

CHUCK

"Chuck Versus The Awesome"

by

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TEASER

INT. WAREHOUSE - AFTERNOON

SARAH, CASEY, and CHUCK hide behind large crates and wait. Chuck looks at his watch.

CHUCK

When is this super-secret spy meeting going to happen? Ellie's expecting us for game night.

SARAH

Just be patient, Chuck.

CHUCK

Sometimes I hate being the Intersect.

CASEY

Shut up. Just get a good look at them. We need you to flash.

CHUCK

And that's why you weren't invited to game night.

CASEY

Imagine my disappointment.

Sarah shushes them as the warehouse door opens and two MALE SPIES enter. Chuck, Sarah, and Casey can't see the Spies' faces, so throughout the following they edge closer.

SPY 1

And it will be operational within the hour?

SPY 2

Yeah. Or maybe two. It's a bit temperamental.

SPY 1

When can I see it?

SPY 2

Depends on when I get the other half of my money.

SPY 1

Surely you don't expect me to pay until I've seen the merchandise?

Chuck finally gets a clear view of Spy 2 and --

FLASH: SPY 2'S MUGSHOT AND CRIMINAL RECORD - STREET MAPS OF LOS ANGELES - THE WORD "FULCRUM."

Spy 2 is a Fulcrum Agent! But before Chuck can process this --

FLASH: SPY 1'S RUSSIAN ID BADGE: "ALEXANDER TURGENEV" - SMUGGLING ROUTES FOR HEROIN - A MASSACRED EASTERN EUROPEAN VILLAGE - CAPTAIN AWESOME, CHUCK'S FUTURE BROTHER-in-law, SHAKes HANDS WITH TURGENEV IN FRONT OF THE KREMLIN.

Chuck's mouth hangs open, but he can't speak. Sarah and Casey don't notice -- they're totally focused on Spy 1, Turgenev.

SARAH

(whispering)

God, Casey. Do you know who that is? He's topped the CIA's most wanted list for years. The Eastern Butcher. The Devil of Volgograd.

Casey clenches his jaw.

CASEY

Alex.

SARAH

Do you actually know him?

CASEY

We can't let him leave.

SARAH

Standing orders on Turgenev are not to engage without backup.

CASEY

Fine. Back me up.

Casey runs off before Sarah can argue again. She gives a flabbergasted sigh.

SARAH

(to Chuck)

Don't move.

She follows Casey while Chuck remains frozen.

ON CASEY

His gun drawn, approaching the Spies alone. They continue their conversation, completely oblivious.

As Casey pauses behind a crate, Sarah joins him and gestures to explain an escape route they can take.

Casey scoffs and replies with his own hand gestures, indicating a plan of attack. Sarah shakes her head vehemently and directs another set of gestures at Casey --

TURGENEV (O.S.)

It is funny, John. I always thought you worked alone because you were too tough for anyone else.

Sarah and Casey turn to see Turgenev and the Fulcrum Agent flanking them with guns drawn. Sarah and Casey stand and allow the Fulcrum Agent to disarm them.

TURGENEV

But now I see that in reality you are just too bull-headed. You and your partner cannot even agree on a plan of attack before you enter the battlefield.

CASEY

And you talk too much.

TURGENEV

(shrugs)
Fair critique.

Turgenev raises his gun and fires, but Casey pulls the Fulcrum Agent in front of him to block the bullet. The Agent falls over, dead. Turgenev narrows his eyes in annoyance.

Sarah whips knives from her sleeves and tosses them in one quick motion, but Turgenev dodges easily.

As Casey grabs the Fulcrum Agent's gun and raises it, Turgenev fires above their heads.

The bullet snaps the cable supports on a platform and sends dozens of GIANT METAL PIPES crashing down around Sarah and Casey. They duck for cover, and Turgenev slips away.

Sarah and Casey pull themselves up.

SARAH

(to Casey)
What was that?

CASEY

Thanks for the back up. Next time, don't get in my way.

Sarah gives him a look that says -- you're kidding, right?
But he's not kidding.

Chuck walks over slowly, as if in a daze.

CHUCK
Uh, guys, I flashed on something
kind of... weird.

They turn to him, interested. Chuck looks uncomfortable.

INT. CASEY'S APARTMENT - EVENING

Sarah and Casey watch NSA GENERAL BECKMAN on a monitor while
Chuck fidgets in the background. *

GENERAL BECKMAN
This is most serious. You and
Walker were compromised, Agent
Casey. *

CASEY
But sir -- *

GENERAL BECKMAN
You're off this one. And because
Turgenev presents a serious threat,
Agent Walker, you'll be staying in
Casey's apartment until he's
brought in. *

SARAH
But --

GENERAL BECKMAN
Stick close to each other at all
times. Do not leave the apartment
complex. The usual excuses will be
provided to your workplaces. *

SARAH
Understood. Orders are orders.

Casey glares at her.

General Beckman hangs up, and the screen goes dark. Chuck
lets out a big sigh. *

CASEY
(under his breath)
"Orders are orders"? Funny coming
from you.

Sarah shoots him a look.

CHUCK

Guys, thank you for not saying anything. This is silly anyway. I know Awesome's gotta be innocent.

CASEY

I don't care what you "know," just what your little computer brain tells you. So figure out a way to flash. Fast.

CHUCK

Okay, Mr. Serious. No need to bite my head off.

SARAH

Casey's right, Chuck. This isn't something to joke about. If our superiors find out, they'll take Awesome in and interrogate him until he breaks.

Chuck gulps.

CASEY

Think he'd say being interrogated was awesome?

SARAH

(ignoring Casey)

So you need to flash. That's the only sure way to prove his innocence.

CHUCK

But no pressure, right?

Off Chuck's sheepish look...

INT. ELLIE'S APARTMENT - LIVING ROOM - EVENING

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Chuck kneels by the coffee table, pulling game cards and a timer from a box. Sarah, Captain Awesome, and ELLIE, Chuck's sister, sit on the couch.

SARAH

Thanks so much for having us over. Dinner was fantastic.

ELLIE
I'm just glad you guys could make
it before Devon and I leave for our
trip.

Sarah puts on a big, fake smile.

SARAH
Trip? You're leaving the area?

CAPTAIN AWESOME
(excited)
Two weeks of camping in the Great
Smoky Mountains. Bears. It's gonna
be awesome.

ELLIE
(not excited)
Yeah. We leave Friday afternoon.
Didn't Chuck tell you?

SARAH
(still wearing that smile)
No, he didn't mention it.

CHUCK
So. Leaving in two days. Not a lot
of time for packing.

CAPTAIN AWESOME
Already taken care of. I packed our
stuff last night.

ELLIE
(to Awesome)
All of it? You didn't tell me that.

CAPTAIN AWESOME
I thought I was being helpful.

As they continue arguing, Sarah leans in to Chuck.

SARAH
(sotto)
I can't believe you didn't tell me
this, Chuck. If you don't flash
before Friday, we're taking him in.

Chuck stands and clears his throat.

CHUCK
(loudly)
Don't worry, honey. Of course I'll
go first.

Awesome and Ellie stop talking. Sarah goes back to the couch and sits while Chuck pulls a card and starts the timer.

CHUCK
Okay...

He looks down at the game card in his hand, causing him to --

FLASH: STATIC -- STATIC -- STATIC. The usual images have been replaced by what looks like TV snow. And what's worse --

CHUCK
Aaaaaah!

Chuck drops the timer and clutches his head in agony. Then the pain just stops. He looks up and sees that Sarah, Ellie, and Captain Awesome are staring at him in horror.

END OF TEASER

ACT ONE

INT. DOCTOR'S OFFICE - EXAMINATION ROOM - MORNING

Chuck fidgets nervously as he sits on the exam table in a hospital gown. A thermometer dangles from his mouth.

The DOCTOR enters and takes the thermometer out of his mouth.

DOCTOR
The nurse said you were
experiencing headaches?

CHUCK
Yes. Well, one.

DOCTOR
You're here for one headache?

CHUCK
(defensive)
One really weird headache.

The Doctor gestures for him to continue.

CHUCK
It was a sudden onset headache
concentrated in the frontal lobe
near my left temple.

DOCTOR
(smiles to himself)
Sudden onset headache.
(to Chuck)
Parents doctors?

CHUCK
Sister.

The Doctor nods.

CHUCK
Yeah. And my vision clouds up
almost like, um, static. Or
something.

DOCTOR
Have you ever had any other strange
experiences with your vision?

CHUCK
(evasive)
None that I couldn't account for.

DOCTOR

I see.

He makes a note on his clipboard: "Possible hypochondriac?"

CHUCK

(almost hopeful)

Is there something wrong with me?

DOCTOR

Physically? Nothing. Fit as a fiddle. Your tests came out completely normal.

CHUCK

Huh.

DOCTOR

Are you under any unusual stress right now?

CHUCK

You have no idea.

DOCTOR

Well, then, that's probably all it is. I can see how tightly wound you are just looking at you. Loosen up.

CHUCK

So I'm doing this to myself?

DOCTOR

Sometimes we're our own worst enemies, eh?

Chuck grins helplessly.

INT. CASEY'S APARTMENT - LIVING ROOM - MORNING

Casey glares down at Sarah's suitcase, which is pushed neatly up against the wall. Sarah enters, drying her hair.

CASEY

Suitcases don't belong on the floor, they belong in the closet.

SARAH

Sorry, I just thought because I was using it...

Silence from Casey.

SARAH
Do you want me to move it?

*
*

CASEY
(beat)
You put the toothpaste in the
medicine cabinet.

*
*
*
*

SARAH
That's where I keep mine.

*
*

CASEY
Well, here it goes in the drawer.

*
*

SARAH
Okay...

*
*

The doorbell rings, and both run to answer it. Casey shoves Sarah aside.

CASEY
(grumbles)
It's my apartment.

He opens the door to reveal TAYLOR and RAWLES, two agents dressed in expensive suits. Without a word, they push past Casey and Sarah into the apartment and start looking around.

CASEY
And you are?

RAWLES
We'll be replacing you on the
Turgenev case.

TAYLOR
You're to turn over any intel
you've gathered.

SARAH
There's no other intel besides what
we told Beckman last night. Finding
Turgenev wasn't planned.

*

TAYLOR
Stumbled onto him, huh?

RAWLES
(to Casey)
Kind of like Prague. Bit of a mess,
wasn't it?

Casey's hand draws into a fist...

SARAH
 Don't tell them anything, Casey.
 We'll see what Beckman says about
 this.

*

...and relaxes.

CASEY
 (big smile)
 No, no. It's alright, Sarah.

Casey puts his arm around Taylor and pats him on the back. Immediately, Rawles grabs Casey's hand. He feels around on Taylor's back and removes the tracer bug Casey planted.

RAWLES
 You could've at least been a little
 less obvious.

SARAH
 Casey!

CASEY
 (to Rawles)
 You win. Tell me what you need.

Taylor and Rawles share smug smiles. As they take Casey into his bedroom, we see ANOTHER TINY TRACER BUG on Rawles's hand from where he grabbed Casey earlier. It quickly camouflages itself as the color of Rawles's skin and disappears.

Casey smiles to himself.

INT. BUY MORE - BREAK ROOM - DAY

Chuck lies on the floor, eyes closed, breathing slowly. JEFF and LESTER watch him from the break table at eat chips.

MORGAN enters and does a double take. He walks to the table.

MORGAN
 (whispering)
 What is he doing?

LESTER
 We're not sure. Jeff thinks he's
 hungover, I say mental breakdown.

JEFF
 Your twenty's gonna buy me a lot of
 forties.

LESTER
In your dreams.

CHUCK
You guys know I can hear you,
right?

MORGAN
Whatcha doing, buddy?

CHUCK
Trying to de-stress.

LESTER
Yes, I win!

Jeff tosses Lester a soggy twenty, and they leave.

MORGAN
How's the de-stressing going?

Chuck's cell beeps.

ON CHUCK'S CELL PHONE, which reads "New text message from Sarah." He opens it: "Did you flash yet?" Chuck sighs.

CHUCK
Not well.

MORGAN
Well, you'll never guess what
happened to me last night.

Chuck sits down at the break table and collects himself.

CHUCK
Finally beat the last level on Call
of Duty 4?

MORGAN
(incredulous)
How did you--?

CHUCK
Lucky guess.

MORGAN
But can you guess how I did it?

CHUCK
(barely listening)
No, Morgan, I can't.

*

MORGAN

So you know how you have to get into the bunker by the hangars?

CHUCK

Uh-huh. You have to go through the tanks. It's the only way.

MORGAN

Chuck, Chuck, Chuck, I remember being young and naive like you.

*
*

Chuck looks up, intrigued.

MORGAN

Turns out there's an underground path by the wall. Leads right in.

CHUCK

You're kidding. I wasted weeks doing the same thing on that level.

MORGAN

I have much to teach you, grasshopper. There's always more than one way to accomplish something.

CHUCK

Yeah, great, thanks for the sage...
(eureka)
Hey, Morgan, can I trust you with something?

MORGAN

Anything, buddy.

*

CHUCK

I need some help getting information on Awesome.

MORGAN

Captain Boring? Why?

CHUCK

(searching)
I think he's... cheating on Ellie.

Morgan freezes, then slams his locker shut and charges toward the break room door, face red and fists clenched. Chuck steps in front of him and holds him back with one arm.

CHUCK
Whoa there, tiger. Where you going?

MORGAN
To tell Ellie. And probably get
beat up by Awesome.

CHUCK
We don't have any proof.

MORGAN
(badass)
Oh, I'll get proof.

CHUCK
Look, you wanna protect Ellie? Help
me spy on Awesome.

A beat as Morgan considers, then:

MORGAN
When's your lunch break?

Chuck smiles.

EXT. ELLIE'S APARTMENT COMPLEX - AFTERNOON

Chuck stands outside of the apartment complex, impatiently
looking around and checking the time.

Morgan drives up.

CHUCK
Did you steal a car?

MORGAN
What? No. I borrowed Lester's.

Chuck gives him a look.

MORGAN
Well, okay, I'm using "borrow"
loosely, but it's his fault for
leaving his keys out.

CHUCK
What do we even need a second car
for?

Morgan reaches down next to him in the car and offers Chuck a
walkie-talkie. Chuck just looks confused.

MORGAN

This is how they do it in all the
cop movies.

Chuck just stares at him, confused.

MORGAN

(sighing)

I drive up ahead and park. You
follow Awesome. When he gets close
to me, you let me know via walkie-
talkie, and then I start to follow.

CHUCK

And we'd be doing this because...?

MORGAN

That way Awesome won't notice
anyone following him, because it
will be two different cars.

CHUCK

But if we don't know where
Awesome's going, how do we know
he'll pass by where you park?

MORGAN

Oh, you just don't get it! At least
try the walkie-talkie.

Morgan tosses it to him to drives off. Chuck sighs.

INT. LESTER'S CAR - MOMENTS LATER

Morgan, parked up the road, speaks into the walkie-talkie.

MORGAN

See, isn't this great? We're
already covering more area.

EXT. ELLIE'S APARTMENT COMPLEX - SAME

Chuck also speaks into the walkie-talkie.

CHUCK

This is the dumbest idea ever.

As Chuck speaks, Captain Awesome exits the apartment. Chuck
ducks to avoid being seen.

MORGAN (V.O.)

The condor has left the building.

CHUCK
I know, I know, just follow him.

Chuck waits until Awesome gets in his car and leaves, then jumps into his Nerd Herd Mobile and follows.

INT. LESTER'S CAR - SAME

MORGAN
(to himself)
Oh, god! What if he sees me?

Morgan pulls in front of Awesome, nearly causing an accident.

INTERCUT:

INT. NERD HERD MOBILE - SAME

Chuck's eyes go wide.

CHUCK
Morgan, what are you doing?!

MORGAN
I've got to be in front or he'll see me. I know what I'm doing.

CHUCK
(to himself)
This was a mistake.

Chuck shakes his head as he drives behind Awesome's car.

EXT. LOS ANGELES STREETS - SAME

Morgan, Awesome, and Chuck form a train of cars -- Morgan leads, Awesome's in the middle, and Chuck brings up the rear.

INT. LESTER'S CAR - SAME

MORGAN
Now, fall right into our trap...

Morgan slides into the left turn lane... and watches as Awesome passes him by.

MORGAN
(to himself)
Crap.

CHUCK (V.O.)
Why are you turning? He's still going straight.

MORGAN
Nothing to worry about. I am
totally in control.

INTERCUT:

INT. NERD HERD MOBILE - SAME

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Chuck passes Morgan, who turns left onto the cross street.
Chuck shakes his head and continues to tail Awesome.

CHUCK
Sure you don't need my help?

MORGAN
(oh shit)
All part of the plan.

Awesome makes a sharp right turn, and Chuck follows.

CHUCK
Right on Sunset.

Awesome just makes a left turn before the light changes.
Chuck plows through the light anyway as cars honk.

CHUCK
Left on Figueroa.

Awesome makes an immediate right.

CHUCK
Right on Bartlett.

MORGAN
Where the hell is Bartlett?

CHUCK
Where are you anyway?

Awesome passes through an intersection and almost immediately
the light turns red, forcing Chuck to stop. He watches as
Awesome's car recedes and shakes his head.

END INTERCUT

INT. NERD HERD MOBILE - SAME

*

CHUCK
Well, he got away from us, buddy.

MORGAN (V.O.)
Not yet.

Suddenly Morgan appears from the cross street and hangs a sharp left so that he's right behind Awesome.

Chuck lets out a giddy cheer as Morgan and Awesome disappear over the hill ahead of him.

MORGAN (V.O.)
Didn't I tell you? Two cars!

CHUCK
I will never doubt you again.

The light changes, and Chuck drives after them. But as he comes up over the hill, they are nowhere to be seen.

CHUCK
So where are you now?

MORGAN (V.O.)
I'm not completely sure. The last few streets haven't had names. Looks like I'm in an alley now.

CHUCK
Did you make any turns?

MORGAN (V.O.)
Oh yeah. I'm making one now. I think I'm in Chinatown.

CHUCK
Which way? What's the cross street?

MORGAN (V.O.)
There's a blind woman with a dog.

CHUCK
That doesn't really help.

MORGAN (V.O.)
Sorry, man, Chinatown's confusing.

CHUCK
It's one street!

INT. LESTER'S CAR - SAME

Morgan, frazzled, makes an erratic turn.

MORGAN
Don't yell at me!

A car almost hits Morgan, but he screeches to a halt in time. In his rear view mirror, he sees Awesome's car drive off in the opposite direction.

MORGAN
Whoa! Wrong way. Geez, Awesome
really knows these streets.

Morgan looks in his rear view mirror again.

MORGAN
What the hell? He just disappeared.

Off Morgan's disbelieving look...

INT. NERD HERD MOBILE - MOMENTS LATER

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Chuck's grip on the steering wheel tightens, and he grinds his teeth. Then he eases up on the wheel and slowly exhales.

CHUCK
(to himself)
I'm not stressed. I'm not stressed.

MORGAN (V.O.)
Wait a minute, is that -- ? Oh my
god, Chuck, you are not going to
believe this. Oh no! Oh no!

ANGLE ON:

Morgan's walkie-talkie, abandoned on the seat of the car.

CHUCK (V.O.)
Morgan? Morgan!

But the car door stands open, and Morgan is gone.

END OF ACT ONE

ACT TWO

EXT. CHINATOWN - STREET - DAY

The Nerd Herd Mobile screeches to a stop behind Lester's car. Chuck races over to the still-open door to find the abandoned walkie-talkie.

CHUCK

Crap oh crap oh crap. I shouldn't
have let him -- Ugh!

He pulls out his phone and dials Sarah. She picks up.

SARAH (V.O.)

What happened? Did you flash?

CHUCK

No time. Look, I think I've got a
situation here. Morgan's gone.

SARAH (V.O.)

What are you talking about?

MORGAN (O.S.)

Chuck, you're not going to believe
it! Do you know how rare this is?

Chuck jumps, then turns to see Morgan reverently holding an action figure.

CHUCK

(into phone)
Never mind.

He hangs up.

MORGAN

I've been looking for this guy for
years, and they're selling it here
for the regular sales price.

Chuck picks Morgan up and hugs him.

CHUCK

Oh, thank god you're all right.

MORGAN

Barely.
(stroking action figure.)
I had to slip the cashier ten bucks
because that little rodent was
about to buy him.

He points to an 8-year-old RODENT-FACED KID who glares at them from the door of a comic book store.

RODENT-FACED KID (O.S.)

Jerk.

CHUCK

Come on, we need to be back at work
in a few minutes.

Morgan returns to the car, grinning ear-to-ear at his prize.
Chuck shakes his head.

INT. CASEY'S APARTMENT - LIVING ROOM - EVENING

Sarah calmly practices tai chi in one corner of the room.
Casey enters, tries to pour a bowl of cereal, but it's empty.

SARAH

Oh, sorry, I had the last of it.

Casey sighs and glances over at his computer.

CASEY

Don't you want to go check on Chuck
or something? Make sure he flashes?

SARAH

He's at Buy More today, and last
time I checked that's a little
outside the apartment complex.

Grumbling, Casey opens his DVR recordings. His eyes narrow.

CASEY

Where are my episodes of Garden
Girl?

SARAH

(sheepish)

You meant to record those? I'm
sorry, you were out of space so I--

CASEY

This is why I live alone. I buy
cereal, it's there till I eat it.

SARAH

I didn't mean to--

CASEY

I save my favorite show, no one's there to take it away from me or second guess why I decided to record it in the first place.

SARAH

Look, Casey, I'm sorry. This is your place and I'll be more respectful, but don't forget that I'm stuck here just like you are.

CASEY

We don't have to be stuck here.

Sarah stares him down.

CASEY

(snarling)

Fine. I'll remember this next time you want to go against orders.

He turns away and goes into his room, slamming the door.

Off Sarah's angry look...

EXT. HOSPITAL - EVENING

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Chuck and Morgan approach the front entrance. Morgan puts his arm in front of Chuck, stopping him in his tracks.

MORGAN

So what's our story?

CHUCK

I just thought I'd ask if I can see Awesome's locker.

MORGAN

That's never going to work. How about we say we're FDA investigators? Or new interns?

Chuck rolls his eyes, opens the door, and enters...

INT. HOSPITAL - RECEPTION AREA - CONTINUOUS

Morgan follows, and they approach the RECEPTIONIST.

MORGAN

(deep voice)

Hello, we're here from the --

CHUCK

(quickly)

Hey, Judy. Awesome -- er, Devon borrowed something of mine and left it in his hospital locker. Mind if we head back and grab it?

RECEPTIONIST

Sure, Chuck! No problem. You know how to get there?

Chuck nods, and Morgan looks disappointed.

INT. HOSPITAL - LOCKER ROOM - MOMENTS LATER

Chuck stands guard while Morgan fiddles Awesome's lock.

MORGAN

Luckily, I've broken into many a school locker in my day.

CLICK! The lock comes undone.

MORGAN

Voila!

Chuck and Morgan rummage through the locker. Morgan pulls out a variety of items: SCRUBS, MEDICAL TEXTS, MAPS OF CHINA....

MORGAN

Useless, useless, useless...

Chuck takes the maps while Morgan continues rummaging. Areas of the maps have been marked with X's.

CHUCK

(under his breath)

Oh, no.

MORGAN

Man! There's nothing here! No panties, no lipstick, nothing!

ELLIE (O.S.)

(from behind them)

What are you guys doing?

Chuck yelps and hides the maps behind his back. Morgan goes over to Ellie, takes her hands in his...

MORGAN

You deserve better.

...then runs out the door.

ELLIE
What the hell was that all about?

CHUCK
Just Morgan being Morgan.

ELLIE
(stern)
No, I mean you two looking through
Devon's locker.

CHUCK
I thought he might have borrowed
something.

ELLIE
Like what?

CHUCK
You know, guy stuff. Listen, I've
been meaning to ask: you notice
anything weird about Devon lately?

ELLIE
(smiles)
Chuck, I know he's been gone a lot
lately, and it's sweet of you to
worry, but Devon's just working
more nights at the hospital. We're
short staffed right now.

CHUCK
It's just that --

Chuck's eye catches a person's nameplate on one of the
lockers and --

FLASH: STATIC -- STATIC -- STATIC. Again, Chuck sees the TV
snow, and again:

CHUCK
Aaaaah! You've gotta be kidding me.

When the pain subsides, he looks up from the floor at Ellie's
concerned face.

ELLIE
God, Chuck, another one?

CHUCK
 (meekly)
 Doc says it's just stress.

ELLIE
 Go home right now and use my
 scented candles. They always help
 me when work's too stressful.

CHUCK
 Yeah, maybe I'll try that.

Chuck closes his eyes and massages his temples.

INT. CASEY'S APARTMENT - NIGHT

Casey works with a mound of broken down gun parts at the coffee table. He quickly assembles a gun, places it on the table, and grabs pieces to put together the next one.

Sarah enters and starts watching TV. Casey glares at her, but she doesn't notice, so he puts in ear plugs and pushes a button under the counter. Wall panels flip open, revealing a rogues gallery of targets: Bin Laden, Kim Jong-il, Ahmadinejad. Casey grabs a gun and fires: BANG! BANG! BANG!

SARAH
 Casey!

CASEY
 What?

More panels flip. BANG! BANG! BANG!

SARAH
 If I'm bothering you, just tell me.

CASEY
 (firing again)
 What makes you think you're
 bothering me?

SARAH
 (shaking her head)
 Okay, fine. Look, Chuck's not
 answering his phone, so I'm gonna
 go over there and see if he managed
 to flash yet.

Casey fires again. Sarah mouths "okay" and leaves.

As soon as the door shuts behind her, Casey goes to his computer, opens an audio file, and hits play.

TAYLOR (V.O.)
 Wow. How the mighty have fallen,
 huh, Rawles?

Casey opens a map program. An icon blinks as it moves through downtown Los Angeles. Next to the icon is a time code that reads 09:33:14.

Casey types the time code into the map program. The icon moves to another part of the map and Ellie's address pops up.

RAWLES (V.O.)
 No wonder they took him off this
 case. I mean, that's twice now
 Turgenev made him look like a fool.

TAYLOR (V.O.)
 Seems like it might not have been
 much of a challenge.

They laugh.

Casey steams and quickly fast forwards. Presses play.

He matches the time codes again, and the icon moves to the right on the map: the address of a parking lot.

TAYLOR (V.O.)
 Jesus, three meetings with lackeys
 before we can see him. This guy
 doesn't take chances, does he?

RAWLES (V.O.)
 Would you? We can handle Turgenev
 easy. Relax, I'm sure --

Fast forward. Play. Low music thrums in the background.

TURGENEV (V.O.)
 -- imperative that you follow his
 instructions exactly. Understood?

RAWLES (V.O.)
 Tomorrow. We understand.

TURGENEV (V.O.)
 How wonderful for all of us. Now.
 Feel free to enjoy yourselves.
 Tonight you are on my tab.

There's a click on the tape and the music gets louder.

TURGENEV (V.O.)
 One of the benefits of working out
 of a place such as this.

Casey pauses the tape and inputs the time code. The icon again shifts locations on the map -- and pops up with the address of a discothèque.

A big smile spreads across Casey's face. He eyes his guns.

INT. ELLIE'S APARTMENT - CHUCK'S ROOM - NIGHT

Chuck sits cross-legged on the floor with his hands resting face up on his knees and his eyes closed. Lit candles dot the room. Apparently this is de-stressing. Except --

KNOCK, KNOCK.

Sarah opens the door, and Chuck cracks an eye.

CHUCK
 Wasn't the front door locked?

SARAH
 You weren't answering.
 (sniffs)
 Is that cinnamon?

CHUCK
 Warming cinnamon. And meditative Frankincense. I'm trying to relax. Ellie thinks the headaches I'm having are stress-related.

Sarah picks him up off the floor by his arm.

CHUCK
 Hey, hey!

SARAH
 You wanna talk stressful? Imagine having to comfort Ellie after Awesome goes missing.

Chuck cringes.

CHUCK
 Does Turgenev have Chinese ties?

SARAH
 French, Chinese, Japanese -- Why? Did you flash? Did you see something? Talk to me, Chuck.

CHUCK

(sighs)

I most definitely did not flash...
exactly.

SARAH

Time is running out! If you can't
prove Awesome's innocence before
his flight tomorrow, he won't be
going anywhere but a detention
cell. And your flashes are the best
proof we've got. You have to flash.

She storms out.

CHUCK

I do not feel stressed. I do not
feel stressed.

Chuck takes a deep breath and slowly exhales.

INT. CASEY'S APARTMENT - NIGHT

Sarah enters a dark apartment.

SARAH

Casey? You there?

No answer. She flips on the light and walks into his bedroom.
He's not there either.

Sarah's brow furrows, concerned.

INT. ELLIE'S APARTMENT - AWESOME AND ELLIE'S ROOM - NIGHT

The door slowly opens inward, and Chuck stands in the
doorway. He takes a deep breath...

CHUCK

Pleasepleaseplease, don't let me
find anything of Ellie's that I
shouldn't see.

...and enters the room.

INT. ELLIE'S APARTMENT - AWESOME AND ELLIE'S ROOM - LATER

Chuck digs through Awesome's things, careful to put
everything back where he finds it. He searches the closet,
dressers, under the bed, through bookcases.

Then he notices the packed suitcases sitting neatly in one corner. Of course. He starts to unzip one when the front door creaks open.

CAPTAIN AWESOME (O.S.)
Ellie, you home?

Chuck freezes, then hears Awesome coming toward the room and hides in the closet. He closes the door behind him just as Awesome enters the bedroom.

CAPTAIN AWESOME
Ellie? Ellie!

A long pause as Awesome waits for a response. Then he sits on the edge of the bed, dials a number on his cell phone and...

CAPTAIN AWESOME
(SPEAKS CHINESE)

Chuck's jaw drops. No way is this happening! He shakes his head as he listens.

CAPTAIN AWESOME
(SPEAKS CHINESE)...Jiangxi
Province.

Chuck's eyes widen at the name and --

FLASH: STATIC -- STATIC -- STATIC.

Chuck opens his eyes to find himself on the bedroom floor, Awesome standing over him and still holding the cell phone.

CAPTAIN AWESOME
(CHINESE)

He hangs up and narrows his eyes at Chuck.

END OF ACT TWO

ACT THREE

INT. ELLIE'S APARTMENT - AWESOME AND ELLIE'S ROOM - NIGHT

Awesome looms over Chuck's prone body. He reaches down and Chuck cringes... but Awesome just holds his hand out.

CAPTAIN AWESOME

You doing okay? Why were you in the closet?

Still nervous, Chuck takes his hand and pulls himself up.

CHUCK

I was just-- Headache-- Because of stress and I should leave now.

Chuck heads for the door, but Awesome puts a hand on his shoulder. Chuck whimpers.

CAPTAIN AWESOME

Ellie's candles?

CHUCK

Huh?

Awesome reaches into the closet and grabs something. Chuck closes his eyes and cringes.

CAPTAIN AWESOME

Look alive.

Chuck opens his eyes to see Awesome lob a cinnamon stress candle at him. He just barely catches it.

CAPTAIN AWESOME

She got you to do her de-stressing exercises, huh?

CHUCK

How did you--?

CAPTAIN AWESOME

I can smell the cinnamon.

(beat)

Those exercises never work for me either.

CHUCK

Oh.

CAPTAIN AWESOME

I like to run when I'm stressed. It's what I know, you know?

CHUCK
Makes sense.

CAPTAIN AWESOME
But she thinks I love doing the
exercises with her, so I'd never
tell her that.

CHUCK
Because you don't want to hurt her.

CAPTAIN AWESOME
Well, yeah, dude. She's awesome.

CHUCK
Yes, she is.

Off Chuck's torn look...

INT. CASEY'S APARTMENT - NIGHT

The apartment is a mess. Sofa cushions are removed, contents of the kitchen cabinets are strewn around... and Sarah continues to tear everything apart as she searches.

She passes by the computer and starts going through the drawers next to it. She does a double take, stops in the middle of what she's doing, and turns the monitor on.

The screen is left just how we last saw it: a map icon blinks on the screen and the time code is displayed.

Sarah looks annoyed as she hits the play button.

TURGENEV (V.O.)
One of the benefits of working out
of a place such as this.

RAWLES (V.O.)
No kidding, Alex. This place is
great.

SARAH
He's going after Turgenev.

Off Sarah's distressed look...

INT. CASEY'S APARTMENT - LIVING ROOM - MOMENTS LATER

Sarah straps on a bullet proof vest and throws a shirt over it. She slips a gun into a holster on her left leg and exits looking resolved.

INT. ELLIE'S APARTMENT - CHUCK'S ROOM - NIGHT

Chuck enters his room and gives a little jump of surprise as Morgan stands up from beside the bed.

MORGAN

Are you okay, man? I heard the whole thing with Awesome.

They hear Awesome turn on the TV in the living room; it's a football game. Chuck closes his door to muffle the sound.

CHUCK

Just stressed is all.

MORGAN

Over the Awesome cheating thing?

CHUCK

That, and I have this... issue that's making me feel useless.

MORGAN

What's up?

CHUCK

Nothing, it's just a... a computer problem.

MORGAN

A computer problem that Chuck Bartowski can't fix?

Chuck's eyes light up.

CHUCK

(to himself)

Maybe it is a computer problem. Maybe it's not me at all! I've been going about this all wrong.

He grabs Morgan.

CHUCK

Can you do me a favor? Watch the football game with Awesome. If he leaves the living room -- or anyone strange comes over -- get me.

MORGAN

You want me to sit through a football game?

Chuck puts his hands on Morgan's shoulders and looks him square in the eye.

CHUCK
Think of Ellie.

Morgan takes a deep breath and gives a steely nod. He exits to the living room, and we hear...

MORGAN (O.S.)
Hey, home run! I love this team.
Mind if I join you?

Chuck sits down at his desktop computer and begins typing.

On his screen, we see images of high-tech electronics and animals being hooked up to machines. We focus in on "BIOLOGICAL DATA STORAGE," "SIGNAL TO BE USED FOR EXTRACTION," and "FIREWALL TO DENY OR ENCRYPT DATA."

CHUCK
(to himself)
Of course! A jamming device.
(amazed)
I'm being jammed.

A look of determination crosses Chuck's face.

INT. ELLIE'S APARTMENT - LIVING ROOM - MOMENTS LATER

Morgan watches Awesome closely.

CAPTAIN AWESOME
(to the TV)
Aw, no, no, no, no!

MORGAN
(mimicking)
Oh no, that sucked.

Chuck zips into the room carrying his computer tower...

CHUCK
Hi guys, bye guys, gotta go to Buy
More.

...and is out the door before Morgan can say a word, the door slamming closed behind him.

CAPTAIN AWESOME
Yes! Yes!

Awesome picks Morgan up and jumps up and down with him.

MORGAN
I'm happy for something!

EXT. DISCOTHEQUE - EARLY MORNING

Casey picks the lock of a side entrance. Sarah approaches.

SARAH
Casey.

He turns, looking irritated.

CASEY
Pipe down. You're gonna blow my
cover. Again.

SARAH
Don't do this. It's too dangerous.
Turgenev knows you.

CASEY
Really? Gee, thanks for that
revelation. I just need to fool
them long enough to get next to
Alex and take him out.

SARAH
And how will you get out? You're
going to get yourself killed.

Casey shrugs and goes back to picking the lock.

CASEY
I'd rather die than let him get
away again.

Sarah pulls a gun out of her holster and points it at Casey.

SARAH
You need to stop, Casey.

CASEY
(almost laughing)
You're not gonna shoot me.

Annoyed, she pulls the trigger -- and a tranquilizer dart
shoots out, hitting Casey in the neck. He looks at her
incredulously and stumbles.

SARAH
Well, I wasn't going to shoot you.

Casey lifts his head one last time, then passes out.

INT. BUY MORE - STORAGE AREA - EARLY MORNING

Chuck sits at the desk, which is covered in computer parts, and the hollowed-out hull of his computer tower sits in the middle of it all.

Chuck holds a device that looks like a homemade Tricorder and reads from a print-out in his lap.

CHUCK

Step 13, connect the secondary circuit to the mobile power supply.

(beat)

Power supply?

He looks up, perplexed, then his eyes widen. He grabs a TV remote, takes out the batteries and the connectors that hold them in, and attaches them to the device with duct tape.

CHUCK

Step 14. Now that your tracking apparatus is complete, it can lead you to the jamming device. The beeping will become louder in accordance to your distance from the jamming device.

He flips the switch. It emits a very weak beep. Chuck grins. He picks up his phone, dials Sarah, and begins pacing.

CHUCK

(into phone)

Hey, I think I may have figured something out. Call me.

Still pacing, he hangs up and dials Casey.

CHUCK

(into phone)

If you see Sarah, can you have her call me?

He hangs up the phone and sits down at the desk, pensive.

CHUCK

Where the hell are you guys?

Chuck picks up the printout and turns the page. Immediately his eyes lock on the words "LOCATOR BEACON" and --

FLASH: STATIC -- STATIC -- STATIC.

He grabs his head and keels over until it passes.

Chuck looks at the device, contemplative. After a long beat, he picks it up and leaves, resolute.

INT. NERD HERD MOBILE - MORNING

Chuck drives with one hand while he holds the tracking device out the window with the other. The beeping is now louder and faster than it was before.

Chuck looks pleased.

INT. CASEY'S APARTMENT - CASEY'S BEDROOM - MORNING

Casey wakes up in his bed, groggy and confused. He growls as he notices Sarah sitting vigil by his bed.

SARAH

I knocked you out for your own good.

CASEY

Yeah, I'm real grateful.

SARAH

Look, I did research on you and Turgenev. If you turned on me in the middle of a mission--

CASEY

I knew he was going to turn. They sent me with him, so I could catch him when he did.

SARAH

But he still got away from you.

CASEY

Right, kick me when I'm down.

SARAH

What I'm saying is, I can understand how you must feel. Why you want to take him down.

CASEY

Hey, that's great.

SARAH

But our mission is Chuck. He always has to be our first priority.

CASEY

Yeah, sure, it was all about the mission.

She stands.

SARAH

What's that supposed to mean?

CASEY

I see the way you look at him. This has nothing to do with our mission. It has to do with your feelings.

SARAH

And what about your grudge with Turgenev? What does that have to do with our mission?

CASEY

Enough of this.

He tries to stand and shove Sarah, but stumbles to the floor.

SARAH

Don't try to move, you've still got tranquilizer in your system.

She bends over to pick him up, and Casey sweeps her legs, causing her to fall.

SARAH

Ow. Casey!

He crawls away from her to his dresser by the door.

SARAH

(standing)

This is ridiculous.

CASEY

Ridiculous is not catching the guy you're supposed to catch. Twice.

He slides an ashtray on the dresser to the right and a wall panel flips, revealing an assortment of weapons.

Sarah dives under the bed as Casey pulls a taser out and aims it at her. It ZAPS the wall. He aims under the bed, but Sarah appears next to him and knocks it out of his hand.

SARAH

I don't want to fight you.

Casey slams her face into the wall and quickly stands...

...then stumbles backwards and grabs the bedpost for support. He leans on it for a second, then launches himself at Sarah.

His fist slams into her stomach and Casey's weight carries them through the bedroom door into...

INT. CASEY'S APARTMENT - LIVING ROOM - CONTINUOUS

...where they land, hard, on the floor.

SARAH
(grunting)
Okay, that's it.

She kicks Casey off her, and they both stand and take fighting stances.

SARAH
I've been waiting for this moment
since the day we met.

She smiles and they wail on each other around the apartment.

Sarah hurls dinnerware at him from the dining table. Casey kicks the coffee table up to block.

Sarah flips open a wall panel with Reagan's photo and threatens it with a knife. Casey gasps, knocks the knife away by whipping the remote at her.

CASEY
Ridiculous is hearing colleagues
joke about how you've lost it.

They bull rush each other and fall wrestling onto the couch. Each gets the other into a headlock.

CASEY
Ridiculous is having a partner who
won't back you up when you make a
decision.

SARAH
(grunting)
Works both ways, Casey.

Suddenly Rawles bursts in, covered in blood, and falls to the floor. Sarah and Casey share a shocked look.

INT. NERD HERD MOBILE/EXT. WAREHOUSE - MORNING

Chuck sits inside his car staring up at the too-familiar warehouse. The tracking device is beeping furiously. He turns it away from the warehouse, and the beeping slows. He turns it back toward the warehouse; the beeping speeds up.

Chuck resolves himself, gets out of his car, and heads toward the warehouse with the tracking device in hand.

INT. WAREHOUSE - MOMENTS LATER

Chuck holds the tracking device out. The beeps are no longer separated, and the noise is very, very loud. He approaches a big machine with a blinking light, pleased.

He flips a switch on the machine. Nothing happens.

Chuck lowers his head in frustration, and his eyes pass over a small object hidden on the ledge of the machine, no bigger than a cell phone. He removes a battery pack from it and --

FLASH: A RESEARCH LAB -- MEN IN LAB COATS -- THE JAMMING DEVICE -- A FILE. The file has a sentence highlighted: "Could also be useful as a locator beacon to detect the Intersect."

CHUCK

Uh-oh.

A gun cocks by Chuck's head. It's Turgenev, who holds his own flashing tracking device. Turgenev smiles viciously.

END OF ACT THREE

ACT FOUR

INT. CASEY'S APARTMENT - MORNING

Casey holds a cloth over Rawles' wound. Sarah holds his hand.

CASEY

Taylor?

Rawles shakes his head.

RAWLES

Bastard knew who we were the whole time, I think. I tried to get Taylor to see --

SARAH

Shh, don't strain yourself.

RAWLES

Please, you need to know --

He coughs up blood, then takes a deep, labored breath.

RAWLES

Turgenev's... real purpose... find the Intersect... has jamming device... makes it a locator beacon...

Rawles coughs up more blood, struggles to breathe, and then keels over, dead.

CASEY

Jamming Chuck? A locator beacon? That's impossible.

SARAH

Totally impossible.

(beat)

Right?

Sarah and Casey share a panicked look and race out.

INT. ELLIE'S APARTMENT - MORNING

Sarah and Casey burst through the front door, startling Morgan and Awesome.

Casey walks past them down the hallway. We hear the sounds of doors slamming and shutting.

SARAH

Where's Chuck?

MORGAN

He went to Buy More to work on some computer problem.

SARAH

Damn it.

CAPTAIN AWESOME

Everything alright?

Sarah smiles sweetly.

SARAH

Just a work emergency.
(shouting)
Casey! Let's go.

Casey storms past her and out the door. Sarah follows.

Awesome turns to Morgan.

CAPTAIN AWESOME

I didn't know she worked at Buy More too.

MORGAN

She doesn't -- Ooh, game's back on. Tell me what those guys do again.

They turn back to the television.

EXT. ELLIE'S APARTMENT COMPLEX - MOMENTS LATER

Casey strides toward the SUV, and Sarah rushes to catch up.

SARAH

Casey! We can't just go barging in. We need a plan.

Casey pivots.

CASEY

A plan?! What do you think I've been trying to do this whole time?

SARAH

Yes, because sneaking into the discotheque with no back-up and no intel constitutes a plan.

CASEY

Look who's talking. You got the Intersect kidnapped.

SARAH

Chuck is your responsibility, too.
Besides, we don't know what
happened!

CASEY

Do you want to argue with me, or do
you want to find Chuck?

Without waiting for an answer, Casey turns and enters the SUV. Frustrated, Sarah jumps in the passenger seat.

INT. GOVERNMENT SUV - CONTINUOUS

Casey turns on the GPS and pushes a few buttons. The map on the screen shifts, and a red dot flashes near a building.

SARAH

Chuck's car.

CASEY

But that does not look like the Buy
More.

They share a look, then Casey guns it onto the street.

INT. WAREHOUSE - MANAGER'S OFFICE - MORNING

Chuck is tied to a chair, and Turgenev holds a gun on him.

TURGENEV

I know you have it with you, so you
had better give it to me.

CHUCK

(sincerely confused)
Have what?

Turgenev fires a warning shot next to Chuck's foot.

CHUCK

Okay, okay, I have it. But if you
kill me, you'll never find it,
because I've hidden it really well.
Really, really well.

Turgenev fires another shot, this time near Chuck's crotch.

TURGENEV

There are lots of things I can do
that don't involve killing you.

Chuck whimpers.

CHUCK

That may be true, but since it is
somewhere on my p-p-person, how do
you know you won't damage it?

Turgenev glares at him.

INT. GOVERNMENT SUV - MORNING

Sarah and Casey follow the map on the GPS system. Casey
flours the gas to make it through a light.

SARAH

You were supposed to go left.

CASEY

Taking a short cut.

SARAH

As usual.

CASEY

The faster we get this taken care
of, the less people get hurt.

SARAH

Except that, in some situations,
rushing in means we get hurt and
others get hurt.

Sarah and Casey arrive at the warehouse and notice the empty
Nerd Herd Mobile outside. They park and get out.

CASEY

Sometimes there's no choice.

SARAH

There's always a choice.

They sneak over to one of the windows and see two of
Turgenev's henchmen standing guard outside of an office.

CASEY

Chuck and Alex must be inside.

SARAH

We've got to move now, or Turgenev
could kill him.

CASEY

No choice?

Sarah gives him an annoyed look.

SARAH

Look, we can't be bickering. That's what botched things last time.

CASEY

Alex would have a field day.

A beat. Sarah smiles.

SARAH

Yes, he would.

Casey looks at her, confused.

INT. WAREHOUSE - MANAGER'S OFFICE - MOMENTS LATER

Turgenev finishes rolling up his sleeves and removes his tie.

TURGENEV

You are a very smart boy.

CHUCK

I'm 26, actually.

TURGENEV

Shooting you -- even if I didn't kill you -- could possibly damage the Intersect.

CHUCK

Intersect. Right. Yes. True. Hurting me would definitely hurt the Intersect. And that's a bad idea. No shooting.

TURGENEV

No shooting.

Turgenev pulls a straight razor out of his pants pocket and flicks it open.

CHUCK

Okay, I think we're being a bit too literal here.

TURGENEV

Do you know how I began my career?

CHUCK

Customer service? You seem like a real people person.

TURGENEV
(smiling coldly)
Actually, you are not wrong. I know
people from the inside out.

CHUCK
(whimpering)
There's that literal thing again.

Turgenev leans in close and slides the blade gently over
Chuck's nose.

TURGENEV
The best thing about a straight
razor is being able to feel
everything so personally.

CHUCK
I'd rather not, thanks.

TURGENEV
So if I were to come into contact
with something -- like, perhaps, an
implanted computer chip -- I would
most likely know before doing any
damage.

CHUCK
Really, I swear, there's no chip.

A Henchman bursts in and Turgenev turns, setting the straight
razor on the manager's desk.

TURGENEV
They are here?

The Henchman nods.

TURGENEV
You left them alone as I asked?

Another nod. Turgenev picks up his gun before they leave.

Chuck lets out a shuddering breath. Beat. He tests his bonds,
but can't break free.

INT. WAREHOUSE - MOMENTS LATER

Casey and Sarah attempt to rig a pulley system, but the rope
keeps sliding away.

CASEY

I knew this sounded like a bad idea.

SARAH

You're not even trying.

CASEY

That's because it's pointless.

SARAH

Then why don't you come up with something better?

CASEY

What would be the point? You wouldn't agree with me anyway.

CLICK. They turn to see that Turgenev and his two Henchmen have guns pointed at them from twenty feet away. Casey and Sarah stop what they're doing and put their hands up.

TURGENEV

Like deja vu, yes? John, I cannot begin to tell you how disappointed I am. I almost want to let you and your blonde friend go, you make it so easy.

CASEY

Okay.

Casey starts to walk away, but Turgenev stops him.

TURGENEV

(smiles)

I said almost. Drop your weapons.

Sarah and Casey reluctantly remove their guns and toss them a few feet in front of them. Turgenev continues to wait, and after a beat Sarah and Casey toss more weapons on the pile.

TURGENEV

Thank you so much for your cooperation.

(to Henchmen)

Get the guns.

The Henchmen walk forward -- and hit a tripwire. Immediately, a giant tarp falls, covering everyone but Sarah and Casey. They grab their guns and circle around, keeping low to the ground, while Turgenev and his Henchmen fire wildly, struggling to get out from under the tarp.

Finally Turgenev frees himself, only to find Casey and Sarah on either side of him, guns inches from his head.

CASEY
(smirking)
Alex.

Turgenev sneers. The Henchmen finally free themselves and see that Turgenev has been captured.

TURGENEV
(BARKS A COMMAND IN RUSSIAN)

The Henchmen put their guns down.

CASEY
(to Sarah)
Nicely done.

SARAH
You too.

They smile at each other.

INT. WAREHOUSE - MANAGER'S OFFICE - SAME

Chuck continues to struggle ineffectually against his bonds. He hops a few feet in the chair until it topples over, and he lands on his side next to the desk.

CHUCK
Hello? Anybody?! This is not good.

He bangs his head against the desk in frustration and Turgenev's razor falls off, landing right in front of him.

CHUCK
(smiling)
Hey, how about--

FLASH: TURGENEV'S RAZOR CUTTING OPEN A BAG OF COCAINE -- AWESOME AND TURGENEV LAUGH AS THEY CLEAN AND FILET FISH -- TURGENEV WATCHES AS AWESOME INJECTS SOMEONE WITH A SYRINGE.

Chuck's eyes widen.

CHUCK
Ellie!

Off Chuck's panicked look.

END OF ACT FOUR

ACT FIVE

EXT. WAREHOUSE - MORNING

Turgenev sits with his hands tied to a chair. Sarah ties his right foot to the chair, while Casey ties his left.

They step back and admire their work.

SARAH

(to Turgenev)

The reason Casey never worked with a partner is there was no one in the NSA good enough for him.

Casey grunts, and they share a smile.

TURGENEV

I understand that sometimes weak people find strength in banding together with others who are weak.

CASEY

Huh. Wonder what your minions would say about that. Let's ask them.

Casey turns to the Henchmen, who are bound and gagged behind them. Casey turns back.

CASEY

Guess they're not feeling talkative.

Turgenev glares at him.

SARAH

(to Casey)

I should probably go get Chuck. You okay here with him?

CASEY

I'll be fine, but I don't know about him.

Sarah turns to leave...

CASEY

Sarah.

...and turns back.

CASEY

Thanks.

She nods and leaves.

TURGENEV
(mocking)
How touching.

CASEY
Oh, right, I almost forgot.

Casey pistol-whips Turgenev on the head, knocking him unconscious. He holsters his gun, breathes out slowly -- tension visibly draining from his shoulders -- and smiles.

INT. WAREHOUSE - MANAGER'S OFFICE - MOMENTS LATER

Sarah enters. Chuck is still on the ground, struggling to cut through his bonds with Turgenev's razor. He looks up, and relief passes over his face when he sees her.

CHUCK
Sarah! Thank god. Quick, untie me.

SARAH
You all right?

Sarah grabs Turgenev's razor and slices through his bonds.

CHUCK
I'm fine, but we have to hurry.
Ellie could be in danger.

SARAH
You flashed?

CHUCK
(nodding sadly)
I flashed.

They stand and race out together.

INT. ELLIE'S APARTMENT - LIVING ROOM - LATER

Chuck and Sarah barge in. Startled, Awesome and Ellie stop kissing and turn away, slightly embarrassed.

Chuck's face softens.

ELLIE
I should go and get the, uh --

CAPTAIN AWESOME
Yeah.

ELLIE

-- thing.

She smiles awkwardly and heads into the bedroom.

Sarah starts toward Awesome, but Chuck puts his hand on her arm to stop her.

CHUCK

Just give me one moment.

Sarah stays by the door, still on edge, as Chuck approaches Awesome alone.

CHUCK

(sadly)

Devon, I know about China.

Awesome's eyes go wide. He looks toward the bedroom and raises his finger to his lips.

CAPTAIN AWESOME

Does Ellie know?

CHUCK

So you're not even going to try to deny it?

Ellie appears from the bedroom.

ELLIE

What's going on?

Sarah steps forward, reaching for something in her pocket.

Awesome lets out a big sigh and turns to Ellie.

CAPTAIN AWESOME

I wanted this to be a surprise, but we're not really going camping in the Great Smoky Mountains. I know you've always wanted to go there, so... I planned a romantic trip to China.

Ellie completely freezes for a second. Then she squeals in delight and throws her arms around Awesome.

ELLIE

That is the best surprise ever!

CHUCK

So, the speaking Chinese?

CAPTAIN AWESOME
I've been taking a class.

Suddenly, Morgan sits up on the couch.

MORGAN
And Chinatown?

Everyone jumps.

ELLIE
Were you here the whole time?

MORGAN
Yes.
(to Awesome)
Well?

CAPTAIN AWESOME
It's where my class is.

Chuck pauses and thinks.

CHUCK
Have you ever been to Russia?

ELLIE
Of course he has. He worked for a
non-profit hospital there the year
before we met.

CAPTAIN AWESOME
Yeah, Belgorod General.

Chuck's face tightens for a second, and he closes his eyes as he receives a flash. When it's over, he opens his eyes and smiles, relieved.

MORGAN
So then you're not cheating on
Ellie?

CAPTAIN AWESOME
What?

ELLIE
Cheating?

CHUCK
Misunderstanding.

He looks over at Sarah with meaning, and she stands down.

CHUCK

Total misunderstanding. Morgan and I were a little concerned and kind of did a little spy work.

ELLIE

That's sweet, but next time just tell me.

(beat)

And you and Morgan as spies? That's funny.

MORGAN

I could be a spy.

Chuck takes Sarah's arm, and they slip out the front door.

EXT. ELLIE'S APARTMENT - CONTINUOUS

SARAH

What you did in there --

CHUCK

Cleared Awesome.

He points to his head to indicate a flash.

CHUCK

Turgenev used the non-profit to smuggle drugs, but only he and the chief of medicine were in on it. Other than that the hospital was legit, and everyone else working there was completely clean.

SARAH

So Awesome's in the clear.

CHUCK

Awesome's... awesome.

SARAH

He's lucky to have a friend who trusts him so much.

Chuck tries to fake a smile, then gives up on it.

CHUCK

Okay, I've been a little less than honest with you. That tracking device wasn't just a tracking device. It was jamming my flashes.

SARAH

I know.

Chuck's mouth drops in an "O" of surprise.

CHUCK

How did you -- ?

SARAH

The other agents on the case
figured it out.

CHUCK

I wanted to tell you, but I was
afraid you'd take Awesome away if
you knew I didn't have a way to
prove he was innocent.

SARAH

Well, thanks for being so honest.
Eventually.

Their eyes meet, and it seems like they might kiss until --

Awesome opens the door.

CAPTAIN AWESOME

Hey, you two. Come on in and join
us for breakfast. We won't be
seeing you for two weeks.

Chuck and Sarah share a smile and enter together.

END OF EPISODE