03 Raph buries face in hand.

171. '03 RAPH

Crud! There goes my rep! Why'd Casey
have ta see us in this stupid van?

172. '88 DON

<EXTREMELY PROUD> The technical term is
stupid *Party Wagon!*

Raph buries face in BOTH hands. '03 Leo smiles.

173. '03 LEO

Could be worse, Raph. <POINTS UP!>

EXT. SKY HIGH ABOVE CITY - CONTINUOUS

The Turtle Blimp moves through the air SLOWLY, so, so slowly.
'88 Mikey and Raph man the controls. '03 Mikey, the passenger
seat. And he sure has ants in his pants.

174. '03 MIKEY

This is the lamest vehicle in the history of lame vehicles! Can't this thing go any faster?!

175. '88 RAPH

Sure. But I wouldn't recommend it.

176. '03 MIKEY

Why not?

177. '88 MIKEY

Easier just to show ya, dude.

'88 Mikey pulls a lever - detaching glider from balloon! <DOK!>
All three turtles REACT w/ALARM as the glider DROPS O.S.!

NEW ANGLE: they faaaaaaaaaaaaaaalllll straight toward CAM - all three clutching each other for dear life!!!

178. '88 MIKEY AND RAPH

COWABUNGA!

179. '03 MIKEY

<TERRIFIED> YAAAAGGGHHH!!!!

EXT. STREETS OF NEW YORK - CONTINUOUS

The Party Wagon rips through the city, roaring past, and sometimes OVER, monsters and robots alike. When suddenly...

Two Mutant Monsters leap onto the van - going along for the ride - holding onto the left and right side panels respectively. They thrash and claw, trying to bust in! When suddenly...

<WA-KLANG>! The wagon's side panels swing open revealing '03 Raph & Leo manning the two side laser turrets! <BOOF!> The monsters hit pavement, fall off and eat the wagon's dust!

Leo and Raph open fire - <ZATATATATATATA!> - shooting Monsters in their path! INSIDE THE VAN - '03 Don smiles at '88 Don.

180. '03 DON

You know this wagon isn't half bad!

BUT ANGLE OUTSIDE on hordes of monsters blocking their path; the feeble lasers just bouncing off their hides!

181. '03 RAPH
It ain't half good either! We're just
ticklin' these uglies! We need...

Suddenly, a shadow falls over Raph. He looks up. BEAMS!

182. '03 RAPH
Air support!!!!

WIDE - the Turtle glider soars down OUT OF CONTROL - FIRING
CANNONS at Monsters, beating them back, SMASHING into HUN, etc.

183. MIKEY/MIKEY/RAPH
<SCREAMS AND IMPACT GRUNTS!>

... CRASHING into them, tumbling over and over into a burning
wreckage, as the Mikey, Mikey and Raph fall out and roll, before
the glider <EXPLODES> blasting the monsters back!

WIDE AGAIN: A path is cleared! The Party Wagon rolls through!
CU '03 MIKEY: standing up, all wobbly, lucky to be alive.

184. '03 MIKEY (PUNCH DRUNK)
Well... they say any landin' ya can...

Suddenly, '88 Mikey & Raph pop up from behind and--

185. '88 MIKEY AND RAPH
RETURN OF THE NOOGIE!!!!

186. '03 MIKEY
AAAAGHH!!! No!! <Toppling Over>

All three fall forward O.S. as the Party Wagon pulls up.

NEW ANGLE: '03 Leo & Raph grab and pull them all into the van.

187. '03 LEO
Come on, you cleared a path! Now let's
end this once and for all!

WIDE: As the party wagon rides off... toward the Technodrome on
the horizon. And as it departs PAN TO THE INJURED MUTANTS. When
suddenly, HUN climbs out of the heap of bodies; He eyes the
wagon riding off - and <ROARS> with RAGE!

EXT. TECHNODROME - CONTINUOUS

Its TOP EYE pivots, looks down and locks in on:

INT. TECHNODROME - COMMAND CENTER - CONTINUOUS

ON THE VIEW SCREEN: showing the PARTY WAGON fast approaching.
An open crosshair overlay flashes on the screen.

188. UTROM SHREDDER (O.S.)
Yes. Come to me Turtles...

REVERSE: Utrom Shredder sits in command chair, Karai at his side. Suddenly, '88 Shredder and Krang storm over - irate.

189. '88 SHREDDER
What the devil are you waiting for?!
They're right in your crosshairs!

190. KRANG
Destroy them already!! <FOOORRRZPT!>

Utrom Shredder BUBBLES WITH RAGE! He rises... and STRIKES '88 Shredder back with a CRUSHING backhanded BLOW!

191. UTROM SHREDDER
REMOVE THESE FOOLS FROM MY SIGHT!

PAN TO REVEAL: Bebop and Rocksteady! They exchange surprised glances then smile, grab hold of '88 Shredder and Krang and drag them, kicking and screaming, away!

192. BEBOP/ROCKSTEADY
Sorry boss./Ironic, no?

193. '88 SHREDDER
Unhand me, I'm the Shredderrrr!!!!

194. KRANG
You'll hear from my trans dimensional
attorneyyyyyyyyyyyyyys!! <BOOOOOOOOARGH!>

Utrom Shredder turns back to viewer. The Party Wagon is almost at their door. He presses a button on his chair. <TEK!>

EXT. TECHNODROME - CONTINUOUS

CU: A small gangplank into the Technodrome opens up. <CLANG!>

PULL OUT: The party wagon rolls in; skids to a stop. All eight turtles spill out, seeing the opened door to the Technodrome.

195. '88 RAPH
They're rollin' out the welcome mat!

196. '03 RAPH

Then how come I ain't feelin' welcome?

The '88s <LAUGH>, then continues on, but '03 Leo stops them.

197. '03 LEO

Wait. You don't understand. The Utrom
Shredder isn't like your Shredder.
He's vicious!

The rest of '03 team gathers behind '03 Leo supportive.

198. '03 DON

Lethal!!

199. '03 MIKEY

Competent!!!

200. '03 RAPH

You go in, no sayin' if you come out.

The '88s exchange concerned glances - then all reach out their
hands (a la *Fantastic Four*). '88 Leo looks at '03 Leo.

201. '88 LEO

Let's do this.

'03 Leo smiles. He and his brothers join hands with the 88s.

202. '03 LEO

<REACHES OUT HAND> Today, we're more
than allies. We're brothers.

ON THE '88 TEAM - touched! They smile wide...

203. '88 TURTLES

GO GREEN MACHINE!

204. '03 TURTLES

IT'S NINJA TIME!

205. '88 TURTLES

<Competing> TURTLE POWER!

206. '03 RAPH

<SHOVES 88s FORWARD> ANNOYING POWER!

All eight turtles run up the plank and on into...

INT. THE TECHNODROME - CORRIDOR - CONTINUOUS

They walk down a dark hall, alert, ready for anything. But then - they stop. And strike ninja stances. They see...

Utrom Shredder at end of the hall in creepy silhouette.

207. UTROM SHREDDER

Turtles. Thank you for accepting my humble invitation.

'03 Leo advances, the others cautiously following his lead.

208. '03 LEO

You always did throw the best parties...

'03 Leo NINJA LEAPS delivering a crushing kick that sends Shredder staggering back. Before he can recover the '03s pile on, battering him with staff, chucks, sais, giving no quarter...

The '88 team stagger Shredder back more. He fight back but there are too many of them! They batter him back until...

<SMACK> '03 RAPH SLAMS him hard in the chest! Shredder flies back thru the open doors into the TRANS DIMENSIONAL CHAMBER...

209. '88 MIKEY

I thought you said he was tough?

INT. TRANS DIMENSIONAL CHAMBER - CONTINUOUS

The turtles move in slow and cautious... then stop - and <GASP!>

THEIR POV: a battered '03 Splinter energy shackled to a post!

210. '03 SPLINTER (WITH ALARM)

MY SONS - IT'S A TRAP!!

ON THE TURTLES - no time to react! The blast door behind them seals shut! The Turtles spin to see: Utrom Shredder standing tall upon his command center, hands at the controls.

211. UTROM SHREDDER

Yes. And now I have you - right where I need you!! HAHAAHAHAHA!!

And on all eight turtles' looks of high anxiety... !!!

FADE OUT:
END ACT THREE

ACT FOUR

FADE IN:

INT. TRANS DIMENSIONAL CHAMBER - CONTINUOUS

Reestablish. The Turtles trapped in chamber with Utrom Shredder and Splinter. Atop his command center, he relishes the moment.

212. UTROM SHREDDER

If there is one constant in the Multi-verse, it's the predictability of you *turtles*. Threaten something you hold dear... and you'll ignore your better instincts. You should have stayed away.

He presses a button. The Turtles REACT as suddenly-- the chamber space TRANSFORMS itself! All four walls *push backwards*, making the floor a CENTER ISLAND within the vast chamber upon which the Turtles, Splinter, Shredder, and the Trans Dimensional Portal, *now free standing*, remain. Then, the walls begin to CURVE! Within seconds, the chamber has become a dark, spooky Cerebro-like room! The turtles look around scared & impressed.

213. MIKEY AND MIKEY

Whoa.

214. UTROM SHREDDER

Now, shall we begin?

He presses another button. And suddenly, the curved chamber walls PULSATE with POWER. At once, the turtles are <sucked> to the walls! And there they STICK! Spread out along the chamber walls so that no matter our angle, a turtle(s) is seen in b.g..

The turtles can't break free, no matter how hard they struggle!

215. ALL TURTLES

<Impact and struggle grunts!>

216. SPLINTER

Stop this, Shredder! NOW!

217. UTROM SHREDDER

That is the idea. Now. And forever!

Just then, the chamber walls begin to SPIN... *slowly* (at first)... as if the chamber has become a CENTRIFUGE, with the center island the fixed axis, and the turtles the specimens! the turtles bodies begin to pulsate with energy. *Painful* energy.

CLOSE ON TURTLES - spinning past CAM:

218. ALL TURTLES
<Pained groans and shouts>

219. '03 RAPH (IN PAIN)
Ya plan on doin' us in... there's gotta
be an easier way...!

ON SHREDDER - monitoring the process at command station.

220. UTROM SHREDDER
Oh, you shall perish. But not yet. You
see, like you, I recently learned that
ours is but a single dimension in a
Multiverse of dimensions.

WIDE ANGLE - he pivots to face the Trans Dimensional Portal! The
portal hums with power. Shredder gazes upon it in awe.

221. UTROM SHREDDER
Intrigued, I used this very portal to
survey them all. Which is when I made a
startling, horrible discovery! There
aren't simply *eight* of you... but... but...

He spins round CU: distraught, crazed, boiling with RAGE!

222. UTROM SHREDDER
SCORES OF YOU!! Behold: a *Multiverse* of
accursed *Teenage Mutant Ninja Turtles*!!

He HITS a button! The Portal activates, projecting a holo-
graphic collage of images from all incarnations of *TMNT* comic
books, live action, anime, action figures, the CGI movie, etc.
It's a dazzling, awesome sight to behold!

ON THE TURTLES - spinning *faster* now, aglow and in PAIN, but
nevertheless gazing upon this *Multiverse* with boyish AWE!

223. '88 TEAM
<spinning past> Awe...

224. '88 TEAM
<spinning past> ... *some*!

ON UTROM SHREDDER - gazing upon the display with disgust.

LOW WIDE ANGLE ON SHREDDER - at the center of the spinning
Turtles - addressing them all.

225. UTROM SHREDDER

Destroying the eight of you would accomplish nothing! So long as Ninja Turtles exist somewhere in the Multiverse, they will interfere in the plans of the Shredder. Our epic battle is never going to end - unless *I* put an end to Turtles... *forever!*

NEW ANGLE - to include Splinter, DEFIANT!

226. '03 SPLINTER

Even a creature as power mad as you cannot believe he has the ability to subvert the entire Multiverse!

Shredder, ENRAGED, backhands Splinter across the face!

227. UTROM SHREDDER

Let us put that to a test, Rat!

He presses a button and a large monitor begins to show: a "graphic representation" of multiple dimensions springing from a common source. (Say, seven planet earths shooting out from - then orbiting - a larger planet earth. Or, instead of planets, a symbolic representation of TMNT, like, say, turtle shells.)

228. UTROM SHREDDER

It seems that like branches hanging off a single tree each of these dimensions sprang from a common *source!*

CU GRAPHIC: Suddenly, the source dimension vanishes, violently, and then, all the other dimensions as well!

229. UTROM SHREDDER

Destroy the source, and you would set off a chain reaction that would destroy Ninja Turtles everywhere - forevermore!

CU ON SPLINTER - registering ALARM!

LOW WIDE ANGLE ON SHREDDER - at the center of the now *rapidly* spinning Turtles - turning to address them all.

230. UTROM SHREDDER

And so - you are being scanned, broken down for the sole purpose of discovering your *source* DNA, if you will!

CU ON THE TURTLES - spinning faster now, much, much faster,
their bodies pulsating and beginning to... flicker in and out!

231. UTROM SHREDDER (O.S.)

Two turtle teams from two turtle
worlds. Different in so many ways, but
deep down... there are similarities. And
those similarities shall point the path
to the source dimension- Turtle Prime!!

The flickering intensifies, as if they're fading from existence...

232. ALL TURTLES

<SCREAMS OF AGONY!> AAAARRRGGGHHH!!!!

233. UTROM SHREDDER

I only regret you won't survive to
witness the end of your ki-

<BEEP!BEEP!>Utrom Shredder is interrupted by the com-terminal.
He HITS the FLASHING button - Karai's image appears on screen.

234. KARAI (ON SCREEN)

Father, we are receiving alarming and
unstable energy readings. The portal--

UTROM SHREDDER disconnects her, turns back to business.

235. UTROM SHREDDER

Farewell Turtles!

As if pulled from the very fiber of their being, streams of
incandescent green particles rise from each of the turtles,
slowly at first, but then more rapidly...

ON THE TRANSDIMENSIONAL PORTAL CONSOLE - it suddenly comes
alive, BEEPING and FLASHING as though receiving a transmission!

SHREDDER - reacts with TRIUMPH!

236. UTROM SHREDDER

It works! The Trans Dimensional Portal
is receiving the coordinates now!

He turns back to his controls - pressing buttons.

CU: the turtles continue to fade from existence; a few seconds
more and they'll be GONE (and dead)!

237. '88 MIKEY (SPINNING/FADING)

Things like this never happen back
home!

NEW ANGLE ON SHREDDER - looking down on him from above. Pull out
to reveal we're now watching him on a MONITOR SCREEN inside...

INT. TECHNODROME - THE COMMAND CENTER - CONTINUOUS

Beside the monitor we see Karai's hand - which clenches!

ECU ON KARAI'S EYES - going wide with alarm!

238. KARAI (O.S.)

NO!

ECU ON THE MATTER TRANSPORTER TERMINAL - as Karai's hand juts
into frame, rapidly pushing buttons! ADJUST to show a terminal
screen, which clicks on to display a graphic outline of the
flickering and soon to be dead Turtles. Speaking of whom...

INT. TRANS DIMENSIONAL CHAMBER - CONTINUOUS

CU ON TURTLES: spinning... faster, faster... flickering... fading...
until they... VANISH! Suddenly, the chamber walls come to a stop...

WIDE ON CHAMBER - and the Turtles are... GONE!

SPLINTER - Thrashes impotently against shackles!

239. '03 SPLINTER

NOOOOOOOO!!!!!!!

SHREDDER - towers above him TRIUMPHANTLY!

240. UTROM SHREDDER

Their demise is only the beginning!

He presses a button. <TEK!> And <BRRRRZZZPPT!>

The Trans Dimensional Portal activates, crackling with power,
creating a Space/Time warp effect. The chamber, and everything
within, streeetches as it is seemingly "sucked" into the portal...

EXT. '03 NEW YORK CITY - CONTINUOUS

TRACK ACROSS THE SCENE OF COMBAT: NATIONAL GUARD SOLDIERS fight
against ROBOT FOOT SOLDIERS, exchanging gun fire, grappling,
bashing, slicing, dicing - WIDEN TO REVEAL...

The TECHNODROME! It GLOWS!! Then suddenly... <BRRRRZZZPPT!>

It folds in on itself, as if it's imploding, collapsing in a Space/Time warp effect, until <ZAAAAAAAP!> it vanishes in a spectacular FLASH OF LIGHT! The LIGHT FADES to REVEAL a deep smoking CRATER in the earth where the Technodrome last sat!

The chilling sound of Ch'rell's <cackling> echoes in the night...

241. UTROM SHREDDER (V.O.)

<Echoing> Hahahahahahaha!

FADE TO BLACK:

END